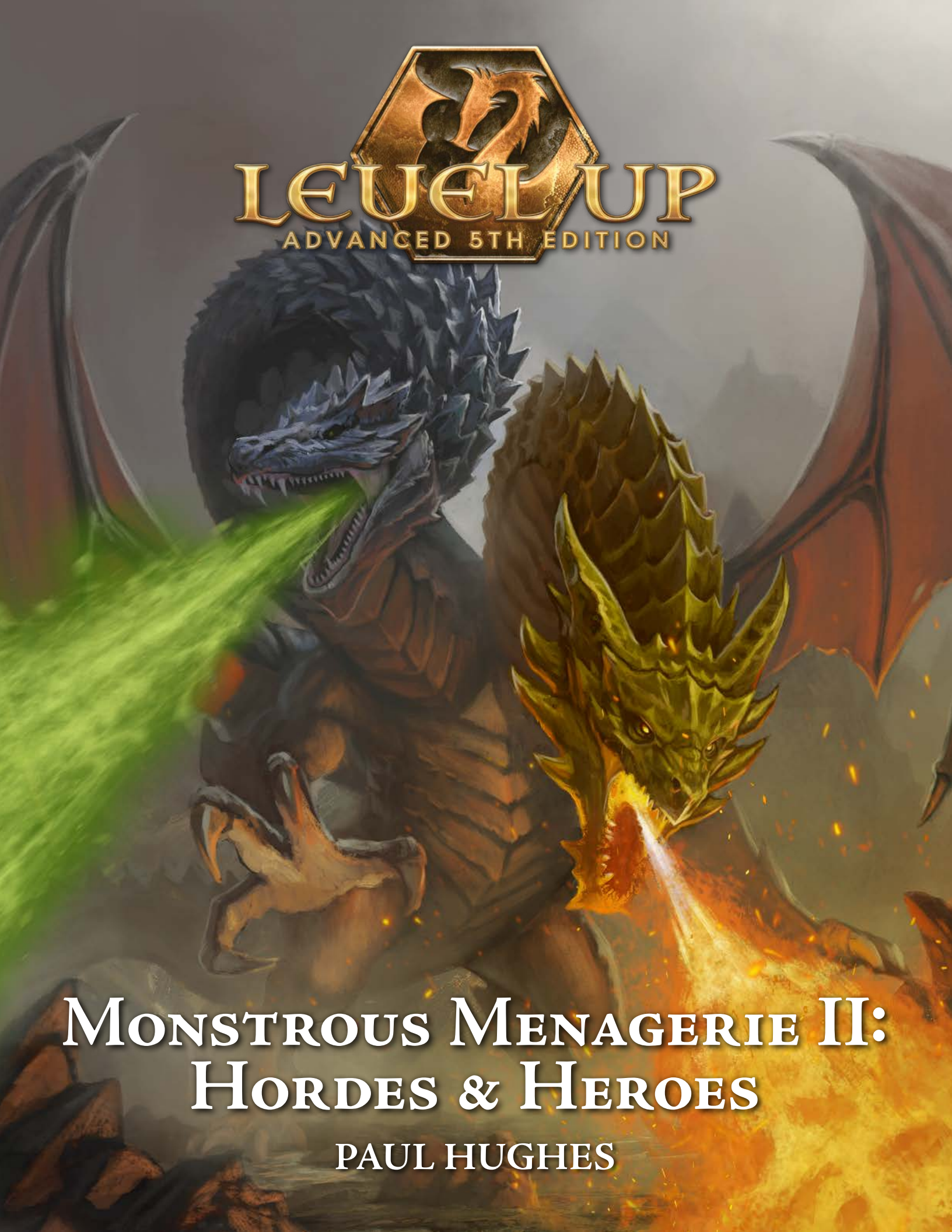


Monstrous Menagerie II: Hordes & Heroes

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Monstrous Menagerie II

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See the *Level Up* System Reference Document for a full list of Open Gaming Content.

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LEVEL UP

Introduction

Monstrous Menagerie 2 is a bestiary for *Level Up: Advanced 5th Edition*. It's one of those sequels that can stand on its own. In order to use it, you don't need *Monstrous Menagerie*, or indeed anything else from the *Level Up* line: any required rules are reprinted in this book.

While *Monstrous Menagerie* included a lot of new takes on traditional monsters, **Monstrous Menagerie 2** includes hundreds of brand-new monsters, twists on old ones, and new rules concepts to expand the possibilities of gameplay.

Hordes

In **Monstrous Menagerie 2**, we're introducing a new monster role: the **horde monster**. Just as a single elite monster can challenge a party of heroes, horde monsters are specially designed to work well in large groups that outnumber the adventurers. Horde monsters are the evil emperor's palace guards, the armies besieging the city walls, and the pack of wolves howling in pursuit of the heroes. They're easy to run for the Narrator and easy to kill for the adventurers. But unlike many traditional monstrous minions, they're not to be taken lightly.

A horde monster has no special game rules that encourage heroes to hold back. There's no rule that says a hero is entitled to drop a horde monster in one hit—although you might, if you connect with a solid enough blow! Horde monsters' hit points are calibrated so that they fall before a hero's best attacks or spells but can survive a weaker attack or an unlucky damage roll.

Furthermore, a horde monster hits hard. While hordes are simple and fast to run—a horde monster never makes more than one attack—they don't deal minimal, easily ignored damage. In fact, along with its weapon damage and ability modifier, a horde monster gets a damage *bonus* to make sure that it remains a threat to adventurers of any level. Heroes might be able to plow through hordes of foes, but they can't afford to ignore them.

The complete rules for horde monsters can be found in Appendix A.

Heroes

Is your party about to face off against a recurring villain? Or have they befriended a monster or beast and want it to adventure alongside them?

We've developed rules for **heroic monsters**—monsters that gain levels and improve their capabilities just as player characters do. Whether it's a foe, an ally, or even a monstrous player character, a heroic monster's statistics stay apace with those of the party members, and they can even earn unique or customizable features as they gain monster levels. A rival wizard can gain new spells, a captured kobold can become a full-fledged party member, and a red dragon hatchling can grow, breathing ever fiercer flame and becoming a danger to foes and party members alike.

The complete rules for heroic monsters can be found in Appendix B.

Content Warnings

Level Up: Advanced 5th Edition has always been committed to safety tools to make sure everyone has the best experience possible while playing the game. To that end, we've added content warnings—banners that appear at the top of certain monster entries, like the bodybag (body horror), heartless hag (mind control), or greenwood child (children in danger). These warnings let a Narrator avoid certain monsters that they know won't be fun for their group.

Content warnings are just one part of a suite of safety tools offered by *Level Up: Advanced 5th Edition*, and they're not necessary for every gaming group. Many players are perfectly happy to smite any foe, no matter how villainous—and some Narrators might even use content warnings to seek out certain types of monsters (leaning heavily into body horror for a horror-themed adventure, for instance). The use of content warnings is up to you and your group!

False Rumors

By solidly connecting monsters to the game world, a Narrator can make each encounter feel significant and urgent. One major tool for doing so is a monster's Legends and Lore entry, which lets players make a skill check to determine what their characters know about a monster—or what they *think* they know. In **Monstrous Menagerie 2**, we've added false rumors to the Legends and Lore entries: potentially dangerous misinformation that characters learn on a failed skill check. An encounter with murderous crimson sporecaps will go very differently if the party mistakes the sporecaps for a more friendly species of mushroom folk!

Epic Villains

Now that *Level Up: Advanced 5th Edition* has been out for several years, many gaming groups have had the chance to reach high levels of play. To support these epic heroes, **Monstrous Menagerie 2** includes lots of high-tier monsters, including quite a number of unique, elite villains suitable for climactic endgames. With the monsters in this book, characters can pit themselves against archdevils, lich lords, dragon kings, and even gods.

If you want to run an entire campaign centered on a specific villain, we've included new monsters that support such epic quests throughout multiple tiers of play. Even at level 1, your heroes can confront the minions of the campaign's ultimate adversary.

Here are just a few of the world-threatening campaigns you could run with **Monstrous Menagerie 2**:

Empire of the Dragons

Humanoid encroachments on draconic domains cause Mohsilith the Diamond Willed, the self-proclaimed emperor of the dragons, to awaken and declare war on the surface realm.

This bestiary can be used with 5E or *Level Up*. If you're using 5E, you'll want to be aware of a few rules changes we've introduced. These changes will be discussed in greater detail further on in this introduction.

Alignment: Few monsters have an alignment. Those that do (mostly celestials, fiends, and some undead) have their alignment listed among their traits.

Bloodied Monsters: Monsters are considered bloodied when they've been reduced to half their hit points or fewer. There are no rules associated with being bloodied, but other game elements might interact with it. For instance, some monsters have abilities they can use only while bloodied.

Expertise Dice: Some monsters have expertise dice listed next to skills, saving throws, or other d20 rolls. An expertise die is rolled and added to the d20 roll it modifies. For instance, a Stealth bonus of +5 (+1d4) means that 1d4 + 5 is added to the monster's d20 roll when it makes a Stealth check.

New Conditions: *Level Up* introduces confused, rattled, slowed, fatigue, and strife, which are described fully in Appendix C: Conditions.

Gazes: Some monsters' actions include the Gaze keyword in their name. These actions can be taken only if both the monster and the target can see each other. Full rules for gaze attacks are found later in this introduction.

Ongoing Damage: Some attacks, like being set on fire, deal ongoing damage. This damage occurs at the end of each of the affected creature's turns, and it continues until ended by a condition specified by the attack.

Math Changes: We've slightly changed the way a few monster statistics are calculated behind the scenes. For instance, some monsters gain different Armor Class benefits from armors, and grapple escape DCs are calculated using a slightly different formula. None of these changes require any tweaking: just use the monsters as they are written.

The tier 0 party meets a troublemaking **fey dragon wyrmling**—and has the chance to capture and train a **fey dragon hatchling**. At later levels, the party battles **moonbloom hydras** and placates the dual natures of a **polychromatic dragon** (tier 1), fights a **young purple dragon** (tier 2), faces legions of **kobold dragon warriors** riding **minor dragons** (tier 3), and finally confronts **Mohsilith** and his retinue of **great wyrm dragons** and **Diamond Guard warriors** (tier 4).

Library of Whispers

Arcane secrets are stolen, and the secret keepers are found dead with their mouths fused shut.

At tier 0, the party must make a deal with a **whisper snake** and face the enmity of a **heroic necromancer** (a potential recurring foe). Further adventures bring the heroes in conflict with a **mindmelter ooze** and a **whisper** (tier 2), a **runic stone guardian** and a **deathless legion** guarding a mysterious artifact (tier 2), and a **stitchweaver** and a dream creature known as **the Sleepless** (tier 3). At tier 4, the party must confront (or ally with) the archangel **Lexiel** and finally battle the archlich the **Mouthless One** and its **demilich bone** minions.

Something's Rotten in Heaven

Every cult worth its salt wants to restore some forgotten god or other to the heights of power—and finally, one of them succeeds.

The tier 0 party meets a **heroic cleric** that's destined to become a recurring foe, and gains a **puffball symbiont** companion. They go on to battle **cave trawlers** and an **arcanocordyceps** infestation (tier 1), **crimson sporecaps** and **bell jars** (tier 2), and a **decay knight** leading **blight giants** and **blood ogres** (tier 3). At tier 4, the party must save the world from the reborn fungus god **Rhiz'Quethar the Consumed** and its **rhizus** army.

Monster Entries

You can use the monster information in this book to inspire your game preparation or worldbuilding ahead of time. You can also use it on the fly. Just flip open the book: each monster entry contains everything you need to generate a unique encounter, with suggested encounter groups, treasure, monster behaviors, and even names.

A monster entry has the following parts: description, legends and lore, sample encounters, monster signs, monster behavior, optional monster-specific tables, optional sample names, and stat blocks.

Description

This is an essay describing the monster's place in the world. It may contain ecological information and story hooks. Like every other part of a monster entry, this description is for inspiration only: you are free to use another setting's lore or invent your own.

Legends and Lore

What does an adventurer know about a monster? The Legends and Lore section describes the information a character might recall about a monster with a successful skill check. The higher the check, the more in-world information—natural history, weaknesses, and so on—the character recalls.

Even if a character learns nothing else about a monster, a DC 10 check is usually sufficient to recognize it by sight. At the Narrator's discretion, recognizing a monster might not require a roll (for common creatures) or might be difficult or impossible (for rare or unknown monsters).

Sometimes, a particularly bad roll—a 5 or less—might reveal false gossip or dangerous misinformation.

Sample Encounters and Treasure

Most monster entries include sample encounters, usually featuring multiple variations and varying difficulty levels. Similarly, we've included sample treasure hoards along with each sample encounter. These treasures are a convenience for when you don't have the time to randomly generate or hand-curate a treasure hoard. It's important to note that *not every encounter comes with treasure*. In fact, most don't. For most campaigns, **the party finds only one to three treasures over the course of one character level**. The other encounters come with nothing at all or with ordinary equipment and a handful of incidental coins. Don't make the mistake of giving out the sample treasure for each encounter!

Monster Signs

Often, an encounter occurs with no warning: a group of characters stumbles into a group of monsters. Sometimes, though, characters come upon a sign of impending danger. Perhaps they see a footprint or hear an ominous, distant wail. Clues like this allow characters to make interesting exploration decisions and make the world feel lived-in.

As a rule of thumb, assume that half of all encounters are preceded by the discovery of a sign (or its potential discovery: some signs may be missed by those who don't make a successful Perception or other skill check).

A group may try to identify a monster by the signs it leaves behind, for instance by examining a footprint. As a rule of thumb, doing so requires a

Changes from *Monstrous Menagerie I*

We've made a couple of quality-of-life upgrades to the stat blocks in this book.

False Rumors. The Legends & Lore section of each monster entry now includes a false rumor which is handed out on a roll of 5 or less.

Initiative. In *Level Up*, the Narrator can call for any skill check or ability check as an initiative roll. We've listed three common ones–Dexterity, Wisdom (Perception), and Wisdom (Insight), and provided average values for each to reduce die rolls.

Saving Throws. The Saving Throw entry on each stat block now shows all six saving throws, not just the ones benefiting from a proficiency bonus.

Survival or Investigation check (minimum DC 15), with some monsters being impossible to identify (for instance, a distant pillar of smoke offers no clues about the creature that set its flame).

Monster Behavior

One of the most important elements of any encounter is this: what are the monsters up to? A roll on the monster behavior tables determines whether a monster or group is hiding in ambush, looking for help, preoccupied with a prisoner, or any of thousands of other individual behaviors.

Sample Names

We've provided sample name lists for most intelligent monsters.

Stat Block

Besides descriptions, lore, and other world information, each entry contains stat blocks. A stat block describes a particular creature's capabilities, attacks, combat spells, and other statistics needed to run it as either a social or combat encounter.

Challenge and XP

Each monster's stat block includes its Challenge Rating (CR). This is an important number for determining whether a monster provides a suitable combat challenge for a group. The higher the Challenge Rating, the tougher the monster.

Each monster's Challenge Rating is accompanied by a number of experience points (XP). Experience points are one way to reward players for completing an encounter. In some games, when characters have triumphed in a combat or noncombat encounter against a monster, they are awarded the listed experience points. If you are not using experience point-based leveling, you can ignore this number.

Legendary Monsters

Legendary monsters are powerful apex creatures. They often rule the lands around them for miles. A legendary monster is a formidable opponent that can successfully wage battle against an entire adventuring party.

A legendary monster has up to three legendary actions, which it can use when it's not its turn. Many legendary monsters also have legendary resistances, which are abilities that allow them to succeed at a saving throw that they would otherwise fail. Using Legendary Resistance often comes with a cost. Unless otherwise noted, the effects of expending Legendary Resistance end when the creature takes a long rest.

Legendary monsters are intended to be used as solo opponents or as powerful bosses surrounded by minions. Just like a normal monster, a legendary monster is an appropriate combat challenge for two to four characters with character levels that match its Challenge Rating. However, its additional actions and defenses provide a more interesting battle, suitable for the climax of a story.

Elite Monsters

An elite monster is a tough and dangerous example of its species or type. Often, an elite monster represents a specific, named individual.

An elite monster is only suitable for gaming groups that desire an unusually difficult combat challenge. Fighting an elite monster is as tough as fighting two ordinary monsters of its Challenge Rating.

An elite monster is a hard combat challenge for four characters with character levels that match its Challenge Rating.

For magical effects and spells that rely on a creature's Challenge Rating, such as *true polymorph*, treat an elite monster as if its Challenge Rating was doubled.

A creature can be both elite and legendary. Such a monster gains the extra complexity of a legendary monster and the doubled combat power of an elite monster.

Size

A monster can be Tiny, Small, Medium, Large, Huge, Gargantuan, or Titanic. A Small or Medium monster is around the same size as most characters and takes up a 5 by 5 foot space in combat. A Tiny creature takes up a 2 1/2-foot-square space. A Large creature takes up a 10-foot-square space, and a Huge creature takes up a 15-foot-square space. A Gargantuan creature takes up a 20-foot-square space. A Titanic creature takes up at least a 25-foot-square space but can be larger.

Type

A monster's type describes its origin or nature. While a monster's type has no effect on its own, other game elements may refer to it. For instance, the *charm person* spell only affects creatures of the humanoid type.

Some monsters have a second monster type. For instance, a faerie dragon is both a dragon and a fey creature. Its type is *dragon (fey)*. Any game rules which apply to dragons, or which apply to fey creatures, apply to it.

Other monsters have a categorization that isn't a monster type but which may interact with other game rules. For instance, a werewolf is a humanoid that is also a shapechanger. Its type is *humanoid (shapechanger)*. Rules regarding humanoids and shapechangers apply to it.

The fourteen monster types are as follows:

Aberrations are unnatural beings that don't belong to this plane of existence. Many aberrations are telepathic and use a mental power known as psionic power instead of magic. A tomegrub is an aberration.

Beasts are natural animals whose existence and abilities are nonmagical. An unkawi is a beast.

Celestials are creatures native to divine realms or heavens. Celestials have alignments, such as Lawful Good. An eclipsar is a celestial.

Constructs are beings that were built or made. Some are mindless machines, while others have some form of intelligence. A silver knight is a construct.

Dragons include red and gold dragons, which are huge reptilian fire-breathers that number among the world's most dangerous monsters. Mohsilith the Diamond Willed is a dragon.

Elementals are creatures from one of the Elemental Planes. Mephits are elementals.

Fey are creatures that are native to Fairyland, also called the Dreaming. These creatures live in a verdant realm of heightened natural beauty and combine grace and danger. The Sleepless is a fey.

Fiends are evil-aligned creatures from planes such as the Pit of Nülda. Axia, the Queen of Edicts, is a fiend.

Giants look like immense humanoids. Blight giants are giants.

Humanoids include a number of different intelligent, language-using bipeds, usually of Small or Medium size. Humanoids may employ magic but are not fundamentally magical—a characteristic that distinguishes them from bipedal, language-using fey, fiends, and other monsters. Humanoids have no inherent alignment, meaning that no humanoid ancestry is naturally good or evil, lawful or chaotic.

Monstrosities are beings that could only arise in a world suffused with magic. A stitchweaver is a monstrosity.

Oozes are ambulatory, predatory amoeboid creatures. A mindmelter is an ooze.

Plant creatures are magical fungoid or plant-like creatures. Ordinary plants, such as trees, are not plant creatures. A crimson sporecap is a plant.

Undead are supernatural creatures or spirits that are no longer alive but are still animate. Some have been reanimated by magic spells, such as zombies. Others, like shades, arise spontaneously.

Celestials, elementals, fiends, some fey, and creatures with the titan subtype are immortal, meaning they are living creatures that do not die of old age (though they may die by other means). Undead and most constructs are creatures that are not living. All other creatures are mortal.

Armor Class

A monster's Armor Class (AC) includes the effects of its Dexterity bonus and armor, if any. Many monsters have natural armor, such as scaly or tough hides.

Hit Points

While characters who reach 0 hit points normally make death saves, monsters typically die at 0 hit points. At the Narrator's discretion, a particularly important foe or beloved ally might gain the benefit of death saves, or it might be stabilized with a successful Medicine check.

A Narrator can vary a monster's hit points. Listed after each monster's hit point value is a die expression (for instance 3d8 + 3). The Narrator can roll this to

obtain a number of hit points that may be lower or higher than average for the monster, or raise or lower a monster's hit points within this range to represent a creature that is stronger or weaker than average. For instance, a monster with 3d8 + 3 hit points has an average of 16 hit points, but it might have as many as 27 hit points (if it rolled three 8s) or as few as 6 hit points (if it rolled three 1s).

Monsters are considered bloodied when they're reduced to half their hit points or less. Being bloodied isn't a condition and has no effects on its own, but other game elements may interact with it. For instance, some monsters have abilities they can only use while bloodied.

A monster's usual bloodied value is listed next to its hit points. If a Narrator has varied a monster's hit points to make it weaker or stronger, the monster's bloodied value is half its new maximum hit points (rounded down).

Speed

A monster's Speed represents its walking speed. On its turn, a monster can move a number of feet equal to its Speed.

Some creatures have additional movement modes:

Burrow: The creature can burrow this far on its turn through earth, ice, or sand, but not through rock unless otherwise noted.

Climb: The creature can climb this far on its turn and doesn't need to spend extra movement to do so.

Fly: The creature can fly this far on its turn. A flying creature falls if it is knocked prone unless it has the ability to hover, noted as "fly (hover)."

Swim: The creature can swim this far on its turn and doesn't need to spend extra movement to do so.

Ability Scores

Monsters have the same six ability scores as adventurers (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). These ability scores, along with a monster's proficiency bonus, determine its skills, saving throws, and attack bonuses, just as they do for characters.

Proficiency Bonus

A monster's proficiency bonus is added to any ability check that uses a skill, attack roll, saving throw, and the like in which it is proficient. You can grant a new skill or saving throw proficiency to a monster by adding its proficiency bonus to the appropriate check or saving throw.

Armor, weapon, and tool proficiencies aren't listed in a monster's stat block. Assume that a monster is proficient with any armor, weapon, or tool that it's likely to have used before.

Maneuver DC

In *Level Up*, Maneuver DC is the difficulty class of martial tasks such as escaping a grapple. A monster's Maneuver DC is 8 + proficiency bonus + the better of the monster's Strength or Dexterity modifier.

If you're playing *Level Up*, you can use a monster's Maneuver DC to determine the success of various combat maneuvers; otherwise, you can ignore it and just use the monster as written.

Saving Throws

The Saving Throws entry gives bonuses for the saving throws in which a monster is proficient. If a particular saving throw isn't listed, the monster makes an untrained saving throw (adding the appropriate ability modifier to their d20 roll).

A monster can voluntarily fail a saving throw. An object always fails a saving throw.

Some abilities deal damage and inflict an extra effect, like a condition, on a failed saving throw and deal half damage on a successful saving throw. Unless otherwise specified, a successful saving throw prevents the extra effect.

Skills

The Skills entry gives bonuses for the skills in which a monster is proficient. If a particular skill isn't listed, the monster makes an ability check (adding the appropriate ability modified to their d20 roll). Skills frequently gain expertise dice (see below).

Expertise Dice

Some monsters have expertise dice listed next to skills, saving throws, or other rolls based on their ability scores. An expertise die is a d4, d6, d8, d10,



d12, or d20, which is rolled and added to the d20 roll it modifies. For instance, a Stealth bonus of +5 (+1d4) means that 1d4 + 5 is added to the monster's d20 roll when it makes a Stealth check.

When an expertise die is applied to a passive score, such as passive Perception, the expertise die's average value (rounded down) is added to the passive score. For instance, a creature gains a +2 bonus to its passive Perception if it has a 1d4 expertise die in Perception checks.

Resistances, Immunities, and Vulnerabilities

A creature immune to a certain damage type takes no damage of that type when subjected to it. A creature that is resistant to a damage type takes half damage (rounded down). A creature vulnerable to a damage type takes double the damage it is subjected to.

Some creatures are resistant or immune to damage dealt by nonmagical weapons, weapons that are not silvered or magical, or other forms of weapons. This applies to any interaction between a character and a monster. However, when a monster is fighting a monster, a different rule applies: the attacks of any monster of Challenge Rating 5 or higher are considered to be magical for the purposes of overcoming the damage resistance or immunity of a different monster.

Senses

Every monster has its passive Perception listed under its senses. Some monsters may have one of the following other senses, each of which is modified by the maximum range, in feet, at which the sense operates.

Blindsight: Not everything relies on vision to sense the world. A creature with blindsight is not affected by darkness or other heavily or lightly obscured areas, within a certain radius. Creatures adapted to the darkness (like bats and moles) or creatures without eyes (like oozes) have blindsight. Blindsight counts as sight for the purposes of targeting spells and so on.

A naturally blind creature with blindsight is noted as being blind beyond the blindsight's range. Naturally blind creatures are immune to visual illusions (such as those created by *minor illusion*).

Darkvision: Darkvision allows a monster to see in dim light as if it were bright light, and in darkness as if it were dim light. Darkvision doesn't allow a creature to see color.

Tremorsense: A monster with tremorsense can detect and pinpoint the vibrations of creatures and moving objects which are in contact with the same surface. It can't detect flying or incorporeal creatures. Tremorsense doesn't count as sight.

Truesight: A creature with truesight can see in dim light, darkness, and magical darkness as if it were bright light, see invisible objects, and detect visual illusions and automatically succeed on saving throws against them. Additionally, it can perceive a shapechanger's true form and it can see into the Ethereal Plane.

Languages

A monster can speak the languages listed in this entry. Sometimes an entry notes that a monster can understand but not speak a language.

Telepathy: Some monsters have telepathy listed as a language. Telepathy allows a creature to magically communicate with a target creature within the specified range. The target doesn't need to share a language to understand the telepathic creature, but must understand at least one language. A creature without telepathy can't initiate a telepathic conversation but can respond to a telepathic message.

A telepathic creature doesn't need to see a creature to communicate with a target, as long as it is aware of the target and neither is incapacitated. A creature can't maintain telepathic contact with several creatures simultaneously.

Traits

Many monsters have characteristics noted below their languages and above their actions. These are called traits. All of a monster's traits should be read carefully when running a monster, since they might influence any facet of the monster's behavior, actions, and abilities in or out of combat.

Sometimes a single monster entry includes multiple monster stat blocks that share a trait. Instead of reprinting the trait inside each stat block, it's listed towards the beginning of the entry, right after the monster's description.

Common monster traits include the following:

Spellcasting: A creature with the Spellcasting trait casts spells in much the same way a character does. It has a spellcaster level, spell slots, and a list of known or prepared spells. A monster with this trait can cast a spell with a higher spell slot if it has one available. The Narrator can customize such a monster's spell list, swapping any known or prepared spell for another of the same level and from the same spell list. When casting an attack cantrip, the monster uses its spellcaster level to determine the effect of the spell.

Innate and Psionic Spellcasting: A creature with the Innate Spellcasting trait can cast spells without using spell slots. Instead, it can cast the spells it knows a certain number of times per day. It can't cast a spell it knows at a higher level, and it can't usually swap its spells known for other spells. When casting an attack cantrip, the monster uses its Challenge Rating instead of spellcaster level to determine the effect of the spell.

Psionic spellcasting works much like innate spellcasting. Creatures with the Psionic Spellcasting trait typically don't require components for spellcasting.

Actions

Monsters can take the following types of actions: action, bonus action, reaction, and legendary action.

Monsters follow the same rules as characters when they take actions, bonus actions, and reactions. They can use one of the options described in their stat block, or they can use the options available to characters (such as using the Dash action, taking the Opportunity Attack reaction, and so on).

If it makes sense to do so, a monster may take an action, a bonus action, or a legendary action outside of combat and when not in initiative order.

In the description of a reaction, the term "attacker" refers to the creature that triggered the reaction by casting a spell or making an attack.

Legendary actions are only available to legendary monsters. An effect, like incapacitation, which prevents a creature from taking an action also prevents it from taking a legendary action.

Some of a monster's actions or abilities may be magical in nature. If an ability's description notes that it is magical, then it may be subject to spells such as *antimagic field* and *dispel magic*. Unless an action or ability specifies that it is magical, it doesn't interact with those spells. For instance, a purple dragon's breath isn't described as magical, and therefore it can be used inside an *antimagic field*.

Limited Use Actions

Some of a monster's action options have limits on their use. This is noted in parentheses after the name of the action. A single action can have multiple limits. Limits include:

X/Day: A creature can use this option only the given number of times per day. A monster's day ends when it finishes a long rest.

Recharge: After the monster uses this ability, it can't use it again until the ability recharges. At the start of each of the monster's turns, the monster can roll a d6. If the roll is within the range in the recharge notation, the ability is recharged and the monster can use it on that turn. For instance, if a monster's ability says "Recharge 4–6", it recharges on a d6 roll of 4, 5, or 6. Taking a rest also recharges the ability.

Recharges after a Short or Long Rest: A creature can use this ability once and then must complete a short or long rest before doing so again.

While Bloodied: A creature can use this ability only while it is bloodied (while its current hit points are half or less than its total hit points). Similarly, there are abilities that can only be used while not bloodied.

Attacks

Many of a monster's actions are attacks. An attack can be a melee spell attack, a ranged spell attack, a melee weapon attack, or a ranged weapon attack. A weapon may refer to a manufactured weapon, like a trident, or a natural weapon, like a claw.

An attack usually targets either one creature or one target (which can be either a creature or an object), though an attack might target multiple creatures and might include other requirements (like "one creature grappled by the monster").

An attack's damage is presented as both a fixed number and as a dice expression. You can use whichever you like: use the fixed number to speed play or roll dice to provide variety.

Some weapons deal different damage in different circumstances. For instance, a longsword is versatile and deals 1d8 damage one-handed or 1d10 damage two-handed. In some cases, both options are noted in an attack description. In other cases, only the most typical option is noted. For instance, if a creature bears a longsword and a shield, its attack description might not include rules for two-handed longsword use. A monster is allowed to use its equipment in ways not listed in the attack entry: consult the description of a weapon to see all the options available.

Spells

Some monsters have the ability to cast spells just as characters can. Since it can be inconvenient to cross-reference spell descriptions during combat, a monster's most useful combat spells are listed among its actions.

The spell's description provides the spell's level (or notes that it's a cantrip). It also specifies any spell components necessary and whether or not the spell requires concentration. Consult the creature's Spellcasting trait to determine how many times a spell can be cast per day.

A monster's stat block doesn't summarize every spell known by a creature—just the ones most likely to be used during combat. Furthermore, the spell summary doesn't always describe every option available in a spell. For example, if a monster can cast *fire shield*, the spell description might list the

effects of either the warm shield or the chill shield, whichever the monster is most likely to use. Additionally, a spell description rarely notes the effects of casting a spell with a higher spell slot. If a monster needs access to these tactical choices, you can refer to the full description of the spell.

Monstrous Menagerie 2 stat blocks use the *Level Up* version of each spell, which may slightly differ from the spell as presented in other systems. For instance, the *Level Up* version of *fireball* deals 6d6, not 8d6, damage. Even if you're not using **Monstrous Menagerie 2** as part of a *Level Up* game, the spell versions presented here are well-balanced and usable as printed.

Targets

Some actions require a creature to target one or more other creatures.

A creature can target a creature it can't see with an attack (but it generally attacks with disadvantage, as per the rules for unseen creatures). However, a creature can't target a creature it can't see (or perceive with a similar sense, like blindsight) with an non-attack action that requires the target to make a saving throw, unless the action specifically says it can.

Gaze

Some actions have the Gaze keyword. Gaze actions have the following rules:

- In order to take the action, the monster must be able to see the target.
- If the target can't see the monster at the time of the action, it has no immediate effect. However, if the monster and the target can see each other at any time before the beginning of the monster's next turn, and the monster is not incapacitated, the action occurs then.
- If the target is not surprised, it can choose to avert its eyes from the monster at the start of the target's turn. This lasts until the start of the target's next turn. While its eyes are averted, the creature can't see the monster.

Ongoing Damage

Some attacks deal ongoing damage. This is recurring hit point loss that doesn't occur when the ongoing damage is first dealt; instead, it happens at the end of each of the affected creature's turns. An effect that deals ongoing damage specifies the condition that ends the damage. For instance, a creature caught in a pit spider's fireweb takes 3 (1d6) ongoing fire damage until it escapes the web.

Combat Strategy

After each monster's stat block is a section describing the monster's strategy in combat. It describes the monster's preferred tactics: for instance, does it typically engage in melee or ranged combat, and when does it use its limited-use moves? Most combat strategy sections also outline situations in which a monster will flee or surrender.

Combat strategy sections are meant to inspire but not constrict the Narrator. Different monsters may employ varying strategies based on circumstances and personality.

Modifying Monsters

A monster is nothing but statistics until it's brought to life at your game table. Therefore, monsters should be modified to best serve your game. Here are some tools you can use to customize the monsters in this book.

Variants

Many monsters in **Monstrous Menagerie 2** are listed with variant versions. A variant adds or replaces some of the monster's characteristics and frequently alters its Challenge Rating. When a variant changes a monster's Challenge Rating, the monster's proficiency bonus is unchanged.

Templates

This book includes several templates which can be applied to a wide variety of monsters. For instance, the carcines template can be applied to any creature with a physical body.



Angels



The gods are bound by an ancient covenant: they may not visit the material world. Angels are under no such restriction. They are free to travel to the Material Plane provided some sufficiently powerful mortal worshiper summons them. Despite this, like demons and devils, angels rarely leave their own realms. The angels that take part in mortal affairs tend to act with subtlety, guiding and protecting rather than playing an active role in events as they unfold.

Spirit Guardians. Many of the angels who visit the Material Plane do so in order to safeguard particularly important—or particularly blessed—people. These guardian angels come in many forms, ranging in appearance from wisps of cosmic cloud to feathered shields made of celestial gold. While they can fight, they more often act as advisors and protectors, shielding their charges from missteps and malice. Some people with guardian angels might not even be aware of their divine protectors.

Heavenly Hosts. Beyond the mortal world, vast armies of angels guard divine realms. Led by devas, planetars, solars, and even archangels, these hosts of angels sleeplessly guard the cosmos against evil. They rarely intrude upon the mortal plane, and then only in small numbers; if an angelic army took active part in mortal wars, it could invite destructive reprisals from opposed forces, such as demons, devils, or other gods.

Archangels. The mightiest of angels, archangels each serve and exemplify an ideal or concept. Many archangels have their own devotees: Lexiel, the archangel of language, is revered by scholars and writers.

Divine Nature. Angels don't require air, sustenance, or sleep.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 5 or less False rumor: Beings of pure goodness, angels are incapable of violence.

DC 10 Some angels guard mortal heroes or innocents from harm. They rarely fight, preferring to guide and protect.

DC 15 The gods command great hosts of warlike angels. These armies leave their divine realms only to battle against the most serious threats.

Angel Encounters

While host angels are found in celestial and astral realms, guardians and shield wardens often accompany mortal heroes.

CR 0–2 guardian nimbus with acolyte or commoner

CR 3–4 guardian angel with acolyte or commoner; knight or priest with guardian nimbus

CR 5–10 1d6 + 4 host angels; 3 to 5 host angel zealots
Treasure *cord of spirit stealing* or *pearl of power*

CR 11–16 deva or holy knight with 5 host angels; shield guardian with couatl or unicorn
Treasure *necklace of prayer beads*

CR 17–22 deva with 1d6 + 6 host angels or 1d4 + 2 host angel zealots; Lexiel
Treasure *candle of invocation*

CR 23–30 planetar with 1d4 + 3 host angel zealots; Lexiel with 1d4 host angel zealots
Treasure *holy avenger greatsword* or a book containing cursed arcane secrets

Guardian and Shield Warden Behavior

1. Escorting a promising and devoted cleric or herald
2. Guarding a kind-hearted youth
3. On its way to protect a mortal who is a pawn in a cosmic game between good and evil
4. Pledges its service to one of the adventurers

Host Angel Behavior

1. Guarding a weak spot in the planar fabric against a possible fiendish or aberrant incursion
2. Caring for a shrine or temple
3. Sent to retrieve a lost relic or magic item
4. On its way to battle a fiendish army

Guardian Angel

Instead of acting as a deity's attendants and celestial soldiers, some angels are called to assist mortals on the Material Plane. Guardians lend guidance and counsel more often than they provide might in melee, although they do fight if called upon. Guardian angels are generally assigned to children or neophyte heroes.

GUARDIAN ANGEL

CHALLENGE 3
700 XP

SMALL CELESTIAL

AC 12
HP 59 (7d6 + 35; bloodied 29)
Speed 0 ft., fly 60 ft.
Initiative Dex +2 (12), Insight +3 (13), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +0, Dex +2, Con +5, Int +1, Wis +3, Cha +2
Damage Resistances radiant
Condition Immunities charmed, fatigue, frightened
Senses passive Perception 13
Languages Celestial, Common, telepathy 60 ft. (with Charge only)

Charge. The angel is spiritually connected to a creature it is bound to protect, called its charge. It can communicate telepathically only with its charge.

Intangible. The angel is invisible and intangible, although creatures with truesight can see it. While intangible, the angel can't interact with or be affected by any creature or object other than its charge, and can move through and end its turn inside objects.

Lawful Good. The angel radiates a Good and Lawful aura.

ACTIONS

Multiattack. The angel attacks twice.

Slam (While Manifested). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) radiant damage, and one creature within 10 feet of the angel magically regains 3 (1d6) hit points.

BONUS ACTIONS

Manifest. The angel loses its Intangible trait and becomes a visible, tangible creature, or it becomes Intangible again.

REACTIONS

Aid. When a creature within 5 feet that the angel can see makes an ability check or attack roll and rolls a natural 1, the angel touches the creature, magically guiding its actions. The creature can reroll the ability check or attack roll, using the second result.

Protect. When a creature within 60 feet that the angel can see is targeted by an attack or makes a saving throw, the creature adds 1d4 to its Armor Class or saving throw roll.

Guardian Nimbus

The guardian nimbus is among the smallest and least powerful of celestials. A small sapient cloud, it glows with a soft golden radiance. A guardian nimbus usually avoids direct combat, ministering to the wounded and weary with soothing balms, restful comfort, and nourishing manna.

GUARDIAN NIMBUS

CHALLENGE 1/2
100 XP

SMALL CELESTIAL

AC 12
HP 6 (1d6 + 3; bloodied 3)
Speed 0 ft., fly 60 ft. (hover)
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
2 (−4)	15 (+2)	16 (+3)	14 (+2)	10 (+0)	15 (+2)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str -4, Dex +2, Con +3, Int +2, Wis +0, Cha +2
Damage Resistances radiant
Condition Immunities charmed, fatigue, frightened
Senses passive Perception 10
Languages understands all languages but can't speak

False Appearance. While at least 30 feet from the ground, motionless, and not glowing, the nimbus appears to be a normal cloud. Recognizing the nimbus as a creature requires a DC 20 Perception check.

Lawful Good. The nimbus radiates a Good and Lawful aura.

ACTIONS

Boff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If this damage would reduce a creature to 0 hit points, the target instead takes no damage.

Bolster. One creature within 60 feet gains a 1d4 expertise die on the next ability check it makes before the start of the nimbus's next turn.

Manna (1/Day). The nimbus creates 1d4 + 1 servings of a celestial food called manna. Manna consumed within 1 hour of being created provides sustenance for 1 day.

BONUS ACTIONS

Heavenly Glow. The nimbus casts dim light for 30 feet, or extinguishes its glow.

REACTIONS

Flitter. When a creature the nimbus can see ends its turn within 5 feet of it, the nimbus flies up to half its fly speed away from the triggering creature.

Guardian Nimbus Variant: Bonded Guardian Nimbus

Sometimes a guardian nimbus will form a permanent bond with an important mortal. As the mortal gains power and influence, the nimbus gains increased divine energy. Although immortal, a guardian nimbus never bonds with a second mortal.

A bonded guardian nimbus is a heroic monster with the ability to gain up to 10 monster levels. It gains the following traits:

Heroic Hit Dice. Each time it gains a monster level, the nimbus gains one d4 hit die and 10 maximum hit points.

Heroic Proficiency. The nimbus's proficiency bonus is equal to 2 + ¼ its monster level (rounded down); this increase in proficiency bonus is applied to its proficient skills and saving throws, its attack rolls, and its Maneuver DC.

The nimbus gains the following heroic features:

HEROIC FEATURES

Level 1: ***First Blood.*** The first time the angel deals damage with an attack on a turn, it deals 1d6 extra damage per two monster levels (rounded down).

Level 4: ***Telepathy.*** The nimbus can communicate telepathically with its bonded mortal while over any distance, even while on another plane.

Level 8: ***Cloud Chariot.*** The nimbus can share its bonded mortal's space. While it does so, the mortal gains a fly speed of 60 feet and the nimbus can move along with it.

Level 10: ***Manna of Life.*** The nimbus can expend its use of Manna to cast *raise dead*.

Host Angels

At the borders of the celestial realms, serried ranks of host angels stand ready to do battle against evil. They venture forth when their deity's domain or the cosmos itself is threatened, engaging in celestial combat against demons, devils, invaders from far realms—or even rebellious mortals who seek to topple the thrones of the gods.

Unwavering and without need of supply, host angels can stand in formation for years, centuries, or eons at a time. Obedient and true, they can follow complex orders with intelligence and independent thought (although without a great deal of creativity). Host angels are most effective when led by a

skilled commander, such as a solar, a planetar, or a righteous mortal cleric or herald.



HOST ANGEL

CHALLENGE 5
360 XP

HORDE MEDIUM CELESTIAL

AC 14 (natural armor)
HP 16 (bloodied 8)
Speed 30 ft., fly 40 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +2, Con +3, Int +0, Wis +2, Cha +3
Damage Resistances radiant
Condition Immunities charmed, fatigue, frightened
Senses truesight 30 ft., passive Perception 12
Languages all

Lawful. The angel radiates a Lawful aura.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) radiant damage, or 18 (2d8 + 9) radiant damage against a creature with the Evil alignment trait.

Battle Hymn. Until the start of the angel's next turn, one creature within 5 feet that can hear it gains advantage on saving throws, and attack rolls against the creature are made with disadvantage.

HOST ANGEL ZEALOT

CHALLENGE 10
1,180 XP

HORDE MEDIUM CELESTIAL

AC 16 (natural armor)
HP 22 (bloodied 11)
Speed 40 ft., fly 60 ft.
Initiative Dex +2 (12), Insight +4 (14), Perception +4 (14)

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

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +5, Dex +2, Con +4, Int +1, Wis +4, Cha +5
Damage Resistances radiant
Condition Immunities charmed, fatigue, frightened
Senses truesight 30 ft., passive Perception 14
Languages all

Lawful. The angel radiates a Lawful aura.

Serried Ranks. While within 5 feet of another host angel, the angel can't be pushed, pulled, knocked prone, or targeted with an opportunity attack.

ACTIONS

Smite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (1d10 + 15) radiant damage, or 26 (2d10 + 15) radiant damage against a creature with the Evil alignment trait.

Martial Battle Hymn. Until the start of the angel's next turn, one creature within 5 feet that can hear it gains advantage on attack rolls and saving throws, and attack rolls against the creature are made with disadvantage.

Lexiel

The archangel of language, Lexiel has a keen interest in keeping forbidden knowledge away from untrustworthy mortals. Lexiel's library is said to contain a copy of every book ever written…in the cases of particularly dangerous texts, often the *only* copy. Lexiel is a tireless foe of the archlich the Mouthless One, and the two have been locked in a shadow war for time beyond measure.

LEXIEL

CHALLENGE 22

ELITE LEGENDARY HUGE CELESTIAL 82,000 XP

AC 21 (natural armor)

HP 738 (36d20 + 360; bloodied 369)

Speed 50 ft., fly 150 ft.

Initiative Dex +7 (17), Insight +17 (27), Perception +17 (27)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	30 (+10)	30(+10)	30 (+10)	30 (+10)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +8, Dex +7, Con +17, Int +17, Wis +17, Cha +17

Skills Arcana +17, History 17 (+1d6), Insight +17, Perception +17, Religion +17

Damage Resistances radiant; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, poisoned

Senses truesight 120 ft., passive Perception 27

Languages all, telepathy 120 ft.



Babble. Non-celestial creatures within 60 feet of Lexiel are unable to understand others' speech or written words, though they can understand telepathy and their own words and writings.

Innate Spellcasting. Lexiel's spellcasting ability is Wisdom (spell save DC 25). They can innately cast the following spells, requiring no components:

At will: *glyph of warding*, *illusory script*, *light*, *message*, *scrying*, *sending*, *tongues*

Lawful Good. Lexiel radiates a Good and Lawful aura.

Legendary Resistance (3/Day). When Lexiel fails a saving throw, they can choose to succeed instead. When they do so, their Babble trait is deactivated.

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

Second Edition. While bloodied, Lexiel sheds bright light for 60 feet. A creature that starts its turn within this light takes 21 (6d6) radiant damage.

ACTIONS

Multiattack. Lexiel can use Maddening Word, if available. They then make two attacks.

Stupefying Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage plus 7 (2d6) radiant damage. If the target is a creature, it must succeed on a DC 25 Wisdom saving throw or be confused until the end of its next turn.

Burst of Clarity. *Ranged Spell Attack:* +17 to hit, range 120 ft., one creature. *Hit:* 24 (7d6) radiant damage. If the target is charmed, confused, or frightened, the condition immediately ends, and the target is instead stunned until the end of its next turn.

Maddening Word (Recharge 6). Lexiel speaks a divine word. Each creature they choose that can hear them within 30 feet is confused until the end of its next turn.

LEGENDARY ACTIONS

Lexiel can take 2 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. They regain spent legendary actions at the start of their turn.

Attack. Lexiel makes an attack.

Location Translation. Lexiel teleports to an unoccupied space within 120 feet that is within 5 feet of some form of written text.

Multiattack (Bloodied Only). Lexiel makes two attacks.

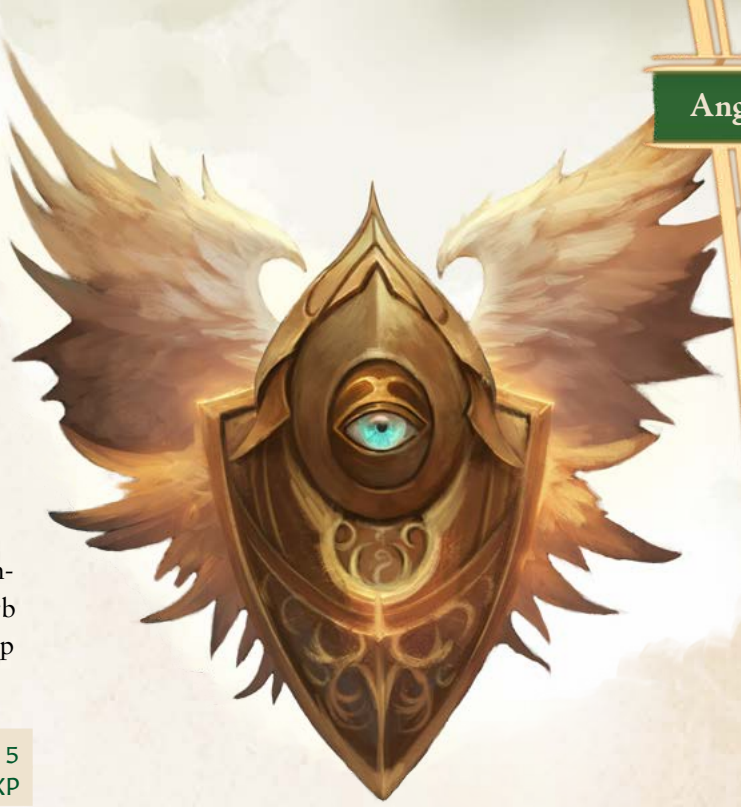
Combat

Lexiel uses Maddening Word and Stupefying Slam to confuse and then uses Burst of Clarity on confused targets. They retreat in order to preserve their goals.

Shield Warden

Shield wardens are celestial bodyguards sent from the Upper Planes to safeguard the lives of mortals. They prefer to partner with heroic individuals who are willing to endanger themselves in defense of others.

A shield warden has two forms: a golden shield embossed with a glowing celestial eye and a flying eye with feathered wings. In shield form, the warden's overlapping adamantine feathers make it nearly indestructible. In its winged orb form, those same feathers can become razor-sharp projectiles, flung with deadly accuracy.



SHIELD WARDEN

CHALLENGE 5

SMALL CELESTIAL (SHAPECHANGER) 1,800 XP

AC 16 (natural armor)

HP 90 (12d6 + 48; bloodied 45)

Speed 0 ft., fly 5 ft. (fly 50 ft. in winged orb form)

Initiative Dex +3 (13), Insight +6 (16), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 14

Saving Throws Str +2, Dex +3, Con +7, Int +4, Wis +6, Cha +1

Skills Insight +6 (+1d6), Perception +6

Damage Resistances damage from nonmagical weapons

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., truesight 10 ft., passive Perception 16

Languages Celestial, Common, telepathy 120 ft. (attuned creature only)

Attunement (Shield Form Only). The warden can allow a creature to attune to it as if it were a magic item. While the warden is in its shield form, a creature attuned to the warden can wield it like a +1 medium shield. This attunement doesn't end if warden changes to its winged orb form.

Lawful. The warden radiates a Lawful aura.

Resilient (Shield Form Only). The warden gains 10 temporary hit points at the start of its turn.

ACTIONS

Multiattack. In winged orb form, the warden makes two attacks with its wing blades.

Wing Blades (Winged Orb Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Radiant Blast. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. *Hit:* 5 (1d4 + 3) radiant damage.

Grant Senses. The warden grants a creature attuned to it the use of its darkvision and truesight until the start of the warden's next turn.

Stabilize (Shield Form Only, 1/Day). If the warden's wielder is dying, the warden stabilizes the wielder.

BONUS ACTIONS

Shapeshift. The warden magically changes its form to a shield or a winged orb. Its statistics are the same in either form, except it can't speak in shield form.

Blinding Flash (Recharge 6). The warden emits a dazzling flash from its eye. Each creature in a 15-foot cone must succeed on a DC 15 Constitution save or be blinded until the end of its next turn.

REACTIONS

Radiant Reflection (Shield Form Only). When the warden or a creature wielding the warden is hit by a ranged attack that deals only radiant damage, the warden can redirect that attack to a different target it can see within range of the triggering attack. The attack is made against the new target, using the original attack roll.

Combat

The shield warden attacks foes with wing blades or takes on shield form at the command of the creature attuned to it. It seeks to preserve the life of innocent non-combatants, its attuned creature, and itself, in that order.

Arcanocordyceps

Arcanocordyceps is a microscopic fungus that hijacks living humanoids as part of its life cycle.

Strange Growths. Victims of arcanocordyceps experience fungal growths that erupt across their body, especially their eyes and heads. The growths make the victim blind to the world around them, even as the fungus controls the host for locomotion, digestion, and other uses.

Emergent Intelligences. When it infects multiple hosts, arcanocordyceps is able to bootstrap itself to higher levels of intelligence. Large colonies can take steps to curate new additions to their hive mind. They may subdue and keep a potential victim unconscious while they wait for the cordyceps to work its way through the creature's system.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: Somewhere underground there dwells an infinitely wise mushroom collective called Arcanocordyceps.

DC 15 Arcanocordyceps is a fungal infection that can control creatures. If enough creatures in an area become infected, the fungus eventually develops a collective intelligence

Arcanocordyceps Encounters

Arcanocordyceps are found in dim, moist environments such as caverns and rainforests.

CR 0–2 1d4 arcanocordyceps infected

CR 3–4 1d4 arcanocordyceps infected with 3 or 4 shriekers or violet fungi

CR 5–10 2d8 arcanocordyceps citizens with 2 cave trawlers

Treasure 2,000 gp, *decanter of endless water*

CR 11–16 3d6 arcanocordyceps emissaries; 2d6 arcanocordyceps emissaries with weepmould

Treasure 300 pp, 10 suits of musty noble clothes (worth 75 gp each), *spell scrolls* of *charm*, *disguise self*, *fireball*, and *ice storm*

Signs

1	Heavy haze of spores in the air
2	Footprints of humanoid creatures
3	A corpse overgrown with fungus
4	Signs of a fight; the loser was dragged off

Behavior

1	Beelining in one direction, climbing over rocks instead of going around them
2	Listening to something no one else can hear
3–4	Attack on sight

Combat

Arcanocordyceps have no desires beyond expanding their colony; based on their intelligence, they use either straightforward or cunning means to do so.

ARCANOCORDYCEPS INFECTED

CHALLENGE 1

HORDE MEDIUM PLANT — 80 XP

AC 10 (natural armor)

HP 11 (bloodied 5)

Speed 35 ft.

Initiative Dex +-2 (8), Insight -3 (7), Perception -3 (7)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (–2)	14 (+2)	4 (–3)	4 (–3)	4 (–3)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +2, Dex -2, Con +2, Int -3, Wis -3, Cha -3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages —

Fungal Senses. The arcanocordyceps shares the senses of all other arcanocordyceps within 1 mile.

Hive Mind. While the arcanocordyceps is within 1 mile of at least 50 other arcanocordyceps, it uses the statistics of an arcanocordyceps emissary. While within 1 mile of 10—49 others, it uses the statistics of an arcanocordyceps citizen.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled, incapacitated, or willing humanoid. *Hit:* 6 (1d6 + 3) piercing damage, and the target is exposed to the arcanocordyceps disease.

Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and it is grappled (escape DC 12). Until the grapple ends, the infected can't grab another target.

Variant: Arcanocordyceps Citizen

In a medium-sized colony, creatures infected by arcanocordyceps are able to reason, speak, and communicate telepathically. They regard humanoids as prey but can forge temporary alliances.

An arcanocordyceps citizen is a CR 2 horde monster (180 XP); five are worth the same XP as two CR 2 monsters. It has 12 (bloodied 6) hit points. It has Intelligence, Wisdom, and Charisma scores of 10 (+0) and a passive Perception of 10. It has the following additional traits:

Language. The arcanocordyceps knows the languages of all host bodies within 1 mile, and it can communicate telepathically with creatures within 60 feet.

It has the following additional actions:

Rush. The arcanocordyceps moves up to its Speed and makes a grab attack.

Spore Cast. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d4 + 4) poison damage.

Variant: Arcanocordyceps Emissary

Members of huge fungal colonies, arcanocordyceps emissaries take a long view. They disseminate pro-hivemind propaganda, carefully cultivate alliances, and finally launch brutal raids and betrayals to extend their empire. Arcanocordyceps emissaries value magic items, particularly scrolls and potions, which they use in combat.

An arcanocordyceps emissary is a CR 4 horde monster (440 XP); five are worth the same XP as two CR 4 monsters. It has 14 (bloodied 7) hit points. It has Intelligence, Wisdom, and Charisma scores of 16 (+3) and a passive Perception of 13. It has the following additional traits:

Language. The arcanocordyceps knows the languages of all host bodies within 1 mile, and it can communicate telepathically with creatures within 60 feet.

Use Magical Device. The arcanocordyceps ignores all class, heritage, and level requirements related to the use of magic items.

It has the following additional actions:

Spore Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage. If the target is a humanoid, it is exposed to the arcanocordyceps disease.

Mind Spore. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 9 (1d6 + 6) psychic damage. On a critical hit, the target is charmed for 1 minute. The target can make a DC 13 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Disease: Arcanocordyceps

When a humanoid is exposed to arcanocordyceps, it must succeed on a DC 13 Constitution saving throw or be infected with the disease. On a successful save, the creature is immune to the disease for 24 hours.

After three days, an infected creature sprouts fungal matter over much of its body and gains the statistics of an arcanocordyceps infected (or citizen or emissary, depending on the number of arcanocordyceps within 1 mile).

If the creature dies or the disease is magically cured, the infected creature regains its original statistics and appearance.



Archlich

The most powerful liches shed their last mortal impurities and become archliches—undead creatures with power akin to gods.

Lost to History. The mortal lives of archliches are lost to history, since fame is one of the first sacrifices on the way to lichhood. Scholars must search for an archlich's origins in unaccountable gaps in historical records—an 80-year hiatus in an ancient dynasty here, an absence in a dusty portrait gallery there. The hunt is a keen one, because an archlich's lair is said to hold uncountable secrets, as well as rare spells plundered from a multitude of worlds.

Immortality Through Knowledge. Like many undead, an archlich is immortal and has no need for air, sleep, or sustenance. Furthermore, while most liches preserve their life force in a soul vessel, an archlich has transcended the need for such crude objects. Each archlich invests part of its essence in a soul vessel secret, such as a cosmic truth, a long-lost detail from the archlich's past, or a nonsense poem. Any creature that has learned this secret becomes a sort of living soul vessel. If the archlich is destroyed, it gains a new body in 1d12 months, regaining all its hit points. The new body forms within 1 mile of a creature that knows the archlich's soul vessel secret. An archlich can't be permanently killed as long as any mortal creature remembers its secret.

Nevertheless, no archlich is eager to share its secret too widely: any creature that knows the archlich's secret gains a modicum of power over it.

Undead Nature. An archlich doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or less False rumor: A very old lich crumbles into an archlich, a feebler and less imposing form of undead.

DC 20 Only the most ancient and terrible liches ascend to the status of archlich. An archlich has no need for a physical soul vessel. Instead, its soul is preserved in a secret. A creature that knows this secret gains protection from some of the archlich's magic—but while any mortal remembers this secret, the archlich can't be permanently destroyed.

Archlich Encounters

Archliches are rarely found outside of their lairs, which are frequently in deep dungeons and long-lost libraries.

CR 23–30 archlich; archlich with 3 or 4 ghoul or shadow servants

Treasure library containing 1d6 × 1,000 books worth an average of 50 gp each, spellbooks containing every common spell on the wizard's spell list of 6th level or lower, *spell scrolls* containing 2d6 rare spells, *staff of the magi*

CR 31+ archlich with 2d4 skeletal champions and a dread knight or demilich; Mouthless One

Treasure library containing 2d6 × 1,000 books worth an average of 100 gp each, spellbooks containing every common spell on the wizard spell list, *spell scrolls* containing 2d12 rare spells, *robe of the archmagi*

The Mouthless One

Scholars whisper of the Mouthless One, an archlich who shares elusive secrets with those willing to pay the price.

The Mouthless One's only desire is for arcane secrets, and nothing is beneath or beyond this ambition: the Mouthless One has killed mages to gain possession of their research notes, toppled empires to win a closely guarded scroll, and even felled a god to plunder cosmic truths.

When violent methods are impractical, the Mouthless One employs a network of spies or trades secrets directly with adventurers. But sharing information with the Mouthless One is dangerous. A creature that publicizes one of its secrets usually ends up dead, their mouth replaced with a smooth expanse of flesh: a grim warning to the Mouthless One's other confidants.

Signs

1 A book containing the archlich's soul vessel secret comes into the adventurers' possession

2 Disfigured corpse (perhaps burned with a strange glyph, or with its mouth stolen by the Mouthless One)

3 Vampire emissary interested in acquiring a book or spell belonging to the heroes

4 Rare book enchanted with a *glyph of warding*

Behavior

1 Wishes to be left to its secret

2 Longs to learn a secret only the adventurers know

3 Hires or tricks the adventurers into obtaining a secret or eliminating a rival

4 Hunting someone that possesses its soul vessel secret

5 Working to unravel the same mystery as the adventurers

6 Seeks to punish a rogue agent who revealed one of its secrets

Soul Vessel Secrets

Choose or roll 1d10 to determine secrets possessed by the archlich, or use a secret tailored to your campaign.

1 A god worshiped by one of the adventurers is threatened by a cosmic danger.

2 Someone's parentage or ancestry is grander than they know.

3 The cosmos is contained within a snowglobe possessed by an unthinkably immense creature.

4 The archlich has crafted a rare spell. The rare spell itself is the archlich's soul vessel secret.

5 The archlich knows the location and the means of destruction of a magical artifact.

6 Destroying one of the adventurers' adversaries will unleash an even greater threat.

7 The adventurers are pawns in a cosmic game, controlled by beings of a higher order.

8 The archlich was once a warrior king of a city-state that is now dust.

9 A fragment of a children's nonsense rhyme: *Lost, found, killing sound/Found, lost, killing frost.*

10 A line from a history of another plane: *The doomed city of Lirua floats in a magma sea on an island of melting stone.*

Names

The Head Librarian, The Lich King, Stillness, The Undying One



ARCHLICH

CHALLENGE 26
LEGENDARY MEDIUM UNDEAD
90,000 XP

AC 21 (natural armor)
HP 315 (30d8 + 180; bloodied 157)
Speed 30 ft., fly 60 ft. (hover)
Initiative Dex +4 (14), Insight +14 (24), Perception +14 (24)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	22 (+6)	26 (+8)	22 (+6)	20 (+5)

Proficiency +8; **Maneuver DC** 20
Saving Throws Str +9, Dex +4, Con +14, Int +16, Wis +14, Cha +13
Skills Arcana +16 (+1d6), History +16, Insight +14, Perception +14, Religion +16, Stealth +12
Damage Resistances cold, lightning
Damage Immunities necrotic, poison; damage from nonmagical weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.

Legendary Resistance (3/Day). The archlich's vestments are warded with three protective runes. When it fails a saving throw, it can choose to succeed instead. When it does so, one of its protective runes disappears.

Soul Vessel Secret. When the archlich deals damage to a creature that knows its soul vessel secret, the archlich takes 11 (2d10) damage. This damage can't be reduced or avoided in any way.

Spellcasting. The archlich is a 20th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The archlich has the following wizard spells prepared, which it can cast with no components:

Cantrips (at will): *mage hand*, *message*, *prestidigitation*
1st-level (4 slots): *detect magic*, *expeditious retreat*
2nd-level (3 slots): *blindness/deafness*, *levitate*
3rd-level (3 slots): *animate dead*, *dispel magic*
4th-level (3 slots): *fire shield*, *greater invisibility*
5th-level (3 slots): *cone of cold*, *telekinesis*
6th-level (2 slots): *create undead*, *disintegrate*
7th-level (2 slots): *plane shift* (self only), *reverse gravity*
8th-level (1 slot): *maze*
9th-level (1 slot): *power word kill*

Supreme Ritualist. The archlich can cast any common spell from the wizard spell list as a ritual, even if it can't usually be cast in this way.

ACTIONS

Touch of Death. *Melee Spell Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 61 (7d8 + 30) necrotic damage. The archlich can expend a 5th-level or lower spell slot to deal an additional 4 (1d8) necrotic damage for each level of the spell slot expended.

Arc Lightning. The archlich targets up to 3 creatures within 60 feet. Each target makes a DC 24 Dexterity saving throw. On a failure, the target takes 56 (16d6) lightning damage.

Greater Invisibility (4th-Level; Concentration). The archlich becomes invisible for 1 minute.

Cone of Cold (5th-Level). The archlich blasts frost in a 60-foot cone. Each creature in the area makes a DC 24 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Disintegrate (6th-Level). The archlich disintegrates a target within 60 feet. A Large or smaller nonmagical object or creation of magical force, or a 10-foot-cube section thereof, is automatically destroyed. A creature makes a DC 24 Dexterity saving throw, taking 75 (10d6 + 40) force damage on a failed save. If reduced to 0 hit points, the creature is disintegrated along with its nonmagical gear and can be restored to life only with true resurrection or wish.

Reverse Gravity (7th-Level; Concentration). The archlich reverses gravity in a 50-foot-radius, 100-foot-high cylinder within 120 feet. Unsecured objects, and unsecured creatures that fail a DC 24 Dexterity saving throw to grab a secured object, fall upward until they reach the top of the area, where they remain suspended. Creatures take falling damage if they strike a ceiling or other object. When the spell ends, affected objects and creatures fall back down.

REACTIONS

Wrest Spell. When another creature within 60 feet that the archlich can see casts a spell, the archlich makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails and the archlich can cast the spell immediately without expending a spell slot.

LEGENDARY ACTIONS

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

Malign Transposition. The archlich teleports up to 30 feet to a space it can see. If the space is occupied by a Medium or smaller creature, they both teleport, swapping places.

Cast Spell (Costs 1 or 2 Actions). The archlich casts a spell of up to 5th level. If the spell's level is greater than 3, it costs 2 actions.

Combat

The archlich casts *maze* and *disintegrate* early in combat, and reserves *power word kill* to finish off wounded combatants. It uses *reverse gravity* to keep multiple melee attackers at a distance. In melee, it makes touch of death attacks, expending spell slots to boost damage.

With its legendary actions, the archlich casts low-level spells like *greater invisibility* and *cone of cold*, and uses Malign Transposition when pinned down. When reduced to 100 hit points or fewer, the archlich casts *plane shift* to escape.

Variant: The Mouthless One

The Mouthless One is an elite monster, equivalent to two CR 26 monsters (180,000 XP). It has 630 (60d8 + 360; bloodied 315) hit points. It has the following traits:

Mouthless. The Mouthless One can't speak.

The Mouthless One has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The Mouthless One ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while incapacitated.

Share Mind. The Mouthless One targets a creature within 120 feet that knows at least one language. The target makes a DC 24 Wisdom saving throw. On a success, the target is immune to Share Mind for 1 hour. On a failure, the Mouthless One magically creates a mental link with the target that lasts until the end of the target's next turn or until the Mouthless One uses Share Mind again. Until the link ends, the Mouthless One takes only half of all damage dealt to it (rounded down), and the target takes the other half. Furthermore, the Mouthless One can read the target's surface thoughts.

Stunning Secret. The Mouthless One telepathically offers a tempting secret, such as instant knowledge of a spell, to a target under the effect of its Share Mind. The target can choose to learn the secret. If it does so, it is stunned until the end of its next turn.

Mouthless One Rare Spells

Instead of *maze* and *power word kill*, the Mouthless One has prepared two rare spell variants of its own invention, which it uses against adventurers (or offers in trade).

Whisper Maze (8th-Level Rare Spell). The Mouthless One banishes a creature it can see within 60 feet to a labyrinthine demiplane, where it remains for 1 minute. When the spell ends, the target reappears in the space it left or the nearest unoccupied space. The target can use its action to make a DC 24 Intelligence saving throw, ending the spell early on a success.

At any time, the target can end the spell early by revealing its darkest secret to the Mouthless One. After doing so, the target automatically fails saving throws made against the Mouthless One's spells. This effect is permanent until removed by a *wish* or similar magic.

Power Whisper Kill (9th-Level Rare Spell). A creature within 60 feet that the Mouthless One can see takes 100 damage. If this damage reduces the target to 0 hit points, it dies. The mouth of a humanoid killed by this damage is replaced with a smooth expanse of flesh until the creature is restored to life. *Speak with dead* fails when cast on a creature killed in this way.

Behemoths

The world is dotted with immense statues of beasts that glower over forgotten shrines or loom above trackless peaks. Sometimes, for reasons of their own, these statues awaken and become behemoths: rampaging titans still fighting some long-forgotten war.

When awakened, behemoths resemble animals on a monstrous scale. Even the smallest, like behemoth beetles, are mammoth-sized. The largest tower over the most ancient dragons. Some taxonomists categorize the kraken and tarrasque as the mightiest of behemoths.

Titanic Soldiers. Like empyreans and krakens, behemoths are titans: semi-divine remnants of a time when gods took a much more active role in the events of the world. Their original purpose is unknown. No living mortal remembers the prehistoric battles in which behemoths fought. The gods themselves become evasive when asked about their wars with the titans: some believe the gods keep dangerous secrets from mortal knowledge, while others claim that the gods' parts in these events were not entirely honorable. Whether the behemoths fought for or against the gods, the immense monsters were clearly designed for wars on an almost unimaginable scale. Today, a single rampaging behemoth is a match for an army squadron or a party of mighty adventurers. The ancient conflicts in which companies of behemoth beetles and flotillas of windborne man-o'-wars fought must have been fearsome indeed.

Gigantic Vermin. Most behemoths resemble natural animals, often vermin such as insects and other invertebrates. Are behemoths such as penitent mantises and vaknids the mighty progenitors of the modern world's miniscule mantises and spiders? Or did the gods elevate small creatures into engines of war? Either way, a behemoth is more than simply a larger version of an existing animal. Even the simplest is at least intelligent enough to understand speech, and every behemoth wields destructive forces far beyond those of any natural animal, from the penitent mantis's blinding light to the wrathstorm boar's lightning bolts.

Eternal Guardians. Most behemoths are discovered in statue form. While undisturbed, they can remain in this unmoving state for centuries. However, they sometimes shake off their torpor and go on a rampage in which they kill and destroy everything in their path. The trigger for this violent state varies from one behemoth to another. One

Climbing a Behemoth

All behemoths are Huge or larger, and daring characters might try to climb them. In *Level Up*, you can try to grab on to a much larger creature by making a Strength or Dexterity saving throw against its maneuver DC (see *Level Up Adventurer's Guide*, Chapter 9: Combat Maneuvers). While grabbing onto a creature, your attacks against it have advantage, and its body is difficult terrain to you.

Besides the usual methods of removing an unwanted rider, each behemoth has the following additional action:

Swat. The behemoth makes one of its melee attacks against a creature that has grabbed onto it. On a success, the target is pushed into an unoccupied space within 5 feet of the behemoth and knocked prone, taking falling damage if appropriate.



might attack only those who disturb some holy relic, while another lashes out at anything it sees. Once awakened, a behemoth's violence isn't easily quelled. Behemoths know no fear, make no bargains, and return to their stone forms for enigmatic reasons of their own.

Luckily for the world, behemoths aren't common and don't reproduce—every one is a scarred survivor from a time of vast antiquity. They rarely work together or with lesser creatures. Indeed, a behemoth has no need of allies: on its own, it is the equal of an army.

Immortal Nature. A behemoth doesn't need air, sustenance, or sleep.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 5 or less False rumor: Sometimes the gods cause a statue to come to life, smiting wicked mortals and protecting good folks.

DC 10 Behemoths are huge versions of common animals. When one rampages through a civilized area, it is difficult to stop.

DC 15 A behemoth usually has some weak point that brave adventurers can learn and exploit—if they can survive a close inspection of the creature.

DC 20 Behemoths were the footsoldiers of ancient wars amongst the gods, although it's unclear whether behemoths fought for the gods, against them, or on both sides.

Behemoth Encounters

Most behemoths are found in ancient and forgotten places: dungeons, lost shrines, high mountain peaks, and the like. A behemoth doesn't collect or carry treasure, but it might guard it.

CR 0–2 behemoth beetle
Treasure statue of a god that casts *divination* once for each person who asks it

CR 5–10 penitent mantis
Treasure font that can produce 1d6 vials of holy water per day

CR 11–16 stoneskin frog
Treasure *cube of force*

CR 23–30 vaknid
Treasure *holy avenger*

CR 31+ windborne man-o'-war; wrathstorm boar
Treasure an artifact such as the *Raiment of the Devouring King*

Behavior

1. Guarding a holy or unholy site: attacks the unworthy
2. Attacks on sight
3. Guards a treasure or a dungeon entrance, lashing out at those who approach too closely
4. Stays still in statue form; ambushes those who approach
5. Becomes obsessed with a specific person; tries to capture that person unharmed and bring them to a specific place or creature
6. Has appointed itself the guardian of a settlement or a wild location

Behemoth Weak Points

Each behemoth has a weakness that clever characters can exploit. For instance, a behemoth beetle's eyes can be removed, leaving it blinded.

A creature can easily learn a behemoth's weaknesses, either through experimentation or with a DC 10 Investigation or Perception check. At the Narrator's discretion, a creature that is up close and personal with a behemoth might learn its weakness without taking any action at all. For instance, a creature that is climbing the behemoth, or that is grappled or swallowed by it, might gain insight into how to defeat it.

Behemoth Beetle

With glowing green eyes and ten-foot-long mandibles, the behemoth beetle is a terror to miners and dungeoneers. While its most obvious weapon is its terrible pincers, it can also dissolve its prey with a well-aimed stream of boiling acid.

Subterranean Terror. Most commonly found underground, behemoth beetles are evidence that primeval wars were waged everywhere—including deep within the earth. These burrowing war beasts are no less deadly today than they were in the past. Entire mines have been lost when a buried or imprisoned behemoth beetle was unearthed.

Despite its ferocity, the behemoth beetle is not invulnerable. A dwarven legend speaks of a battle in which brave warriors slid beneath the beetle and attacked its soft underbelly, distracting the beast while their companions pried out its gemlike eyes.

Behemoth Treasure. A behemoth beetle's two glowing eyes are fist-sized, faceted malachite gems. They continue to glow for 10 days after being pried out of the beetle. Each gem is worth 250 gp, even once their light has faded.

Signs

1	Skeletons snipped in half above the waist
2	A crumbled ruin that can be identified as an ancient shrine
3	Rough-hewn tunnels carved through the earth
4	A curved blade made from a sliver of polished black chitin (the beetle in question has a chipped mandible)



BEHEMOTH BEETLE

CHALLENGE 1

ELITE LEGENDARY

HUGE MONSTROSITY (TITAN)

400 XP

AC 16 (natural armor)

HP 66 (7d12 + 21; bloodied 33)

Speed 30 ft., burrow 20 ft., climb 20 ft.

Initiative Dex +0 (10), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Dex +0, Con +5, Int -2, Wis +3, Cha -2

Senses darkvision 60 ft., passive Perception 11

Languages understands Celestial and Primordial but can't speak

Behemoth Weak Point: Eye Gems. The beetle's eyes cast bright green light for 30 feet and dim light for an additional 30 feet. Whether the beetle is alive or dead, a creature can remove an eye with a DC 13 Dexterity check with artisans' or thieves' tools. If both eyes are removed from the beetle while it is alive, the beetle is blinded. A creature grappled by the beetle's pincers has advantage on checks to do so.

Behemoth Weak Point: Vulnerable Underside. A creature in the beetle's space and underneath the beetle can attack its underbelly. The beetle's underbelly is AC 10.

Crush. When the beetle falls prone, each creature in its space makes a DC 13 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) bludgeoning damage, is knocked prone, and is grappled by the beetle's body (escape DC 13) until the beetle stands up. While grappled in this way, the creature is restrained, and the beetle can't use its Acid Spray against the creature. On a success, the creature takes no damage and is pushed to an unoccupied space of the creature's choice within 5 feet of the beetle.

Legendary Resistance. When the beetle fails a saving throw, it can choose to succeed instead, provided it has at least one glowing eye. When it does so, one of its glowing eyes is extinguished for 24 hours.

Petrification. The beetle can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

ACTIONS

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

Pincers. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target not in the beetle's space. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13) by the beetle's pincers. Until this grapple ends, the beetle can't use its pincers on a different creature.

Acid Spray (Recharge 5–6). The beetle sprays a 40-foot-long, 10-foot-wide stream of boiling acid. Each creature in the area makes a DC 13 Dexterity saving throw, taking 3 (1d6) acid damage and 3 (1d6) fire damage on a failure or half damage on a success. The beetle can include creatures in its space that are either above or below it, but not both. A creature grappled by the beetle's pincers makes the saving throw with disadvantage.

LEGENDARY ACTIONS

The beetle can take 2 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. It regains spent legendary actions at the start of its turn.

Crush. The beetle falls prone or stands up.

Scuttle. The beetle moves up to half its Speed.

Attack (Costs 2 Actions). The beetle makes a melee attack.

Elite Recovery (While Bloodied). The beetle ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Fling (While Bloodied). If the beetle is grappling a creature in its pincers, it flings the creature up to 20 feet into an unoccupied space. The creature takes 3 (1d6) bludgeoning damage for each 10 feet it is thrown and is knocked prone.

Acid Spray (While Bloodied, Costs 2 Actions). The beetle immediately recharges and uses Acid Spray.

Combat

The beetle attacks and crushes creatures with its pincers, saving its Acid Spray for creatures it can't reach (either too far away or in its space). When a creature attacks it from below, the beetle scuttles away or falls prone; when a creature climbs on its back, it tries to scrape the creature off, sometimes after crawling up a wall to increase falling damage. Once bloodied, the beetle retreats unless it has been ordered to guard a particular location. If it can't or won't retreat, it uses its pincers to pick up and fling opponents and uses Acid Spray liberally.

Penitent Mantis

In a forgotten age, a nameless penitent guilty of unspeakable sins fell to their knees and begged to be spared from judgment. A god granted their wish by transforming them into the first mantis, bound forever in prayer. Different cultures have their own versions of this myth, perhaps all inspired by the penitent mantises, eerie behemoths that serve as inscrutable messengers of the gods and as judges of those seeking atonement.

Apocryphal religious texts advise those who have transgressed their faith to go to places where they might be tested by an immense, unseen presence. If proven worthy, the penitent are shown a way back to the pious path. If not, they receive their due punishment.

Hidden in Light. Though they stand nearly twenty feet tall, penitent mantises blend into their surroundings by bending light to create visual illusions. These images are of people or events that resonate with the viewer, even if the mantis would have no way of knowing them. Penitent mantises can also create disorienting patterns or blind with overwhelming radiance.

The Penance of Aulus Atticus

Aulus Atticus was a godhand who commanded a force that desecrated the ruins of an ancient clan of weretigers in search of treasure. Outside one such tomb, Aulus encountered a stony pillar that resembled a woman with her hands clasped in prayer. As Aulus drew near, the pillar shone like the sun and images of tigers prowled through the air, each bearing the face of one of Aulus's subordinates.

Overwhelmed with regret, Aulus fell to his knees and closed his eyes, but his soldiers pressed on unheeded. When their screams finally faded, Aulus reopened his eyes to find his soldiers torn to pieces and the pillar nowhere to be found. Aulus immediately abandoned his post and returned to purge his order of those behind the desecration.

Penitent Mantis Signs

1. Glowing, silent images with religious resonance
2. Dozens of tiny mantises arrayed in patterns
3. Landscape features that resemble huge praying figures
4. A shadow on the ground that nothing seems to be casting

PENITENT MANTIS — CHALLENGE 4

ELITE LEGENDARY
HUGE MONSTROSITY (TITAN) — 2,200 XP

AC 16 (natural armor)
HP 170 (20d12 + 40; bloodied 85)
Speed 30 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (–2)	14 (+2)	14 (+2)

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +4, Int -2, Wis +4, Cha +2
Skills Stealth +4
Damage Resistances radiant
Senses truesight 60 ft., passive Perception 12
Languages understands Celestial and Primordial but can't speak

Behemoth Weak Point: Bulbous Eyes. A creature can target the mantis's eyes by making an attack with disadvantage, provided the creature wouldn't already have disadvantage on the attack. A creature grappled by the mantis can target an eye without incurring disadvantage. On a hit, the mantis is blinded until the end of its next turn.

Drawn to the Light. The mantis has an instinctual urge to investigate light that is brighter than the prevailing environment. If it has not seen an enemy since the end of its last turn and there is a prominent light source within 300 feet, the mantis moves toward that light source on its turn, provided that movement doesn't endanger it.

Legendary Resistance (1/Day). If the mantis fails a saving throw, it can choose to succeed instead. When it does so, it can immediately use Fall to your Knees as a reaction.

Petrification. The mantis can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit; reach 20 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the target is a creature, it is grappled (escape DC 14), pulled into a space within 5 feet of the mantis, and lifted 15 feet off the ground.

Bite. *Melee Weapon Attack:* +6 to hit; reach 5 ft., one creature the mantis is grappling. *Hit:* 30 (4d12 + 4) piercing damage.

Illusory Camouflage. The mantis becomes invisible, as illusions alter its coloration to perfectly match its surroundings. This invisibility ends if the mantis moves or uses an action, bonus action, or legendary action.

BONUS ACTIONS

Heaven's Light (Recharge 6). The mantis unfolds its wings, which shed blinding light. Each creature within 60 feet makes a DC 12 Constitution saving throw. On a failed save, the creature takes 10 (3d6) radiant damage and is blinded until the end of its next turn. The mantis can then fly up to twice its Speed and use Illusory Camouflage.

LEGENDARY ACTIONS

The mantis can take 2 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. It regains spent legendary actions at the start of its turn.

Fall to Your Knees. The mantis magically warps light and space around one creature it can see that isn't blinded. The creature makes a DC 12 Dexterity saving throw. On a failed save, the creature falls prone and is slowed until the end of its next turn.

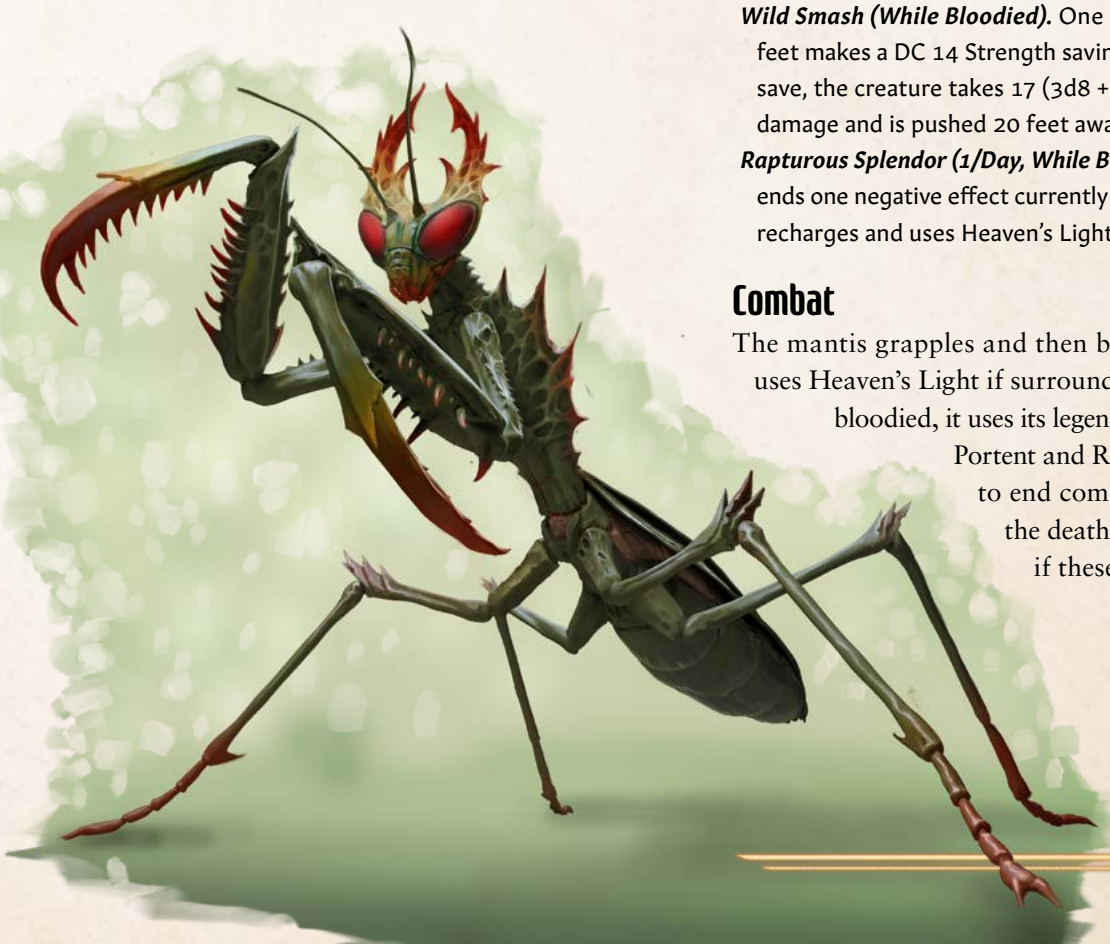
False Foe. The mantis magically conjures a momentary illusion of a looming threat next to one creature it can see that isn't blinded. The creature makes a DC 12 Intelligence saving throw. On a failed save, the creature must waste its reaction to attack the illusion, and the mantis has advantage on attacks against the creature until the end of the mantis's next turn.

Dread Portent (While Bloodied). The mantis magically projects a frightening vision of the future into the mind of a creature it can see within 60 feet. The Narrator should determine what sort of message a god might share with the target. The creature makes a DC 12 Intelligence (Religion) check. On a successful check, the creature understands the portent, and the mantis refuses to attack that creature, even if the creature attacks it. On a failure, the creature must succeed on a DC 12 Wisdom saving throw or be paralyzed until the end of the mantis's next turn.

Elite Recovery (While Bloodied). The mantis ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Wild Smash (While Bloodied). One creature within 10 feet makes a DC 14 Strength saving throw. On a failed save, the creature takes 17 (3d8 + 4) bludgeoning damage and is pushed 20 feet away from the mantis.

Rapturous Splendor (1/Day, While Bloodied). The mantis ends one negative effect currently affecting it and then recharges and uses Heaven's Light.



Combat

The mantis grapples and then bites its target. It uses Heaven's Light if surrounded by foes. When bloodied, it uses its legendary actions Dread Portent and Rapturous Splendor to end combat, and fights to the death with Wild Smash if these attempts fail.

Stoneskin Frog

With gray skin covered by spiky warts and a gaping mouth bristling with jagged teeth, the stoneskin frog looks like an architectural gargoyle designed by a fiendish sculptor.

Huge Stomach. The stoneskin frog bears a slight resemblance to the tarrasque, and pound for pound it is just as voracious as its elder titan. The stoneskin frog uses its long, sticky tongue to pull its prey to its mouth and is able to swallow improbably large meals. It has been known to devour a troll, a warhorse and its rider, or an entire gelatinous cube in a single gulp.

A stoneskin frog's stomach is a peculiarly versatile organ. The frog can temporarily suppress its digestive processes, allowing swallowed passengers to travel unharmed inside it. This ability leads some historians to speculate that the frogs once acted as fast transports for smaller folk.

The stoneskin frog can also violently eject the contents of its stomach, showering unfortunate opponents with caustic bile—and unceremoniously discharging swallowed creatures.

The stoneskin frog's mouth and stomach are also its weak points. While its rocky skin turns away most attacks, its mouth and stomach are soft and vulnerable.

Frog Worship. Deep in the most poisonous swamps, adventurers sometimes come upon immense frog statues half-buried in the muck. Some of these statues are really stoneskin frogs. Of all behemoths, stoneskin frogs are the most likely to be tended by followers: boggards sometimes worship the statues, making them the focal point of their village or even dwelling within the huge creature's stomach.

Signs

1	A splay-footed footprint, five feet long
2	Pool of sour-smelling acid
3	Dozens of small, crude frog statues
4	A boggard worshiper skulks nearby

STONESKIN FROG — CHALLENGE 8

ELITE LEGENDARY
HUGE MONSTROSITY (TITAN) — 7,800 XP

AC 18 (natural armor), 12 with Soft Insides
HP 322 (28d12 + 140; bloodied 161)
Speed 50 ft., swim 40 ft.
Initiative Dex +1 (11), Insight +2 (12), Perception +2 (12)

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



Proficiency +3; **Maneuver DC** 16
Saving Throws Str +5, Dex +4, Con +5, Int -2, Wis +5, Cha -2
Damage Immunities acid, poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Celestial and Primordial but can't speak

Amphibious. The frog can breathe air and water.

Behemoth Weak Point: Soft Insides. The frog's tongue, the inside of its mouth, and the frog's stomach are AC 12. While the frog's mouth is open (for instance, while grappling a creature with its tongue), creatures can target its tongue or the inside of its mouth with attacks. Creatures swallowed by the frog make attacks against the inside of its stomach.

Legendary Resistance (3/Day). When the frog fails a saving throw, it can choose to succeed instead. When it does so, it croaks and expands its throat sac until the start of its next turn. While its throat sac is expanded, the frog has vulnerability to piercing and slashing damage.

Petrification. The frog can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

Standing Leap. The frog's long jump and high jump is equal to its Speed, with or without a running start.

ACTIONS

Multiattack. The frog attacks with its bite and its tongue.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one Large or smaller creature. *Hit:* 12 (3d4 + 5) bludgeoning damage, and the target is grappled by the frog's tongue (escape DC 16). Until this grapple ends, the frog can't bite and can't use its tongue to attack a different creature, and the target moves along with the frog.

If a single attack deals 20 slashing damage or more to the tongue while it is grappling a creature, the tongue is severed and the frog can't attack with it or use Swallow until it finishes a long rest. A creature grappled by the severed tongue is still grappled but no longer moves with the frog.

Swallow. A Large or smaller creature grappled by the frog must succeed on a DC 16 Strength saving throw or be pulled up to 30 feet toward the frog and swallowed. The frog's stomach is a space 10 feet on a side, and the frog can swallow as many creatures as can fit inside it. The frog's stomach is dark and provides total cover from effects from outside the frog. At the start of each of its turns, the frog can choose to deal 17 (5d6) acid damage to each creature in its stomach.

If a swallowed creature deals 25 damage or more to the frog in a single turn, or if the frog dies, the frog involuntarily uses Regurgitate in a random direction.

LEGENDARY ACTIONS

The frog can take 2 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. It regains spent legendary actions at the start of its turn.

Attack. The frog attacks with its bite or its tongue.

Regurgitate (Costs 2 Actions). The frog regurgitates the contents of its stomach. Each creature in a 15-foot cone makes a DC 16 Dexterity saving throw, taking 17 (5d6) acid damage on a failure or half damage on a success. Swallowed creatures then fall prone within 5 feet of the frog.

Elite Recovery (While Bloodied). The frog ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Leap (While Bloodied). The frog leaps up to its Speed horizontally or vertically without provoking opportunity attacks and can land in a space containing one or more creatures. Each creature in the frog's space when it lands makes a DC 16 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a success, the creature takes half damage and is pushed 5 feet into an unoccupied space of its choice.

If the frog is grappling a creature while it leaps, the creature takes 3 (1d6) bludgeoning damage for each 10 feet the frog leaps.

Combat

The frog tries to swallow enemies. When bloodied, it uses Leap to escape if it has a creature grappled or swallowed.

Vaknid

Across the eons, divine warfare has devastated countless worlds, leaving shattered, lifeless ruins drifting through the cosmic void. The hollow spiders known as vaknids scavenge in the wake of these calamities, seeking plunder for the rotting divinities they serve.

These enormous empty exoskeletons scuttle about in total silence, purging air from their surroundings to create a perfect vacuum. They spin webs from whatever precious metals they extract in their scavenging, and by weaving the right patterns they can create portals through which they deliver their plunder to their masters: forgotten gods, empyrean rebels, or fateholder spiders who seek to extend their own cosmic webs.

Behemoth Treasure. The metals in a vaknid's webs are typically worth between 1,000 and 6,000 gp, albeit in the form of hundreds of pounds of sticky wire.

Signs

1. Dried-out corpses wrapped in sticky metallic wire
2. Unnatural air currents
3. DC 15 Perception check: sound does not echo from a particular direction
4. Localized areas of inverted gravity

VAKNID

CHALLENGE 12

ELITE LEGENDARY

GARGANTUAN MONSTROSITY (TITAN) 16,800 XP

AC 17 (natural armor)

HP 462 (28d20 + 168; bloodied 231)

Speed 40 ft., climb 40 ft.

Initiative Dex +1 (11), Insight +1 (11), Perception +5 (15)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	6 (–2)	12 (+1)	6 (–2)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +10, Dex +5, Con +6, Int -2, Wis +5, Cha -2

Skills Perception +5, Stealth +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands Celestial and Primordial but can't speak

Behemoth Weak Point: Grappling Pedipalps. While the vaknid is grappling a creature, the vaknid's front two legs, its pedipalps, pulse with necrotic energy. Until the grapple ends, creatures can target the vaknid's pedipalps with attacks. Creatures not grappled by the vaknid do so with disadvantage. If an attack hits a pedipalp and deals 15 bludgeoning, radiant, or slashing damage or more to the vaknid, the grapple ends and the vaknid takes an extra 49 (14d6) necrotic damage.

Legendary Resistance (2/Day). If the vaknid fails a saving throw, it can choose to succeed instead. When it does so, its Grappling Pedipalps weak point activates until the start of its next turn.

Petrification. The vaknid can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

Spider Climb. The vaknid can use its climb speed even on difficult surfaces and upside down on ceilings.

Void Aura. Vacuum surrounds the vaknid in a 15-foot radius. Sound can't travel in the area, casting spells with vocalized components within the area is impossible, and creatures are deafened and immune to thunder damage while within the area. Nonmagical fire in the area is extinguished, although magma, heat metal, and similar sources of fire damage still deal damage.

Creatures in the area can't breathe. When a creature holding its breath starts its turn in the area, it makes a DC 18 Constitution saving throw. On a failed save the creature begins suffocating.

ACTIONS

Multiattack. The vaknid makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit; reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Siphoning Pedipalps. *Melee Weapon Attack:* +10 to hit; reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) piercing damage, and the target is grappled (escape DC 18). At the start of each of the vaknid's turns while it has the creature grappled, the creature takes 49 (14d6) necrotic damage, and its hit point maximum is reduced by the same amount until it finishes a long rest. The creature dies if its hit point maximum is reduced to 0.

LEGENDARY ACTIONS

The vaknid can take 1 legendary action, choosing from the options below, or 3 legendary actions while it is bloodied. Only one legendary action 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.

Anti-Gravity Strand. *Ranged Weapon Attack:* +10 to hit; range 60 ft., one target. *Hit:* The target falls upward 60 feet (as if affected by the reverse gravity spell), tethered to the ground by a strand of webbing attached to the ground directly beneath it. The strand is an object with AC 10, 15 hit points, and immunity to bludgeoning, piercing, poison, and psychic damage. If the strand is destroyed, the effect ends and the target falls to the ground.

Electric Webbing. The vaknid flings shocking webbing at a creature within 120 feet. The creature must succeed on a DC 17 Dexterity saving throw or be restrained. While restrained, the target takes 10 (3d6) lightning damage at the start of each of its turns. The target can escape the webbing by using its action to make a DC 18 Strength or Dexterity check (its choice).

Scuttle. The vaknid fires a strand of web at a fixed object (such as a ceiling) within 80 feet and moves up to twice its climb speed along the strand. The strand then dissolves.

Elite Recovery (While Bloodied). The vaknid ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Vacuous Orb (While Bloodied). The vaknid flings an orb of metallic webbing at a point within 120 feet. The orb's open mouth sucks creatures toward it with hurricane-strength winds. Each Large or smaller creature within 20 feet of the orb makes a DC 18 Strength saving throw. On a failed save, the target takes 14 (4d6) bludgeoning damage and is pulled up to 20 feet toward the orb. The suction then ends.

Combat

The vaknid attacks with its pedipalps. While it has a creature grappled, it uses its slam, preferably against creatures it isn't grappling. With its legendary actions, it uses Anti-Gravity Strand and Electric Webbing to isolate enemies and Scuttle to reach lone creatures. While bloodied, it uses Vacuous Orb.



Windborne Man-o'-War

Gliding silently through the air and trailing tentacles nearly 100 feet long, the windborne man-o'-war resembles a cross between a squid and a colossal jellyfish. A brush against one of the man-o'-war's tentacles is deadly, but the flat top of its head can serve as a safe and steady platform. One can imagine long-ago immortals striding this surface like the deck of a ship, ordering the man-o'-war into fierce aerial combats.

Simple Creatures. Like a jellyfish, a man-o'-war is structurally simple. Aside from its tentacles, its body is composed of water contained by a rubbery membrane. Within this water sack, the man-o'-war has no apparent brain or other internal organs. If a man-o'-war is punctured, it rapidly weakens as it leaks fluid. Unfortunately, creatures must draw dangerously close to puncture a man-o-war, as the titan's waving tentacles blunt the effectiveness of missile weapons.

Sailor. A membranous, sail-like ruff rises from the top of the man-o'-war's head. This ruff can catch even the faintest breeze, allowing the behemoth to move at astonishing speeds when the wind is at its back.

WINDBORNE MAN-O'-WAR

CHALLENGE 16

ELITE LEGENDARY
GARGANTUAN MONSTROSITY (TITAN) 30,000 XP

AC 16 (natural armor)

HP 542 (35d20 + 175; bloodied 271)

Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

Initiative Dex +3 (13), Insight +3 (13), Perception +3 (13)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	6 (–2)	16 (+3)	6 (–2)

Proficiency +5; **Maneuver DC** 20

Saving Throws Str +7, Dex +3, Con +5, Int +3, Wis +8, Cha +3

Skills Stealth +8

Damage Resistances bludgeoning, fire, lightning

Damage Immunities poison; damage from nonmagical weapons

Condition Immunities fatigue, frightened, grappled, petrified, poisoned, prone

Senses blindsight 90 ft., passive Perception 13

Languages understands Celestial and Primordial but can't speak



Behemoth Weak Point: Bag of Water. When a creature within 5 feet of the man-o'-war or in the man-o'-war's space hits the man-o'-war with an attack that deals piercing, slashing, or force damage, the attack is a critical hit. The man-o-war is vulnerable to damage dealt by the blight spell and other magical, moisture-draining effects.

Legendary Resistance (3/Day). When the man-o'-war fails a saving throw, it can choose to succeed instead. When it does so, it releases one creature it is grappling.

Man-o'-War Poison. A creature subjected to man-o'-war poison takes 7 (2d6) acid damage and 7 (2d6) poison damage, or 14 (4d6) acid damage and 14 (4d6) poison damage if the man-o'-war is bloodied. In addition, the creature must succeed on a DC 18 Constitution saving throw against the poison or be paralyzed until the start of its next turn. A creature can be affected by Man-o'-War Poison only once on a turn.

Petrification. The man-o'-war can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

When it becomes petrified, the man-o-war falls prone unless it used its tendrils to anchor itself to an object capable of supporting its weight beforehand.

Trailing Tentacles. The man-o'-war's tentacles writhe 90 feet out of its space. While within 90 feet of the man-o'-war, a creature can grab onto the man-o'-war's tentacles and climb towards its space, but the creature is subject to Man-o'-War Poison when it does so.

Windborne. When moving with the direction of the wind, the man-o'-war travels two feet for every foot of movement it spends.

ACTIONS

Multiattack. The man-o'-war makes up to four attacks, each against a different target.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 90 ft., one Huge or smaller target not grappled by the man-o'-war. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is subjected to Man-o'-War Poison. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is subjected to Man-o'-war Poison at the start of each of its turns.

A creature can attack a tentacle grappling a creature. The tentacle is an object with AC 16 and 20 hit points. Damage dealt to a tentacle doesn't harm the man-o'-war, but reducing a tentacle to 0 hit points frees a creature grappled by that tentacle.

Spine Cannon. *Ranged Weapon Attack:* +8 to hit, range 120/360 ft., one target not in the man-o'-war's space. *Hit:* 19 (3d10 + 3) piercing damage, and the target is subjected to Man-o'-War Poison.

Fling. The man-o'-war throws a grappled creature up to 60 feet in a direction of its choice, including up. If the creature hits a solid surface during this movement, it takes 3 (1d6) bludgeoning damage for each 10 feet it was thrown.

Invisibility. The man-o'-war turns invisible for 1 minute or until it chooses to become visible (which doesn't require an action). This invisibility ends early if the man-o'-war uses an action or legendary action.

LEGENDARY ACTIONS

The man-o'-war can take 2 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. It regains spent legendary actions at the start of its turn.

Tentacle. The man-o'-war makes a tentacle attack against a creature it isn't grappling.

Hypnotic Pulse (1/Day). The man-o'-war produces a hypnotic display of light. Each creature within 120 feet that can see the man-o'-war makes a DC 18 Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn or until it can no longer see the man-o'-war.

Elite Recovery (Bloodied Only). The man-o'-war ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Rend (Bloodied Only). The man-o'-war makes a tentacle attack against a creature it is grappling, dealing an extra 14 (4d6) slashing damage on a hit. If this slashing damage reduces a creature to 0 hit points, the creature is torn into two pieces and dies.

Combat

The man-o'-war approaches invisibly. Once within 90 feet of its targets, it attacks with its tentacles. It uses its spine cannon against targets it can't reach. If a creature enters its space, the man-o'-war grapples the creature and flings it away. When bloodied, the man-o'-war flies up to 100 feet in the air, rends and flings grappled creatures, and retreats.

Wrathstorm Boar

A wild boar the height of a castle, the wrathstorm boar breathes lightning and leaves thunder in its wake. When injured, it bowls over its enemies in a frenzied charge, acidic foam bubbling from its mouth.

Battering Ram of the Gods. It is said that in the clash of ancient wars, the wrathstorm boar smashed down the gates of divine citadels. Even today, when a wrathstorm boar awakens, it seems to bear a grudge against intact fortifications. It throws itself against the most impenetrable structures it can find, trampling defending armies beneath its hooves. It doesn't leave until cities and castles are left in ruins.

Rarely, a wrathstorm boar might form an alliance with the general of a pillaging army. An invading force with a wrathstorm boar at its head is fearsome indeed—but when enraged, the boar charges across the battlefield in a frenzy, heedless of its allies.

Signs

1. Toppled guard tower
2. Trail of fugitives from a city under attack
3. Trampled and lightning-scorched corpses of soldiers
4. Smoking city with smashed walls and gates

WRATHSTORM BOAR — CHALLENGE 20

ELITE LEGENDARY
GARGANTUAN MONSTROSITY (TITAN) — 50,000 XP

AC 19 (natural armor)
HP 630 (36d20 + 252; bloodied 315)
Speed 60 ft.
Initiative Dex +1 (11), Insight +3 (13), Perception +3 (13)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	24 (+7)	10 (+0)	16 (+3)	10 (+0)

Proficiency +6; **Maneuver DC** 23
Saving Throws Str +15, Dex +1, Con +13, Int +6, Wis +9, Cha +6
Damage Immunities lightning, poison, thunder; damage from nonmagical weapons
Condition Immunities charmed, fatigue, frightened, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages understands Celestial and Primordial but can't speak

Behemoth Weak Point: Uncontrollable Temper. When the boar takes damage, it must succeed on a DC 13 Wisdom saving throw or use Vengeful Charge, provided it has a reaction available to do so. If the boar is bloodied, it automatically fails this saving throw.

Legendary Resistance (3/Day). When the boar fails a saving throw, it can choose to succeed instead. When it does so, it immediately uses Vengeful Charge if it can, targeting either the creature or object that forced it to make the saving throw or the closest creature.

Petrification. The boar can use an action to become petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

Reactive Rage. While bloodied, the boar can take 5 reactions per round, but no more than one per turn.

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

Thunderous Charge. When the boar moves through a creature's space, the creature makes a DC 21 Dexterity saving throw, taking 18 (4d8) thunder damage on a failure or half damage on a success.



ACTIONS

Multiattack. The boar attacks twice with its tusks.

Tusks. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage, plus 13 (3d8) acid damage if the boar is bloodied. If the target is a creature, the boar regains 18 (4d8) hit points.

Lightning Breath. The boar exhales lightning in a 5-foot-wide, 120-foot-long line. Each creature in the area makes a DC 21 Dexterity saving throw, taking 66 (12d10) lightning damage on a failure or half damage on a success.

REACTIONS

Elite Recovery (While Bloodied). The boar ends one negative effect currently affecting it.

Immortal Rage. When the boar is reduced to 0 hit points it doesn't die, fall unconscious, or make death saving throws. It dies only when it ends its turn with 0 hit points.

Vengeful Charge. When the boar takes damage, it moves up to its Speed in a straight line towards the source of the damage. It then makes an attack with its tusks against either the source of the damage or an obstacle in the way.

Combat

The wrathstorm boar charges anyone who dares to threaten it. When its living opponents are defeated, it uses its tusks and Lightning Breath against any fortification it can reach. When the boar takes damage, it charges its attacker.

Blight Giants

With their gaunt frames, ashen skin, and viny green hair, blight giants blend into the pestilential swamps and jungles they inhabit. Those who glimpse blight giants from a distance often doubt their own senses, wondering if they merely mistook a gnarled tree for a living being. Few close encounters with blight giants have been recorded, as most such meetings are deadly.

Deadly Neighbors. A blight giant is a thoroughly poisonous creature. The air around it is dangerous to breathe, and its black blood is a deadly toxin. While on the hunt, blight giants routinely coat their weapons with their own blood, for even a nick from a blight giant's poisoned axe can bring down the largest of game.

In blight giants' swamp and jungle homes, sources of water become fetid and toxic, feeding twisted trees that grow until they collapse under their own swollen weight. No game from such a blighted environment is safe to eat, as the few animal inhabitants that can adapt to their surroundings become poisonous creatures themselves.

Serial Isolationists. Because few creatures can endure their presence, blight giants conduct little trade and make no alliances. Except for the rare hunting expedition into unpolluted lands, blight giants rarely leave their homes. Indeed, creatures living near blight giant territory might not see one of the creatures for decades at a time.

With little warning, a blighted forest eventually collapses, becoming a barren wasteland overnight. When this occurs, a blight giant tribe must emigrate to a new home. They select their lairs with no consideration of their neighbors; existing inhabitants must either flee or succumb to their newly polluted surroundings.

Apart from a few hardy companions like their trained blight wolves, blight giants have little use for domesticated animals. However, few enticements can tempt blight giants from their home like the rumor of a green dragon's lair. A green dragon raised from a hatchling is one of the few steeds that can survive a blight giant rider. As the centuries pass and the dragon ages, however, the dragon inevitably longs to strike out on its own—often after having taken revenge on its captors and everyone else within flying distance.

Banishment and Blight. The ancestors of blight giants were once courtiers in an ancient giant empire. In the aftermath of some rebellion, they were given a choice between death or drinking a wine cultivated in a cursed and blackened land. This wine would leave them alive but set them apart, making them incapable of ruling over other giants. Each blight giant tribe descends from a noble family that drank this wine, and each chieftain passes down the treasures worn by its long-dead noble ancestors. In their horrid, poisoned swamps, they sit in full regalia, using the dregs of the black wine they were once sentenced to drink to recruit new giants and other creatures into their tribe.

Black Wine

Blight giants hoard their dwindling supply of black wine, the cursed draught that poisoned their blood. They use the wine to recruit new members of their tribe, turning captured or willing giants into blight giants and dire wolves into blight wolves. Rarely, they share the wine with small-folk, either as punishment or a reward.

A creature that drinks a dose of black wine gains immunity to poison damage and the poisoned condition, as well the blight giant hunter's Creeping Miasma trait. Depending on the amount of black wine the creature consumes, its blood might act as either full-strength blight giant blood or as the lesser form found coursing through the veins of blight giant courtiers.

While conventional magic can't return a creature that drinks blight giant blood to its normal form, a cure is rumored to exist somewhere deep within the Dreaming.

Blight Giant Blood

Blight giant blood can be collected from a wounded, dead, or willing blight giant. One blight giant provides a single dose of poison. Blight giant blood is an uncommon ingested and injury poison worth 200 gp. A creature affected by the poison takes 21 (6d6) poison damage with no saving throw.

Blight giant courtiers and wolves yield a weaker form of blight giant poison, a common ingested and injury poison that deals only 6 poison damage (worth 50 gp).

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 5 or less False rumor: Stories of blight giants are nothing but tales told by drunken caravan guards who mistook diseased trees for actual giants.

DC 10 Blight giants live in twisted swamps and forests. Nothing in their lands is safe to eat or drink.

DC 15 Blight giant blood is toxic; they use it to poison their weapons. The air around them carries an odorless poison that is dangerous to breathe.

Blight Giant Encounters

Blight giants live in noxious swamps, forests, and jungles, hunting among poison waters and mottled gray and green foliage.

CR 5–10 blight giant hunter; blight giant hunter with green hag or green dragon wyrmling; blight giant hunter with 1 or 2 blight wolves

Treasure giant-sized ewer (worth 750 gp) filled with delicious but poisoned wine, giant-sized magic hunting horn worth 1,000 gp (as *horn of Valhalla* but it summons 3 blight wolves)

CR 11–16 2 blight giant hunters; blight giant hunter with gorgon, poison elemental, young green dragon, or 1d4 + 4 blight wolves

Treasure a piece of giant-sized jewelry (an emerald ring, green dragon brooch, or electrum and jacinth necklace) worth 5,000 gp

CR 17–22 3 blight giant hunters; blight giant aristocrat with 3 to 5 blight giant courtiers; blight giant hunter with adult green dragon; blight giant hunter with 2 or 3 blood-drinker ogres or poison elementals

Treasure 5 pieces of giant-sized jewelry (silver laurel-leaf crown, snake necklace, 3 emerald rings) worth 5,000 gp each; jar of black wine (see sidebar), giant-sized *+1 handaxe* that returns when thrown

Wilderness and Underground Signs

1–3 Overgrown and swollen trees with gray and green leaves

4 In an otherwise healthy forest, a huge, ash-gray tree suddenly falls

5 Giant footprints sprouting with poison ivy

6 Dead aurochs, elephant, or other large animal, uninjured except for a small cut

7 1 or 2 blight wolves

8 A tree bearing succulent-looking fruit; beneath the tree, a dead humanoid clutches a rotting fruit

Lone Behavior

1 Hunting

2 Brooding or soliloquizing on its loneliness

3 Lying in ambush for travelers

4 In camp, maintaining its equipment: cutting itself and smearing its blade with black blood

5 Returning home, cradling a precious green dragon egg

6 Washing its face in a stream that quickly grows green and fetid

Group Behavior

1 Emigrating to a new land

2 Hunting elusive prey such as centaurs or a unicorn

3 Bare-knuckle boxing

4 A king sitting in a half-submerged throne in a swamp; allows travelers to live in exchange for gifts and news of giantkind

5 Forcing a captive to drink black wine

6 Watching silently as a poisoned captive writhes in pain

Names

Agn, Blackapple, Everm, Fid, Tilox, Strewl

Blight Giant Hunter

The skilled and stealthy blight giant hunters are the mightiest warriors of the tribe and the most likely to be encountered by outsiders.

BLIGHT GIANT HUNTER

CHALLENGE 7
HUGE GIANT
2,900 XP

AC 16 (natural armor)

HP 115 (10d12 + 50; bloodied 57)

Speed 40 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +4 (14)

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

Proficiency +3; **Maneuver DC** 17

Saving Throws Str +9, Dex +2, Con +8, Int +0, Wis +1, Cha +0

Skills Perception +4, Stealth +5 (+1d4)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Giant

Creeping Miasma. The air within 30 feet of the giant is filled with odorless poison. Creatures are poisoned while within the area. A poisoned creature is unaware of this condition until it fails an attack roll or ability check.

Unerring Axe. The giant doesn't incur a penalty when making handaxe attacks at long range.

ACTIONS

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage plus 21 (6d6) poison damage.

Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 21 (6d6) poison damage.

Blightfall. The giant throws a handaxe at a blighted tree within 60 feet, causing it to fall in a direction of the giant's choosing. Each creature in a 10-foot-wide, 50-foot-long line originating from the tree MAKES a DC 15 Dexterity saving throw, taking 26 (4d12) bludgeoning damage on a failure or half damage on a success.

Combat

The blight giant uses Blightfall when it can target at least two creatures. Otherwise, it attacks with its greataxe, or its handaxe if it can't close to melee range.

Variant: Blight Giant Aristocrat

Blight giants remember that their ancestors were once lords among the giants. Their chieftains still wear the faded silks and tarnished jewelry they wore when they fled their giant kingdom. Fortified since childhood with draughts of black wine, blight giants can threaten even other poison-resistant creatures, such as green dragons and other blight giants, with the potency of their poison.



The blight giant aristocrat is an elite monster, equivalent to two CR 7 monsters (5,800 XP). It has the following additional traits:

Blight Miasma. Nonmagical plants that aren't creatures within 30 feet of the giant become blighted. Blighted plants have vulnerability to all damage. A creature that eats a blighted plant makes a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failure or half the damage on a success.

Virulent Poison. When the giant deals poison damage with an attack or with Spit Blood, this damage ignores resistance to poison and treats immunity to poison as resistance.

The giant has the following additional bonus actions, which it can use only while bloodied:

Elite Recovery. The giant ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Spit Blood. The giant spits a 15-foot cone of blood and saliva. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) poison damage on a failure or half damage on a success.

Blight Giant Courtier

In imitation of their noble ancestors, blight giant aristocrats surround themselves with a court composed of lesser nobles. While these courtiers don't have the stealth or combat stamina of blight giant hunters, they consider themselves superiors by blood, offering fealty only to the aristocrat that leads the tribe.

BLIGHT GIANT COURTIER — CHALLENGE 7

HORDE HUGE MONSTROSITY — 580 XP

AC 12

HP 20 (bloodied 10)

Speed 40 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +3; **Maneuver DC** 17

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Giant

Creeping Miasma. The air within 30 feet of the giant is filled with odorless poison. Creatures are poisoned while within the area. A poisoned creature is unaware of this condition until it fails an attack roll or ability check.

Unerring Axe. The giant doesn't incur a penalty when making handaxe attacks at long range.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 16 (1d6 + 13) slashing damage plus 6 poison damage.

Blight Wolf

Raised from pups on tiny doses of black wine, blight wolves are one of the only domesticated creatures that work alongside blight giants. Blight giant hunters nurture strong bonds with their wolf companions.

BLIGHT WOLF — CHALLENGE 5

HORDE LARGE MONSTROSITY — 360 XP

AC 14 (natural armor)

HP 15 (bloodied 7)

Speed 50 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +2, Con +2, Int -3, Wis +1, Cha -2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 11

Languages —

Creeping Miasma. The air within 30 feet of the wolf is filled with odorless poison. Creatures are poisoned while within the area. A poisoned creature is unaware of this condition until it fails an attack roll or ability check.

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) piercing damage. On a critical hit, the target also falls prone.

Body Bags

Body bags are a type of parasitic ooze that afflicts other creatures with an infection that eats the victim alive from the inside, transforming them into a lurching mass of ooze piloting the former creature's skin.

Cunning Predator. Unlike most oozes, body bags possess some intelligence and might attempt to force their way into the bodies of sleeping creatures, work in packs, or lie in ambush for their prey.

Insidious Horrors. Body bags often infest the sewers and lower-class areas of humanoid societies, multiplying on the waste of a city. Body bags can survive and replicate on anything organic, making them a serious threat if not dealt with quickly. Possessed of a seemingly boundless appetite, they eat only to reproduce.

Ooze Nature. The bag doesn't require air or sleep.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: When wicked people die, they rot from the inside, returning to kill the people they tormented in life.

DC 10 Body bags are humanoid skins filled with ooze and are created by a disease that dissolves its victims from the inside out.

DC 15 Body bags, left unchecked, eventually strip a region of all organic material.

DC 20 Larger body bags can "play dead" by dissolving into liquid. Kill them with fire.

Body Bag Encounters

Body bags thrive in out-of-the-way places where they can feed and multiply unchecked, like the deep wilderness, underclass neighborhoods, sewers, and the Underland.

CR 0–2 Body bag host
Treasure 2d10 gp and 1d4 semi-precious stones worth 3 gp each

CR 3–4 1 or 2 body bag hosts; body bag
Treasure empty glass vessels worth 3 gp, ornate religious icon worth 100 gp

CR 5–10 Swollen body bag; 2 or 3 body bags
Treasure *osseous warhammer* or 1d6 *spell scrolls* of *burning hands*

Wilderness and Underground Signs

1. Empty humanoid skin, hairless and translucent
2. Pool of clear but pungent liquid
3. Sunken area of lifeless sand in an otherwise vibrant location
4. Cave avoided by local wildlife

Behavior

1. In ooze form, digesting local organic matter
2. In ooze form, forcing itself into the body of a sleeping humanoid or animal
3. In humanoid form, lurching about, trying to avoid notice
4. In humanoid form, attacking a creature it thinks it can overpower

BODY BAG

CHALLENGE 3
MEDIUM OOZE
700 XP

AC 9
HP 120 (16d8 + 48; bloodied 60)
Speed 30 ft., swim 30 ft. (20 ft., climb 20 ft., swim 30 ft. in Ooze Form)
Initiative Dex -1 (9), Insight -1 (9), Perception -1 (9)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	3 (–4)	8 (–1)	3 (–4)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex -1, Con +3, Int -4, Wis -1, Cha -4
Skills Stealth +1 (+1d4)
Damage Vulnerabilities force, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —

Body Rot. A creature exposed to Body Rot must succeed on a DC 13 Constitution saving throw or be infected with the body dot disease. Each time the infected creature finishes a long rest, it must repeat the saving throw.

On a successful save, the creature is cured. After the first failure, the creature is poisoned and occasionally coughs up clear slime. After the second failure, the creature becomes a body bag host.

Boneless. Without squeezing, the body bag can move through a space as narrow as 6 inches wide, or 1 inch wide in ooze form.

Ooze Form. The body bag can use a bonus action to shed its skin and adopt its ooze form. In ooze form, it loses its vulnerabilities, its walking speed is reduced to 20 feet, and it gains a climb speed of 20 feet. The body bag automatically returns to its ooze form when it becomes bloodied.

Transparent. While the body bag is motionless, creatures unaware of its presence must succeed on a DC 13 Perception check to spot it.

ACTIONS

Multiattack. The body bag makes two pseudopod attacks, or four pseudopod attacks while in ooze form.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) acid damage. If the target is a creature, it is exposed to the body rot disease.

REACTIONS

Acid Spray. When a creature within 5 feet deals piercing or slashing damage to the body bag, that creature must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) acid damage.

Combat

The body bag isolates its prey whenever possible, either killing and consuming individual creatures or infecting them with body rot and leaving them to the infection. If forced into ooze form, it retreats, favoring places where its attackers can't follow, such as down cracks in the earth, up sheer cliffs, or through sewer grates.

Variant: Swollen Body Bag

Swollen body bags are well-fed body bags grown to immense size with distended, bulging skin and limbs.

The swollen body bag is CR 5 (1,800 XP). It is Large, has 170 (20d10 + 60; bloodied 85) hit points, and has the following additional trait:

Delicate Skin. The body bag returns to its ooze form the first time it takes damage.



The swollen body bag has the following additional action:

Dissolve. While in ooze form, the body bag dissolves into a clear, viscous liquid. In liquid form, it is immune to all damage except fire, and it can't move or take actions other than to return to its ooze form.

Body Bag Host

Body bag hosts are humanoids infected with body rot that have lost their free will but could still be cured. Seven days after infection, the body bag host dies and becomes a full-fledged body bag.

BODY BAG HOST — CHALLENGE 2

HORDE MEDIUM OR SMALL HUMANOID — 180 XP

AC 10

HP 11 (bloodied 5)

Speed 30 ft., swim 20 ft.

Initiative Dex +0 (10), Insight -2 (8), Perception -2 (8)

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +2, Dex +0, Con +1, Int -2, Wis -2, Cha -2

Senses blindsight 30 ft., passive Perception 8

Languages —

Host. The host is a humanoid with the body rot disease. The disease can be cured with lesser restoration or similar magic. The disease also ends when the host dies.

ACTIONS

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

Pseudopod (While Bloodied). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) acid damage.

Bzous



Be wary of creatures you meet along the road, say elders to their children, for they might be the duplicitous Big Bad Wolf, who poses a danger to both you and your loved ones. Bzous are fey creatures that resemble anthropomorphic animals, usually wolves. Occasionally mistaken for werewolves and other lycanthropes, bzous are far more dangerous, for their ability to impersonate others isn't limited by the lunar phases.

Like the Tales. Although bzous are stronger and fiercer than werewolves, they prefer to overcome their prey with guile rather than in open combat. One of a bzou's favorite tactics is to approach travelers and strike up a conversation. Once it learns the traveler's destination, the bzou sends the victim on a detour and targets the traveler's waiting friend or family member. The fate of the duped traveler is uncertain. Some end up dead and eaten too, while others simply vanish, leading to rumors that they have been turned into a bzou too.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: "Bzou" is merely another word for werewolf.

DC 10 Bzous are fey creatures that usually appear in the shape of gaunt humanoid wolves.

DC 15 Once it has heard a person's voice, a bzou can replicate it with ease.

Bzou Encounters

Bzous are most often encountered near remote settlements connected by roads that wind through the wild forests.

CR 5–10 bzou; bzou with a charmed commoner or noble; 2 or 3 pigsnouts

Treasure *hat of disguise* (while not worn, resembles a nightcap)

CR 11–16 bzou with 1d3 doppelgangers, pigsnouts, or werewolves

Treasure necklace of teeth (functions as a *necklace of adaptation* or *necklace of hunger*), *cape of the mountebank*

Signs

1. Wolf pawprints by the road, but only of the hind legs
2. Seemingly benevolent creatures who chat before parting ways
3. Locals warn of missing villagers or entire missing families
4. After mysterious killings, locals are suspicious or hostile toward strangers

Bzou Behavior

1. Waiting to strike up a conversation
2. Impersonating someone you've already met
3. Hungry after a spate of unsuccessful hunts
4. Innocent bzou harried by gang of manipulative pigsnouts

Pigsnout Behavior

1. Hostile to strangers
2. Leads strangers to bzou ally
3. Wants help against the bzou hunting it
4. Friendly and willing to trade

BZOU

CHALLENGE 6
MEDIUM FEY
2,300 XP

AC 15 (natural armor)
HP 110 (13d8 + 52; bloodied 55)
Speed 40 ft.
Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	20 (+5)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Dex +3, Con +7, Int +0, Wis +1, Cha +8
Skills Deception +8 (+1d8), Intimidation +8, Performance +8 (+1d8)
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan

ACTIONS

Multiattack. The bzou makes two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 20 (3d10 + 4) piercing damage, and the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the bzou, and it takes 14 (4d6) acid damage at the start of each of the bzou's turns.

If a swallowed creature deals 20 damage or more to the bzou in a single turn, or if the bzou dies, the bzou vomits up the creature, which lands prone in an unoccupied space within 5 feet. The bzou can't swallow more than one creature at a time.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Mimic (3/Day). The bzou speaks using the voice of a creature it has heard within the last 24 hours. Each creature that can hear the bzou makes a DC 16 Wisdom saving throw. A creature that can see the bzou makes the saving throw with advantage. On failed save, the creature is charmed by the bzou for 1 minute or until the creature takes damage. While charmed in this way, the creature believes the bzou is the mimicked creature despite the bzou's appearance. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

All the Better to Eat You! (1/Day). When a creature within 5 feet succeeds on a saving throw against Mimic, the bzou attacks the creature with its bite. On a hit, the bzou gains temporary hit points equal to the piercing damage dealt.

Combat

A bzou uses Mimic while out of sight. It then approaches and swallows its prey. If attacked, it fights with its claws. It flees when bloodied.

Pigsnout

Not all bzous resemble wolves. Pigsnouts, for example, are anthropomorphic pigs. The exact relation these porcine fey have with the lupine bzou is uncertain. Some stories say they are foes the bzou preys on. Others say they're the bzou's cronies trying to trick villages into thinking the Big Bad Wolf isn't around.

PIGSNOUT

CHALLENGE 3
MEDIUM FEY
700 XP

AC 12
HP 58 (13d8; bloodied 29)
Speed 30 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +2, Con +0, Int +1, Wis +1, Cha +2
Skills Engineering +3, Perception +3, Performance +4 (+1d6), Persuasion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan

ACTIONS

Multiattack. The pigsnout makes two claw attacks.

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

Musket (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Cry Wolf. The pigsnout warns other creatures of enchantments. It makes a DC 10 Persuasion check. On a success, each charmed creature within 30 feet that can hear the pigsnout is no longer charmed.

Combat

Lone pigsnouts tend to run and hide at the first sign of violence, using cunning to trick or ambush their enemies from a distance. Groups of pigsnouts fight until they have fewer than two allies left.

Carcines

Carcines are amphibious, armored crabfolk that seek to bioengineer all other creatures, forcibly recruiting them into their crustacean army.

Carcinization. The story of the carcines—or at least, the story carcines tell themselves—is that carcines don't share a common ancestor. Rather, they see themselves as the destined apex of biology, the final form into which all creatures will eventually evolve.

Because of their disparate origins, carcines have many forms. In general, they stand between seven and eight feet tall, with bodies covered by a thick, chitinous exoskeleton. Their primary arms end in heavy claws, but along their abdomen they have vestigial appendages with more traditional hands. Other than these features, their body shape and other features vary widely, depending on if they hatched as carcines or were assimilated into the carcine army.

All Shall Become Carcine. To the carcines, utopia will be achieved once all life has become like them, and they are willing to do almost anything to achieve that goal. To non-carcines, their experimentation, manipulation, and refusal to allow the existence of any humanoid other than themselves makes them the stuff of whispered horror stories.

Biological Modification. Carcines employ both magical and surgical techniques to turn non-carcine creatures into crab-like amalgamations.

Because the carcines' ambition is to assimilate all other creatures, they are at war with nearly all non-crabs. Chuuls are one of the few other creatures that are already crablike enough, and some carcine colonies have chuul servitors.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 5 or less False rumor: Carcines are crab people that can only be found underwater.

DC 10 Carcines are crab-like creatures that assimilate other creatures, turning them into carcines themselves.

DC 15 Carcines are ferocious conquerors, rarely setting out on an attack unless complete domination is almost certain.

DC 20 Carcines are hierarchical and conformist to a fault. All carcine actions must serve the broader goal of carcinization.

Carcine Encounters

Carcines are native to aquatic environments but are perfectly capable of living on land.

CR 5–10 1d4 + 3 carcine soldiers; carcine brute with 2 carcine soldiers

Treasure mithral breastplate, 200 gp worth of pearls, *elemental gem* (water)

CR 11–16 carcine commander with 5 carcine soldiers; 2 carcine brutes; 5 carcine soldiers with frost giant carcine or 2 chuuls

Treasure coral beads worth 600 gp, a standard embroidered with seed pearls (worth 1,500 gp), 2d6 Supply composed mostly of seafood

CR 17–22 carcine commander with carcine brute and 1d4 + 2 carcine soldiers; carcine overlord

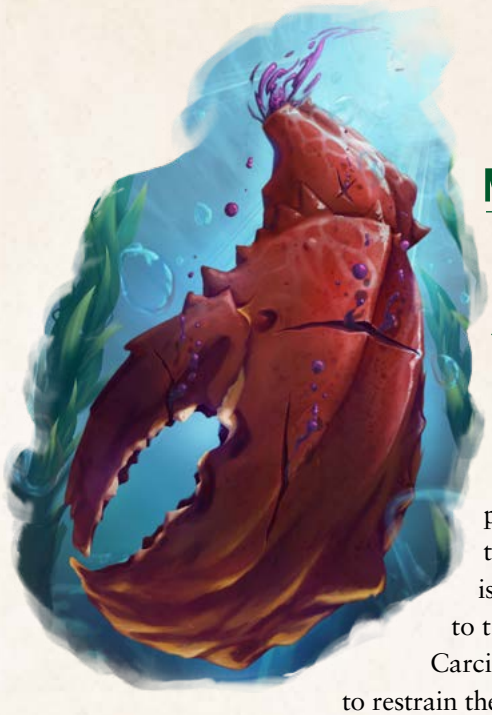
Treasure a carriage made entirely from coral (worth 16,000 gp), *ring of regeneration*

Wilderness and Underground Signs

1. Strange, V-shaped tracks moving in precise lines
2. A body with one hand transformed into a chitinous claw
3. A path cleared through the underbrush by some large, jagged implement
4. A terrified commoner or merfolk who says their spouse was taken by horrible crab-people

Behavior

1. In the midst of assimilating a helpless creature
2. Hunting a rogue carcine and uninterested in other matters
3. Scouting for a larger invasion
4. Transporting captives back to its base



Names

Etget, Kaga, Zetak

Combat

Carcines attack as a cohesive unit, particularly if a carcine overlord is present. So long as they believe victory is possible, they fight to the death.

Carcine soldiers attempt to restrain the enemy and capture them for carcinization. They kill only creatures they deem unworthy, such as mounts, pets, and or particularly weak humanoids. Powerful opponents are more likely to be restrained or knocked unconscious, so they can be brought to a carcine overlord for assimilation.

Carcine Template

Any creature with a physical body can be turned into a carcine. A carcine creature retains all its statistics, except as noted below.

Amphibious. The carcine can breathe both air and water.

Chitin. The carcine's Armor Class increases by 2. If it was able to fly, it loses this ability.

Darkvision. The carcine gains darkvision out to a range of 60 feet.

Deadly. The carcine's CR increases by 1.

Language. If the carcine knows at least one language, it learns the Carcine language.

Massive Strength. The carcine's melee weapon attacks deal an additional die of damage.

Pheromones. The carcine is aware of the presence of any carcine within 120 feet of it, as well as its approximate state of health.

Speed. The carcine gains a swim speed of 30 feet.

Sample Carcine

Here the carcine template has been applied to a frost giant to create a frost giant carcine.

FROST GIANT CARCINE

CHALLENGE 10
5,900 XP

HUGE MONSTROSITY (CARCINE)

AC 17 (natural armor)

HP 138 (12d12 + 60; bloodied 69)

Speed 40 ft., swim 30 ft.

Initiative Dex -1 (9), Insight +0 (10), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	10 (+0)	10 (+0)	12 (+1)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +10, Dex -1, Con +9, Int +0, Wis +4, Cha +5

Skills Athletics +10, Perception +4, Survival +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Carcine, Common, Giant

Amphibious. The carcine can breathe both air and water.

Fire Fear. When the carcine takes fire damage, it is rattled until the end of its next turn.

Pheromones. The carcine is aware of the presence of any carcine within 120 feet of it, as well as its approximate state of health.

ACTIONS

Multiattack. The carcine makes two melee weapon attacks.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage. If the target is a Large or smaller creature, it makes a DC 18 Strength saving throw, falling prone on a failure.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 37 (9d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 18 Strength saving throw, falling prone on a failure. In lieu of a rock, the giant can throw a grappled Medium or smaller creature up to 40 feet. On a hit, the target and the thrown creature both take 19 (4d6 + 5) bludgeoning damage. On a miss, only the thrown creature takes the damage. The thrown creature falls prone in an unoccupied space 5 feet from the target.

BONUS ACTIONS

Grab. One creature within 5 feet makes a DC 11 Dexterity saving throw. On a failed save, it is grappled (escape DC 18). Until this grapple ends, the giant can't grab another target, and it makes battleaxe attacks with advantage against the grappled target.

Stomp (1/Day). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one prone target. *Hit:* 16 (4d4 + 6) bludgeoning damage.

Carcine Brute

Enhanced with grafts and injected with special nutrients, carcine brutes are designed as bodyguards and front-line warriors.

CARCINE BRUTE
CHALLENGE 7
LARGE HUMANOID (CARCINE)
2,900 XP

AC 15 (natural armor)
HP 136 (13d10 + 65; bloodied 68)
Speed 30 ft., swim 30 ft.
Initiative Dex +1 (11), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	8 (–1)	12 (+1)	8 (–1)

Proficiency +3; **Maneuver DC** 16
Saving Throws Str +5, Dex +1, Con +8, Int -1, Wis +1, Cha -1
Skills Athletics +8
Senses darkvision 60 ft., passive Perception 11
Languages Carcine, Common
Amphibious. The carcine can breathe both air and water.
Cumbersome. The carcine has disadvantage on Dexterity saving throws.
Pheromones. The carcine is aware of the presence of any carcine within 120 feet of it, as well as its approximate state of health.

ACTIONS
Multiattack. The carcine makes two claw attacks.
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a Medium or smaller creature, it makes a DC 16 Dexterity saving throw. On a failed save, the target is grappled (escape DC 16). The carcine has two claws. If the carcine hits one target with both claw attacks on the same turn and the target fails both saving throws, the target is also restrained until the grapple ends.



BONUS ACTIONS
Scuttle. One Medium or smaller creature the carcine can see within 5 feet makes a DC 17 Strength saving throw. On a failed save, the target is pushed 5 feet away from the carcine and knocked prone. The carcine can then move 5 feet closer to the target.

Carcine Commander

Some carcine brutes are born with intellects that let them rise above their fellows. They become commanders of carcine armies. These leaders can become effectively immortal. When a carcine commander is injured or approaches old age, its brain is removed and implanted in the body of a healthy carcine brute.

CARCINE COMMANDER
CHALLENGE 11
LARGE HUMANOID (CARCINE)
7,200 XP

AC 19 (natural armor)
HP 168 (16d10 + 80; bloodied 84)
Speed 30 ft., swim 30 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +6 (16)

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

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +9, Dex +2, Con +9, Int +2, Wis +6, Cha +3
Skills Athletics +9, Intimidation +7 (+1d4), Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Carcine, Common
Amphibious. The carcine can breathe both air and water.
Grabby. The carcine makes opportunity attacks with advantage.
Pheromones. The carcine is aware of the presence of any carcine within 120 feet of it, as well as its approximate state of health.

ACTIONS
Multiattack. The carcine attacks three times with its claw. It can replace one attack with Rend or Carcinization Surgery.
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a Medium or smaller creature, it makes a DC 17 Dexterity saving throw. On a failed save, the target is grappled (escape DC 17). The carcine has two claws. If the carcine hits one target with both claw attacks on the same turn and the target fails both saving throws, the target is also restrained until the grapple ends.

Rend. One creature restrained by the carcine must succeed on a DC 17 Constitution saving throw or take 45 (10d8) slashing damage.

Carcinization Surgery (1/Day). The carcine jabs one restrained or unconscious creature with the tip of its claw. If the creature was dying, it automatically stabilizes. Over the next 10 minutes, the creature gains one carcine feature, determined randomly. The feature lasts until the creature is cured using greater restoration or similar magic. Roll 1d6:

1. ***Chitin.*** The creature's AC increases by 2 as thick chitin grows over it, but the creature loses the benefit of armor proficiency.
2. ***Amphibious.*** The creature sprouts gills. It can breathe air and water.
3. ***Carcine Speech.*** The creature learns Carcine but loses the ability to speak any other language.
4. ***Claw.*** One of the creature's hands (or similar appendage) transforms into a claw. The creature can't hold or manipulate objects with the claw. When the creature makes an unarmed strike with the claw, it can deal bludgeoning damage equal to 1d8 + its Strength modifier, instead of the normal damage of an unarmed strike.
5. ***Eyestalks.*** The creature's eyes extend on stalks. It gains darkvision out to a range of 60 feet.
6. ***Tentacles.*** The creature grows tentacles around its mouth that accurately reflect its emotions. The creature makes Deception checks with disadvantage.

A creature exposed to Carcinization Surgery three times gains the carcine template. Only a *wish* spell or similar magic can restore the creature to its original form.

BONUS ACTIONS

Command (Recharge 5–6). Each other carcine within 30 feet that can hear the carcine can use its reaction to make an attack with advantage.

Variant: Carcine Surgeon

Some carcines focus their efforts on the creation of more carcines to the exclusion of everything else. The carcine surgeon can make only two claw attacks with its Multiattack, and it loses its Command bonus action. In return, it can use Carcinization Surgery three times per day.

Variant: Carcine Overlord

The carcine overlord is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 336 (32d10 + 160; bloodied 168) hit points and the following additional traits:

Durable Chitin. The carcine's AC is 20.

Grand Claw. While bloodied, the carcine's claw attack critically hits on a roll of 15–20.

Scuttling Alacrity. The carcine's movement doesn't provoke opportunity attacks.

The carcine overlord has the following additional bonus actions, which it can use only while bloodied:

Elite Recovery. The carcine ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Ground Strike. The carcine slams its claw into the ground. Each non-carcine creature standing on the ground within 30 feet takes 27 (6d8) thunder damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

Carcine Soldier

A carcine can lay as many as a thousand eggs in a single clutch. Carcine soldiers live, fight, and die alongside their siblings in legions identified by their lineage.

CARCINE SOLDIER CHALLENGE 4
HORDE MEDIUM HUMANOID (CARCINE) 440 XP

AC 16 (natural armor)
HP 15 (bloodied 7)
Speed 30 ft., swim 30 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +1, Con +3, Int +1, Wis +0, Cha +0
Senses darkvision 60 ft., passive Perception 10
Languages Carcine, Common

Amphibious. The carcine can breathe both air and water.

Pheromones. The carcine is aware of the presence of any carcine within 120 feet of it, as well as its approximate state of health.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (1d6 + 8) slashing damage. On a critical hit, the target is grappled (escape DC 14).

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Cloakers

Few subterranean creatures spark more speculation than cloakers. Their origins and goals are unknown, although both are believed to be sinister. Though they understand language, cloakers rarely speak to other creatures—except perhaps to predict a time when light will fail and the cloakers will ascend from their caves.

Dreams of Dark Worlds. While most cloakers of Underland are solitary, they are never out of contact with each other. Their low-pitched moans let them communicate over distances of a hundred miles or more. While they share information about their hunting grounds (and the travelers passing through them), they also exchange long reminiscences about a time when the world had no sun and the cloakers feasted on the surface. Strangely, history records no such era, suggesting that cloakers are incredibly long-lived, their memories are false, or they're not native to this plane of existence.

City of Discs. Recently, a group of Underland explorers stumbled upon a strange city inhabited solely by cloakers. The city was built upon slowly rotating, concentric discs. In their failing torchlight, the adventurers discovered signs that identified the central disc with the world and the outer discs with the moon, sun, and planets. The expedition's lone survivor believed that the monument was a calendar that predicted—or influenced—the orbits of heavenly bodies.

Cloaker Encounters

While most cloakers roam wide hunting grounds in caverns and tunnels, some flock together in settlements among permanent patches of magical darkness.

CR 11–16 cloaker with 1d4 + 1 lanternbearers
Treasure *+1 shortsword* (named *Watchkeeper*; when wielded, sheds bright light for 30 feet while within 60 feet of aberrations)

CR 17–22 Cloak of Night with 3 lanternbearers
Treasure scrolls of *control weather* and *time stop*, *robe of stars*



Lantern Bearer

The hypnotic glow of this feral cloaker's tail fills onlookers with feelings of warmth and safety. No sooner does a victim venture after the light than it flickers off, leaving the creature lost in darkness.

LANTERN BEARER CHALLENGE 6
HORDE MEDIUM ABERRATION 460 XP

AC 14 (natural armor)
HP 17 (bloodied 8)
Speed 10 ft., fly 30 ft.

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

Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)
Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +2, Con +3, Int -3, Wis +2, Cha +0
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech, Undercommon
Light Sensitivity. The lantern bearer has disadvantage on attack rolls and Perception checks while in bright light.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 13 (1d6 + 10) piercing damage.
Glimmer. While in an area of darkness, the lantern bearer's tail magically glows with bright light in a 5-foot radius until the end of its turn. One humanoid creature within 60 feet that can see the light and that isn't immune to

being charmed makes a DC 11 Wisdom saving throw. On a failed save, the creature uses its reaction to move up to its Speed towards the light, avoiding visible hazards. On a success, it is immune to Glimmer for 24 hours.

Cloak of Night

Cloak of Night is a cloaker that has learned to feed on the very light that weakens its kind. When it moves to an area, phosphorescence fades, torches dim, and even the light frequencies used by darkvision become its sustenance. As Cloak of Night feeds, its body flares with tiny glowing spots that look like stars. When Cloak of Night lurks overhead in the darkness, its underside glimmers like the night sky.

Cloak of Night moves frequently, emptying new places of light and growing ever larger and stronger. Its servants look forward to a day when Cloak of Night's magic will be powerful enough to dim the sun and cloak the surface world in perpetual night.

CLOAK OF NIGHT — CHALLENGE 9

ELITE LEGENDARY HUGE ABERRATION — 10,000 XP

AC 15 (natural armor)

HP 266 (28d12 + 84; bloodied 133)

Speed 30 ft., fly 60 ft.

Initiative Dex +2 (12), Insight +3 (13), Perception +7 (17)

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +4, Dex +2, Int +8, Wis +7, Cha +2

Skills Arcana +8, Perception +7, Stealth +6 (+1d6)

Damage Resistances bludgeoning

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 17

Languages Deep Speech, Undercommon, telepathy 60 ft.

Dark Shadows. Each area of dim light within 1 mile of Cloak of Night is instead an area of darkness. Furthermore, darkvision doesn't operate within 1 mile of Cloak of Night.

Legendary Resistance (3/Day). When Cloak of Night fails a saving throw, it can choose to succeed instead. When it does so, its Dark Shadows trait is disabled until the end of its next turn.

Light Sensitivity. Cloak of Night has disadvantage on attack rolls and Perception checks while in bright light.

ACTIONS

Multiattack. Cloak of Night can use Eat Light. It then attacks with its bite and its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Eat Light. Cloak of Night magically snuffs one light it can see within 60 feet of it, either extinguishing a non-magical fire or dispelling a spell of 2nd level or lower that creates an area of light. If Cloak of Night does so, it gains 20 temporary hit points and becomes charged with radiant energy, making it visible in the dark until the end of its next turn.

LEGENDARY ACTIONS

Cloak of Night can take 2 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. It regains spent legendary actions at the start of its turn.

Drift. Cloak of Night flies up to its speed. It can attack with its tail once during this movement.

Elite Recovery. Cloak of Night ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Moan. Cloak of Night emits a bone-chilling moan. Each non-aberration creature within 60 feet that can hear it makes a DC 15 Wisdom saving throw. On a failed save, the creature is frightened until the end of Cloak of Night's next turn. On a success, the creature becomes immune to any cloaker's Moan for 24 hours.

Starbeam (While Bloodied, Costs 2 Actions). If Cloak of Night is charged with radiant energy from Eat Light, it shines radiant light in a 60-foot cone. Each creature in the area makes a DC 15 Constitution saving throw. On a failed save, the target takes 45 (13d6) radiant damage and is blinded until the end of its next turn. On a success, the target takes half damage and isn't blinded. Cloak of Night is then no longer charged with radiant energy and is no longer visible in the dark.

Combat

Cloak of Night strikes from the darkness, using Eat Light whenever a light is visible or attacking with its bite and tail. With its legendary actions, it uses Moan and Drift on the first turn of combat and then a combination of Drift and Elite Recovery. Once it's bloodied, it uses Starbeam whenever it can. It retreats if it is bloodied and its opponents are able to fight it effectively without giving it light to eat.

Cogs

Cogs are sentient but simple constructs that work tirelessly against the natural forces of entropy and disorder. They share a common goal of establishing perfect order, allowing them to sacrifice their individual consciousness and bond with one another in ways unfathomable to most other beings. That they sometimes inadvertently cause quite a bit of chaos, especially when too many cogs join together, is an irony lost on them entirely.

From Many, One. Cogs come in many different shapes and sizes, but each has the capacity to conjoin with others, fusing into a polycog that has a form and function different from its component cogs. A polycog has a single consciousness but gains the memories of all its component cogs.

From One, Many. Just as cogs and polycogs can merge body and mind together, so too can a conjoined polycog fracture into two or more component cogs. Each cog regains the consciousness it possessed before conjoining into a polycog, but acquires the memories of the polycog and all its constituent cogs.

Constructed Nature. Cogs don't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Engineering check, characters can learn the following:

DC 5 or less False rumor: Mechanical experimentation is inherently dangerous. Machine parts like cogs and gears can come to life at any time to chew up and devour hapless mechanics.

DC 15 Cogs are logically lawful constructs that can fuse together or split apart.

DC 20 Perfect cogs have distinct shapes and are easily identifiable by the number of regular flat surfaces each one possesses. These polycogs have a greater capacity for intelligence and coordination than other cogs.Cogs of different shapes serve different functions.

Cog Encounters

Cogs are attracted by complex machinery, especially machinery in bad repair. They also claim parts of several planes as their own. Their home is in an orderly planar location they call Objectio.

CR 0–2 1 or 2 cogs; tetrahedrix
Treasure 600 sp, 800 cp, nonmagical crystal ball worth 25 gp

CR 3–4 2 or 3 cogs; tetrahedrix with 2 cogs or flying swords; hexahedrix; octahedrix
Treasure 400 gp, silver stud earrings worth 75 gp, 4 pieces of quartz worth 10 gp each, *potion of healing* or *organizer gremlin*

CR 5–10 2 or 3 cogs with hexahedrix or octahedrix; dodecahedrix; icosahedrix
Treasure 320 pp, vial of faerie dragon euphoria gas (acts as the breath weapon if inhaled) worth 250 gp

CR 11–16 2d10 cogs led by an icosahedrix or dodecahedrix or by 2 hexahedrixes or octahedrixes
Treasure 70 pp, 300 gp, emerald worth 1,000 gp, *bag of beans*, *staff of the python*, *dust of disappearance* or *water charm*

Signs

1. A clean and orderly workspace
2. The rattle of tools and machinery in the next room
3. A toolbox that vibrates with internal activity
4. A stack of seven solid geometric shapes, each with fewer sides than the one below, topped by a small pyramid

Behavior

1. Remains motionless
2. Patrolling a mage's laboratory or artificer's workshop
3. Playing the "conjoin and fracticate" game
4. Adding and removing bolts, screws, and other parts in an attempt to "fix" a device which has no clear design or function

Names

Beta-ey-for-too, En-tri-contra-six,
Five-oh-oh-three-dee

COG

CHALLENGE 1/2
TINY CONSTRUCT
100 XP

AC 15 (natural armor)
HP 21 (6d4 + 6; bloodied 10)
Speed 20 ft., fly 30 ft. (hover)
Initiative Dex +2 (12), Insight -1 (9), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	12 (+1)	8 (–1)	16 (+3)

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +1, Int +1, Wis -1, Cha +3
Skills Engineering +3 (+1d4), Perception +1, Stealth +4
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses passive Perception 11
Languages Cog

Artificed Intelligence. The cog knows the answer to any mathematical equation that a creature with Intelligence 20 could solve with 1 hour of calculation.

False Appearance. While motionless, the cog is indistinguishable from a normal tool or piece of machinery.

ACTIONS

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

Hurl Self. *Ranged Weapon Attack:* +6 to hit, range up to the cog's fly speed, one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Whether the attack hits or misses, the cog lands 5 feet from its target. This movement does not provoke opportunity attacks.

Conjoin. The cog fuses with additional willing cogs within 10 feet. The new polycog must be composed of 4, 6, 8, 12, or 20 cogs and uses the statistics of the corresponding polycog. It gains the hit points of its new type, regardless of any damage previously dealt to the component cogs.

Combat

Alone, a cog prefers to hide. In a group, some cogs attack while the rest conjoin into a polycog.

Cog Variant: Cog Companion

Cogs sometimes develop an affinity for a mortal creature and follow them around, whether or not the mortal desires the company.

A cog companion is a heroic monster with the ability to gain up to 10 monster levels. It gains the following traits:

Heroic Hit Dice. Each time it gains a monster level, the cog gains one d4 Hit Die and increases its hit point maximum by 10.

Heroic Proficiency. The cog's proficiency bonus is equal to 2 + one-fourth its monster level (rounded down). The cog adds its proficiency bonus to attack rolls, its Maneuver DC, and any skill and saving throws with which it is proficient.

The cog loses the Conjoin action and gains the following heroic features:

HEROIC FEATURES

Level 1: *First Blood.* The first time the cog deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Cog in the Machine.* As an action, the cog can connect to a broken or unpowered nonmagical machine, activating it, or to a working machine, deactivating it.

Level 8: *Magnetics.* As an action, the cog can magnetically attract an unattended metal object weighing up to 500 pounds within 30 feet. The object moves up to 30 feet straight toward the cog.

Level 10: *Self Replication.* With a day of work, the cog can create a level 1 cog companion. The cog can't have more than one cog companion at a time.



Polycogs

When conjoined, cogs become a polycog. These polycogs have distinct geometric shapes with a number of regular sides equal to the number of component cogs that formed it (4, 6, 8, 12, or 20).

Each polycog uses the polycog stat block and gains additional features based on its number of sides.

POLYCOG

CHALLENGE 2
SMALL CONSTRUCT
450 XP

AC 15 (natural armor)
HP 45 (10d6 + 10; bloodied 22)
Speed 20 ft., fly 30 ft. (hover)
Initiative Dex +1 (11), Insight +0 (10), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 15
Saving Throws Str +5, Dex +1, Con +1, Int +2, Wis +0, Cha +3
Skills Engineering +4 (+1d4), Perception +2, Stealth +3
Damage Immunities bludgeoning, poison
Condition Immunities fatigue, poisoned
Senses passive Perception 12
Languages Cog

Artificed Intelligence. The polycog knows the answer to any mathematical equation that a creature with Intelligence 20 could solve with 1 hour of calculation.

False Appearance. While motionless, the polycog is indistinguishable from a normal tool or piece of machinery.

ACTIONS

Spinning Gear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Fracticate. Any conditions affecting the polycog end, and it splits into its component cogs, each of which appears in the closest unoccupied space. If the polycog was bloodied, each cog is bloodied as well.

Polycog Variant: Tetrahedrix

A polycog with four component cogs and regular sides is a tetrahedrix.

The tetrahedrix has the following additional trait:

Innate Spellcasting. The tetrahedrix's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:
At will: *vicious mockery*
3/day: *healing word*



The tetrahedrix has the following additional actions:

Vicious Mockery (Cantrip). A creature within 60 feet that can hear the tetrahedrix makes a DC 13 Wisdom saving throw. On a failed save, the target takes 7 (2d6) psychic damage and has disadvantage on the first attack roll it makes before the end of its next turn.

The tetrahedrix has the following bonus action:

Healing Word (1st-Level, 3/Day). The tetrahedrix or a creature within 60 feet regains 8 (2d4 + 3) hit points. The tetrahedrix can't cast this spell and *vicious mockery* on the same turn.

The tetrahedrix has the following reaction:

Caltrop Tumble. When a creature walks within 10 feet of the tetrahedrix, the tetrahedrix rolls itself under the creature's striding foot. The creature makes a DC 15 Dexterity saving throw. On a failed save, the creature takes 2 (1d4) piercing damage. The creature's movement ends, and its Speed is reduced by 10 feet until the creature regains at least 1 hit point.

Polycog Variant: Hexahedrix

A polycog that has six component cogs and regular sides is a hexahedrix.

The hexahedrix is CR 3 (700 XP). It has 54 (12d6 + 12; bloodied 27) hit points and the following additional traits:

Evasion. When the hexahedrix makes a Dexterity saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The hexahedrix deals an extra 14 (4d6) damage when it hits with an attack while it has advantage on the attack, or when the hexahedrix's target is within 5 feet of an ally of the hexahedrix and the hexahedrix doesn't have disadvantage on the attack.

Trained Senses. The hexahedrix has advantage on Perception and Stealth checks.

Polycog Variant: Octahedrix

A polycog that has eight component cogs and regular sides is an octahedrix.

The octahedrix is CR 4 (1,100 XP). It has 76 (17d6 + 17; bloodied 38) hit points and the following additional traits:

Innate Spellcasting. The octahedrix's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

3/day: *confusion*

Oscillating Geometry. While its tentacles are extended and not grappling a creature, the area within 5 feet of the octahedrix is considered difficult terrain for non-cogs.

The octahedrix has the following additional actions:

Clockwork Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one or two targets. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and restrained until the grapple ends. The octahedrix has eight tentacles, each of which can grapple one target.

Confusion (4th-Level, Concentration). Each creature within 10 feet of a point the octahedrix can see within 120 feet makes a DC 13 Wisdom saving throw, becoming rattled until the end of its next turn on a successful save. On a failure, the target is confused for 1 minute. A confused creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Polycog Variant: Dodecahedrix

A polycog that has 12 component cogs and regular sides is a dodecahedrix.

The dodecahedrix is CR 6 (2,300 XP). It is a Medium cog with 104 (19d8 + 19; bloodied 52) hit points, AC 17 (natural armor).

The dodecahedrix has the following additional actions:

Brass Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) fire damage.

The dodecahedrix has the following reaction:

Rebounding Block. When a creature within 5 feet of the dodecahedrix hits the dodecahedrix with a weapon attack, the dodecahedrix angles its armored plates to deflect the attack at the attacker. The dodecahedrix takes half damage from the attack, and the attacker takes an equal amount of damage.

Polycog Variant: Icosahedrix

A polycog that has 20 component cogs and regular sides is an icosahedrix.

The icosahedrix is CR 10 (5,900 XP). It has 143 (26d8 + 26; bloodied 71) hit points and has the following additional traits:

Blessed Geometry. The icosahedrix adds a d4 to its attack and damage rolls, saving throws, and skill checks.

Mechanical Core. The icosahedrix takes a full turn on initiative count 20, in addition to the turn it takes on its normal initiative count.

The icosahedrix has the following additional action:

Brass Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) fire damage.

The icosahedrix has the following bonus action:

Fragile Fusion (1/Day). The icosahedrix conjoins with another icosahedrix, forming an imperfect and fragile 100-sided hectohedrix until initiative count 20 of the following round, at which point it automatically fracticates into two icosahedrices (no action required). While in hectohedrix form, the icosahedrix has immunity to all damage, and it gains advantage on attack rolls, ability checks, and saving throws.

Crimson Sporecaps

Crimson sporecaps, also called bloodcaps, are the feared fungal slavers of Underland. They live in colonies of intricate, bright red fungal structures, among which all manner of creatures toil. Most crimson sporecaps appear roughly humanoid, with glossy red skin, shining black eyes, and a flared head-cap with pale quivering gills. When threatened, crimson sporecaps rapidly grow hardened red spikes from their hands and arms, which they use to attack.

Silent Halls. The alien elegance of crimson sporecap architecture projects a feeling of peaceful industry. Crimson sporecaps share a single telepathic mind, a connection that seems to extend to the very walls of the structures they live within. Sporecaps don't speak aloud, either with their thralls or with each other, and they are intolerant of loud noise, aggressively maintaining silence throughout their colonies.

Mental Dominators. Crimson sporecaps emit intoxicating spores that rob creatures of free will. The air within a crimson sporecap colony is thick with these invisible spores, which slowly sap any resistance to the sporecaps' telepathic influence. Once enthralled, a creature works themselves to exhaustion, eating and resting as little as possible and instead dedicating themselves to the functions of the colony as a whole. When they become too weak to work, these thralls are silently consumed by the colony, leaving behind nothing but the metal they once owned, as their flesh and bone are dissolved by sporecap enzymes.

Parasitic Expansion. When a sporecap colony grows sufficiently large, it changes its behavior. The crimson sporecaps no longer take slaves, instead seeking creatures from nearby settlements to infect with spores. The spore-laden victims are compelled to infect other creatures and establish a new colony within the existing settlement, consuming it from within.

Worshipers of a Forgotten God. The origin of the crimson sporecap is shrouded in mystery. Seemingly emerging from the depths of the world, slowly and silently spreading upwards and outwards, some theologians say sporecaps are a sign of an oncoming apocalypse, grown from a single spore planted by an evil god. Other scholars theorize sporecaps are an ancient natural species uncovered and reawakened by the greedy delving of modern civilization.

The oldest stories suggest a more tragic tale. In texts of vast antiquity, a long-gone species much like the crimson sporecap is described. These red-capped myconoids were a peaceful people, content to bloom in underground caves and worship Rhiz'Quethar the Bountiful, a kind god of nature. But long eons ago, the god was corrupted, becoming Rhiz'Quethar the Consumed. As the god fell, its doom spread to its followers. The mushroom folk became hungry and cruel—the first crimson sporecaps.

Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 5 or less False rumor: Deep underground live quiet, friendly, red-capped mushroom people.

DC 10 Crimson sporecaps are sentient fungi that use their poisonous spores to dominate creatures as slaves for their colonies.

DC 15 Intolerant of loud noises, sporecaps magically suppress sound within and near their colonies. If subjected to a loud enough noise, a sporecap goes into a dangerous, frenzied rage. Sporecaps are also extremely sensitive to psychic energy.

DC 20 Some crimson sporecaps infect creatures with a disease known as the Red Death. A creature that succumbs to this illness transforms into a sporecap themselves.

Crimson Sporecap Encounters

Crimson sporecaps live in Underland and other underground places.

CR 5–10 crimson sporecap; crimson spore-spiker; 1d4 + 2 crimson sporecap thralls; crimson sporecap with 1d4 arcanocordyceps infected

Treasure 1d6 chunks of mushroom flesh that act like *potions of greater healing*

CR 11–16 2 crimson sporecaps or crimson spore-spikers; crimson sporecap with 1d4 + 4 crimson sporecap thralls

Treasure fungoid statue of the mushroom deity Rhiz'Quethar the Consumed; the statue's open mouth acts as a *mirror of life trapping*

CR 17–22 crimson sporecap with 1d6 + 4 crimson sporecap thralls and either 1 bell jar or 1 crimson spore-spiker

Treasure *dwarven thrower* and platinum crown (worth 10,000 gp) half-engulfed in an inanimate, dwarf-shaped, fungal mass; 1d10 bags of spores that act like *dust of sneezing and choking*

Signs

1–2	Large, inanimate crimson mushrooms
3-4	1d4 peaceful crimson sporecap thralls going about mushroom farming tasks
5	Any creature with telepathy or Intelligence vof 16 or higher feels the brush of alien, telepathic minds
6	A pile of metal: buckles, boot nails, 2d20 gp
7	A fleeing humanoid exhibiting symptoms of the Red Death
8	Tree-sized mushrooms growing in neat rows like an orchard

Behavior

1–2	Attacks on sight
3	Greets travelers telepathically, feigning friendship; plans to ambush travelers or lead them into a trap
4	Worshiping at a fungal altar
5	Burying something strange, such as metal objects or body parts
6	Lurking among Medium-size, inanimate crimson mushrooms (crimson bloodcaps make Stealth checks with advantage in this area)



The Red Death

A creature afflicted with the Red Death disease turns bright crimson over several days as they waste away. While afflicted, a creature is poisoned, and they can't reduce fatigue or strife by resting until the disease is cured.

Every 24 hours, the infected creature makes a DC 15 Constitution saving throw. After three successful saving throws, the creature is cured of Red Death and becomes immune to the disease for 1 year. On a failure, the creature's hit point maximum is reduced by 11 (2d10) hit points, it gains a level of fatigue or strife. In addition, a creature that comes within 30 feet of the infected creature must succeed on a DC 15 Constitution saving throw or be infected with the Red Death. On a successful save, the creature is immune to the Red Death for 24 hours

If an afflicted creature dies, a mature crimson sporecap immediately grows from their corpse.

CRIMSON SPORECAP

CHALLENGE 7
MEDIUM PLANT
2,900 XP

AC 15 (natural armor)
HP 110 (20d8 + 20; bloodied 55)
Speed 30 ft.
Initiative Dex +3 (13), Insight +4 (14), Perception +7 (17)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +0, Dex +3, Con +1, Int +6, Wis +7, Cha +6



Skills Perception +7
Damage Vulnerabilities psychic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages understands Deep Speech but doesn't speak, telepathy 120 ft.

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

Spore Aura. Creatures within 10 feet of the sporecap have disadvantage on saving throws against the sporecap's Spore actions.

Thunder Intolerance. If a sporecap takes thunder damage, it becomes enraged. Until the end of its next turn, its speed increases by 10 feet, it can't maintain concentration, it can't use reactions, and it has advantage on melee attacks.

ACTIONS

Multiattack. The sporecap attacks twice with its spike.

Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage.

Intoxicating Spores (Recharges after a Short or Long rest). The sporecap targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the sporecap for 7 days or until the sporecap dies. While charmed in this way, the target obeys the sporecap's commands and can't take reactions, and the sporecap and the creature can communicate telepathically with each other. Whenever the charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success.

If a creature remains charmed by the sporecap for 7 full days, it becomes a **sporecap thrall**. A *greater restoration* spell or similar magical effect returns the creature to its normal form. The effect also ends if the creature dies and is restored to life.

Killing Spores (1/Day; Concentration). The sporecap creates a 20-foot-radius sphere of poisonous green spores centered on a point it can see within 120 feet. The spores last up to 10 minutes or until the sporecap loses concentration. The cloud of spores spreads around corners, heavily obscures the area, and can be dispersed by a strong

wind, ending the effect early. When a creature starts its turn in the area of spores or enters it for the first time on a turn, it makes a DC 15 Constitution saving throw, taking 22 (5d8) poison damage on a failure or half damage on a success.

Sickening Spores (1/Day; Concentration). The sporecap creates a 20-foot-radius sphere of poisonous yellow spores centered on a point it can see within 120 feet. The spores last up to 1 minute or until the sporecap loses concentration. The cloud of spores spreads around corners, heavily obscures the area, and can be dispersed by a strong wind, ending the effect early. When a creature starts its turn in the area of spores, it must succeed on a DC 15 Constitution saving throw or use its action to gag and retch. Creatures that don't need to breathe or that are immune to poison damage automatically succeed on the save.

Silencing Spores (1/Day; Concentration). The sporecap creates a 20-foot-radius sphere of magical violet spores centered on a point it can see within 120 feet. The spores last up to 10 minutes or until the sporecap loses concentration. The cloud of spores spreads around corners, lightly obscures the area, and can be dispersed by a strong wind, ending the effect early. No sound can travel in or out of the area, and while in the area a creature is deafened and immune to thunder damage. Casting a spell that requires a vocalized component is impossible while within the spore cloud.

REACTIONS

Intoxicating Puff (1/Day). When a creature within 10 feet hits and deals damage to the sporecap with an attack, the sporecap forces that creature to make a DC 15 Wisdom saving throw. On a failed save, the target is magically charmed by the sporecap until the end of the sporecap's next turn.

Spore Puff. When a creature within 10 feet hits and deals damage to the sporecap with an attack, the sporecap deals 9 (2d8) poison damage to that creature.

Combat

A lone crimson sporecap begins combat by trying to charm a foe with its intoxicating spores, then uses its killing spores to eliminate multiple enemies. If the sporecap loses concentration on Killing Spores, it uses Sickening Spores or Silencing Spores as it retreats to its colony, ideally bringing a charmed creature in tow. If it takes thunder damage, the crimson sporecap immediately tries to destroy the source of the damage, potentially charging into danger to do so. If the sporecap regains its senses, it uses Silencing Spores to protect itself from additional thunder damage.

Variant: Crimson Spore-spiker

When a crimson sporecap colony is ready to expand, spore-spikers wander far from the colony, seeking other creature's communities to infect with their spores.

The crimson spore-spiker is CR 8 (3,900 XP). It has the following traits:

Deathburst. When the spore-spiker dies, it explodes and releases a 20-foot-radius cloud of infectious spores. The cloud lingers for 1 minute or until dispersed by a strong wind. A creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or become infected with the Red Death.

The spore-spike has the following additional action:

Spore-spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 18 (4d8) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become infected with the Red Death.

SPORECAP THRALL

CHALLENGE 7
HORDE MEDIUM PLANT
580 XP

AC 14 (natural armor)
HP 16 (bloodied 8)
Speed 30 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +2, Con +1, Int -1, Wis +0, Cha -1
Senses darkvision 120 ft., passive Perception 10
Languages understands Deep Speech and any languages it knew before becoming a thrall, but doesn't speak; telepathy 120 ft.
Thunder Weakness If the thrall takes thunder damage, it falls prone and is stunned until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) bludgeoning damage. If the target is a creature and the hit is a critical hit, the target is infected with the Red Death.

Deathless Legionnaire

Deathless legionnaires bear the weapons and armor of heavy infantry. Their withered flesh and visible wounds leave no question that they are long dead. Though their gear is often decades or centuries out of date, it remains effective and, so long as the deathless legionnaire bears it, proves to be as nearly indestructible as the legionnaire itself.

An Artifact's Curse. Deathless legionnaires are soldiers cursed to unlife by their connection with an artifact of incredible power. The nature of this artifact can be customized to your campaign, or you can take inspiration from the Artifact table below. As long as the curse holds and the artifact endures, deathless legionnaires recover from any harm short of total disintegration, trampling kingdoms beneath their tireless feet. If the curse or the artifact comes to an end, the legionnaires crumble to dust.

Servant of the Artifact's Master. A deathless legionnaire serves whoever controls the artifact that created it with absolute loyalty. Though there is a glimmer of free will within them, the one who controls the artifact commands them with a thought. If that master dies, the legionnaire continues to follow its last order—often an instruction to assault a castle or lay waste to a kingdom.

Undead Nature. A deathless legionnaire doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: "Deathless legionary" is another word for a zombie. Hit 'em with a head shot and they'll drop.

DC 15 These undead were once soldiers, slain in battle. A curse of awful power was placed upon them, and they are not like other skeletons, zombies, or wights.

DC 20 The curse that animates, controls, and regenerates these undead comes from an artifact, and they are commanded by the thoughts of the artifact's master. They can die only if their connection to the artifact is broken, or if the artifact itself is destroyed.

Deathless Legionnaire Encounters

Deathless legionnaires march tirelessly toward their goal, devastating anything that stands in their way. Some have been long imprisoned by magic or a barrier too strong for them to shatter; once a living creature is nearby, they cease attempting to escape and attack.

CR 11–16 2 deathless legionnaires with a blackguard, corrupted unicorn, or earth elemental; a deathless legionnaire with 2d4 ghouls; deathless legionnaire with a cult fanatic and either a skeleton horde or 3d10 skeletons

Treasure 3,200 gp, gold signet ring (worth 120 gp), silver-chased hunting horn (worth 300 gp), *+1 half-plate armor*

CR 17–22 4 deathless legionnaires; 2 deathless legionnaires with an accursed naga or spirit naga; 3 deathless legionnaires with a banshee

Treasure 10,500 gp, last surviving copy of an imperial field manual (worth 7,500 gp to a rare-book dealer), mithral gorget (worth 1,000 gp), *arrow of slaying* (humanoids)

Signs

1	Scraps of rusted armor
2	Scratching sounds from under immovable objects
3	Rhythmic striking of metal against stone on the other side of a wall
4	Bodies hacked to pieces and trampled under skeletal feet

Behavior

1–2	Caught by or buried beneath something it can't break or escape, but still struggling
3–4	Marching toward a populated area
5	Recovering from catastrophic injuries and dismemberment
6	Attacking a group of defenseless creatures

Deathless Legionnaire Artifact

Choose or roll one of the following artifacts to control and curse the deathless legionnaires:

1. The Standard of the Deathless Legion is a long iron pole with a banner hanging from its crossbar and a jeweled skull affixed on top. Those who die fighting for or against the standard are cursed to serve it ever after.
2. The Tyrant's Arch is a freestanding archway made of lead, large enough for three people to pass through in formation. Inscribed across the arch are the words "Until Silence Reigns Forevermore."
3. The Defiling Maw is a place of power rather than a portable object. A dead body dropped into this rune-marked sinkhole climbs out at midnight as a deathless legionnaire.
4. The Sword of the Dead Moon is a weapon that grants incomparable power but carries an awful price. Anyone who wields it is bound to it forever after, and upon their death they become conscripts of the deathless legion.

DEATHLESS LEGIONNAIRE

CHALLENGE 5
MEDIUM UNDEAD
1,800 XP

AC 16 (half-plate armor and shield)
HP 76 (8d8 + 40; bloodied 38)
Speed 25 ft.
Initiative Dex –1 (9), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	20 (+5)	8 (–1)	14 (+2)	8 (–1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex –1, Con +8, Int –1, Wis +2, Cha –1
Skills Athletics +7
Damage Resistances necrotic; damage from nonmagical, non-silvered weapons
Damage Immunities poison
Condition Immunities charmed, fatigue, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands the languages it knew in life but can't speak

Cursed Regeneration. The legionnaire magically regains 10 hit points at the start of its turn as long as it is cursed. If the legionnaire is the target of a *remove curse* spell, the spellcaster rolls a spellcasting ability check against the legionnaire's Maneuver DC. On a success, the deathless legionnaire loses this feature. The legionnaire also loses this feature if the artifact responsible for its curse is destroyed.

Relentless Tread. The legionnaire can't use the Dash, Disengage, or Dodge actions, but ignores difficult terrain.

Turn Resistance. The legionnaire has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The legionnaire attacks twice with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

BONUS ACTIONS

Press the Attack. The legionnaire Shoves one creature that it hit with an attack since the end of its last turn.

Trample. The legionnaire makes one longsword attack against a prone creature it can see.

Combat

Deathless legionnaires advance on their enemy inexorably and fearlessly, hacking at them with pitted, rusted blades. They don't use ranged weapons, which can run out of ammunition. They aren't fast-moving or clever in escaping confinement, but few barriers can hold them back for long.



Deep Goblins

The goblins most familiar to adventurers live in caves and dungeons near the surface of the earth. The remnants of fallen empires, these goblins are often isolated groups prey to every passing warmonger or adventuring party.

Far below the earth, though, the great goblin kingdoms have never fallen. Larger than dwarves and stronger than hobgoblins, deep goblins work industriously as miners, artisans, and warriors ready to leap to their kingdoms' defense.

Mighty Kingdoms. Deep goblin kingdoms are feudal, with nobles ruling over warrens and monarchs enthroned in cavernous cities. Every bit as beautiful and spacious as dwarven mines, deep goblin cities feature crenelated roads winding through vast caverns, narrow bridges criss-crossing abysses, and firelit palaces carved from cliff faces. Tunnels connect the cities in these underground empires, and nightmare-drawn stagecoaches carry messages of war and alliance from one royal court to another.

War between deep goblin kingdoms is often a battle of mine and countermine, with sappers engineering cave-ins and pick-armed raiders breaking into rivals' tunnels. In narrow spaces where a single soldier can hold off an army, a hearty warrior is highly prized and can rise through the ranks of deep goblin nobility.

While deep goblin kingdoms fight amongst each other, they'll band together against outside threats. With historical records going back millennia, deep goblins are acutely aware of the fate of the ancient surface goblin kingdoms, as well as how humans, dwarves, and other peoples have treated those goblins since.

Mithral Magic. Like dwarves and elves, deep goblins prize mithral and grow enraged at the sight of non-goblins bearing what they call "goblin steel." Among deep goblins, only royalty are allowed mithral armor and weapons. Just as surface goblins value silver for its magical properties, deep goblins tease magic power out of mithral. They conduct trade with mithral coins, both with other goblins and with fiends (deep goblins particularly value nightmare steeds).

Miners' Bane. Deep dwarves have many songs about the loss of their underground homelands. In the final stanzas of these ballads, when the remaining dwarven hero falls in a tragic last stand, they generally fall beneath the war pick of a deep goblin king.

Dwarves aren't the only miners to suffer at the hands of deep goblins. Among humans and other surface folk who dig for precious metals, superstition warns not to delve too deep. Many mines have suddenly ceased production when, one day, none of the miners returned to the surface. Often, the adventurers sent to retrieve these missing miners fail to return as well. In such cases, sometimes the mine owners themselves never learn that deep goblins were behind their troubles.

Subterranean Magic. Like all goblins, deep goblins are partly fey. It's said that some of their cities cross over into the Dreaming and are suffused with its weird enchantment, with caverns lit by perpetual waterfalls of light and swarms of animated mithral tools digging at their masters' bidding. The mightiest deep goblin rulers are halfway to being archfey themselves.

Legends and Lore

The existence of deep goblins has been forgotten by many, but rumors of them are common among those who delve in the earth. With an Engineering or History check, characters can learn the following:

DC 5 or less Adventurers tell of fierce, scary goblins far below the earth. Sure. What's next, deep kobolds? Deep chipmunks?

DC 15 Far beneath the mountains are kingdoms of goblins larger than their surface cousins and stronger even than hobgoblins. Mithral coins have been found stamped with a crowned goblin.

DC 20 Deep goblins have been the downfall of many mines and dwarven settlements. They possess magical and technological knowledge that they don't like to share.

Deep Goblin Encounters

Deep goblins are found deep below the mountains.

CR 3–4 deep goblin lord; 2 or 3 deep goblin pawns

Treasure 3d20 mithral coins (worth 15 gp each)

CR 5–10 2 deep goblin lords; deep goblin lord riding nightmare; deep goblin loremaster with 2 or 3 deep goblin pawns; 1d4 + 6 deep goblin pawns

Treasure 100 mithral coins (worth 15 gp each), *+1 war pick* (named *Forward March*; while attuned to the weapon, its wielder gains a +10-foot bonus to Speed)

CR 11–16 deep goblin monarch with 1d4 + 4 deep goblin pawns; 2 deep goblin lords riding nightmares

Treasure ruby carved with a tiny portrait of a deep goblin (worth 4,000 gp to non-goblin buyers, slightly less than a normal ruby), 2 *potions of invisibility*

CR 17–22 deep goblin monarch with deep goblin loremaster and 1d4 + 4 deep goblin pawns; **Treasure** 300 mithral coins (worth 15 gp each), jade and tourmaline chess set (worth 1,000 gp), 5 rare history books (worth 500 gp each), mithral and emerald crown (worth 5,000 gp), *figurine of wondrous power* (obsidian steed), *rod of rulership*

Underground Signs

1	Purse of 2d4 mithral coins (worth 15 gp each)
2	Wagon ruts proceeding down a tunnel
3	Brightly colored flag bearing a heraldic symbol
4	Well-constructed roadway
5	Abandoned mining or smelting equipment
6	Permanent magical effect, such as a floor-to-ceiling column of flame, self-drumming drum, or levitating throne

Deep Goblin Lord, Monarch, or Loremaster Behavior

1	Writing about or discussing a political betrayal
2	Playing or studying chess
3	Feasting
4	Practicing war pick moves in preparation for a duel
5	Reading or writing a history book that diverges from known history
6	Test riding a nightmare before purchase

Deep Goblin Pawn Behavior

1	Patrolling
2	Sending messages via signal drum or nightmare-mounted courier
3	Returning home with dark elf, deep dwarf, or grimlock captives
4	Chanting a bloodthirsty marching song as they train or exercise
5	Mining
6	Drunk on lichen wine

Names

Azagon, Earthbright, Emerald, Glump, Gro, Halt, Tourmaline, Zoj

Deep Goblin Lord

All deep goblin nobles are addressed with the title Hob before their name, which they translate to the Common word "Lord." That one title encompasses many gradations of rank and wealth.



Deep goblin lords are either hereditary leaders trained as warriors or exceptionally skilled front-line soldiers who earned distinction in war. Able to pass as tall dwarves or short humans, some venture to the surface dressed in concealing armor to measure their prowess in jousts and contests of war. Others wear extravagant silks and linger by the side of their monarch, ready to offer counsel or plunge a dagger as the situation warrants.

DEEP GOBLIN LORD

CHALLENGE 4
MEDIUM HUMANOID (GOBLINOID)
1,100 XP

AC 16 (breastplate)
HP 75 (10d8 + 30; bloodied 37)
Speed 30 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +1
Skills Engineering +2, History +2 (+1d4), Perception +3, Stealth +4
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13
Languages Common, Goblin, Undercommon

Combat Expertise. The damage of the goblin's attacks includes a d8 expertise die.

Flat Feet. An effect that damages the goblin's feet, such as caltrops, causes the goblin to fall prone. A creature can target a goblin's feet by attacking with disadvantage, provided the creature didn't already have disadvantage on the attack.

Tunnel Guard. A creature that takes the Disengage action still provokes opportunity attacks from the goblin.

ACTIONS

Multiattack. The goblin attacks twice with its war pick.

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the attack is an opportunity attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Slow Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, the target's speed is halved.

Combat

The goblin uses its dart and the Dash action to reach ranged opponents, trusting its powerful opportunity attacks to keep them close. If fighting another deep goblin lord, it targets its enemy's feet.

Variant: Deep Goblin Monarch

The deep goblin monarch is an elite monster, equivalent to two CR 4 monsters (2,200 XP). It has 150 (20d8 + 60; bloodied 75) hit points, wears a mithral breastplate worth 1,200 gp, and fights with a *+1 war pick*.

The deep goblin monarch has the following additional bonus actions:

Command. One creature of the goblin's choice can use its reaction to move up to its speed and make a single weapon attack.

Elite Recovery (Bloodied Only). The goblin ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Furious Bite (Bloodied Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the goblin can't bite another creature and automatically hits the grappled creature with its bite.

Deep Goblin Pawn

Deep goblin generals are obsessed with war games and study chess for its martial lessons. They even call their front-rank soldiers "pawns," cavalierly sacrificing these soldiers' lives in minor skirmishes. As in chess, however, successful pawns can be promoted. Heroic pawns might find themselves marrying into a royal family—or overthrowing it—to become monarchs themselves.

DEEP GOBLIN PAWN

CHALLENGE 4
HORDE MEDIUM HUMANOID (GOBLINOID)
440 XP

AC 16 (breastplate)
HP 15 (bloodied 7)
Speed 30 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +1
Skills Perception +3, Stealth +4
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13
Languages Common, Goblin, Undercommon
Flat Feet. An effect that damages the goblin's feet, such as caltrops, causes the goblin to fall prone. A creature can target a goblin's feet by attacking with disadvantage, provided the creature didn't already have disadvantage on the attack.

ACTIONS

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage. If the attack is a critical hit, the target is knocked prone.
Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Deep Goblin Loremaster

Part engineer, part historian, and part magician, a deep goblin loremaster is the keeper of its kingdom's many secrets. A deep goblin monarch's most trusted general and advisor is often a loremaster, rather than a noble.

DEEP GOBLIN LOREMASTER

CHALLENGE 6

MEDIUM HUMANOID (GOBLINOID) 2,300 XP

AC 13
HP 90 (12d8 + 36; bloodied 45)
Speed 30 ft.
Initiative Dex +3 (13), Insight +2 (12), Perception +5 (15)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +3, Con +3, Int +4, Wis +2, Cha +1
Skills Engineering +7, History +7 (+1d4), Perception +5, Stealth +6
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 15
Languages Common, Deep Speech, Goblin, Undercommon
Flat Feet. An effect that damages the goblin's feet, such as caltrops, causes the goblin to fall prone. A creature can target a goblin's feet by attacking with disadvantage, provided the creature didn't already have disadvantage on the attack.

ACTIONS

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
Scatter Bomb (3/Day). The goblin throws a scatter bomb at a point it can see within 20 feet. Each creature within 10 feet of that point makes a DC 15 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is pushed 10 feet directly away from the center of the explosion, and is knocked prone.
Darklight Lens (1/Day). The goblin shines eldritch black light in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw. On a failed save, the target takes 21 (6d6) radiant damage and can't use darkvision for 1 minute. On a success, the target takes half damage and can use darkvision normally. Nonmagical flames in the area are extinguished.
Summon Ally (1/Day). The goblin magically summons either three deep goblin pawns or one nightmare, which appear in unoccupied spaces the goblin can see within 30 feet. The summoned creatures obey the goblin and act on the goblin's turn. If the goblin summons a nightmare, the goblin can choose to summon it in its own space or the space of a willing Medium or Small creature within 30 feet. In this case, the creature in that space can mount the nightmare without using an action to do so, and the nightmare acts on the rider's turns and obeys the rider's commands. Summoned creatures disappear after 4 hours or when reduced to 0 hit points.

REACTIONS

Confer Nobility (1/Day). When a deep goblin pawn within 30 feet of the goblin scores a critical hit or reduces a creature to 0 hit points, the goblin magically transforms the pawn into a deep goblin noble. The pawn's statistics change, but it retains any conditions or damage from its previous form. The transformation is permanent.

Combat

The deep goblin loremaster uses its darklight lens to blind enemies and then throws scatter bombs. It uses Confer Nobility at the earliest opportunity. When the loremaster or an allied goblin monarch is bloodied, the loremaster uses Summon Ally to summon guards (if it thinks it can win the fight) or a nightmare (to escape if the fight seems lost).

Devils

Just as the ocean has its shallows and its depths, the Pit of Nülda—also called Hell or the Inferno—is host to wildly varying environments. The bronze tower of Malüd-bar bears little superficial resemblance to the torchlit city of Angolim, though both lie far from mortal ken.

In a cosmic shallow, a borderland between the Pit and the Waking, sprawls Angolim. Angolim is a vast metropolis that has absorbed a hundred streets and citadels. Locked in eternal night under a black sky, Angolim is lit by millions of smoky torches and guttering candles. While it appears splendid in this flickering firelight, brighter illumination reveals it to be little more than a vast ruin.

Travelers to Angolim can find much that is familiar—perhaps even treading lost thoroughfares they visited long ago in the Waking. Angolim's seeming familiarity makes it in some ways more dangerous than the Pit's more forbidding deeps, especially for those tempted by the power and grandeur the city promises. It is the bait on Hell's barbed hook.

Principalities of Angolim. While Angolim is ruled by a mighty marilith named Mezarithir of Old, its day-to-day governance is handled by a triumvirate of devils who ever vie for greater power: Axia, Dominus, and Vindica. Although they scheme against each other and against Mezarithir for supremacy, they band together to battle the powerful beings that dare to encroach upon Angolim. From above, every ambitious herald or angel batters against the city's defenses. Meanwhile, fiends thirsty for the stream of souls that flow through Angolim lurk just outside its lower gates, patiently waiting for the day Angolim's sentinels fail in their duty.

Although Axia, Dominus, and Vindica rule demesnes within Angolim, none of them began their existence as devils. Axia and Vindica once stood among the mightiest and most righteous of angels, while Dominus ruled a decadent fey empire. The three governors of the city are aware that would-be successors can spring up in any quarter, and they endeavor to destroy any creature, mortal or otherwise, whose ambitions grow too great.



The Infernal City. To dabblers in forbidden lore, Angolim is synonymous with the Pit of Nülda. And in fact, the city is all of the infernal realm that many damned souls ever see. Tales of Angolim's seemingly endless bazaars and palaces, some dedicated to debauchery and others to suffering and wickedness, circulate among those seeking to exchange evil deeds for hellish rewards. However, while those who bargain with devils rule from thrones in life, they experience eternal torment in the city after death.

Angolim owes its vast expanse to Dominus's exile from his multi-planar realm. Originally, Dominus's splendid capital in the Dreaming contained extraplanar gateways to cities on the many planes Dominus had subjugated. But when he was cast into the Pit, the core of Dominus's domain went with him. From this foundation he vowed to build an even more majestic empire. Construction has been ongoing ever since: whenever a mighty mortal falls into Dominus's clutches, pieces of their worldly empire fall with them, vanishing instantly from Waking maps and minds.

Angolim includes several distinct neighborhoods. Dominus's Halls of Splendor include opulent theaters, brutal fighting pits, vast libraries full of soul-corrupting literature, and wineries that distill the suffering of tormented souls into infernal libations. Axia's Final Tribunal is a seemingly endless maze of courtrooms, holding cells, and torture chambers. Finally, Vindica rules Yorgül-Thûn, the Indomitable Citadel, an infernal fortress brimming with checkpoints, armories, and training yards where devils use damned souls as practice dummies. The layout of the city shifts and changes at the whims of its rulers, but devils can always navigate it without difficulty.

Payment and Price. Angolim is the center of a planes-spanning web of intrigue and corruption. From here, "advocates" promise knowledge and power to sages and spellcasters and offer earthly empire to rulers willing to pay the price. Nülda gold, which curses its possessor to a lifetime of violence and destruction, flows unceasingly from Angolim's coffers. And when the bill for Hell's gifts comes due, flocks of wing devils fly from the city to seize mortals seeking to break their infernal contracts. From its gates, battalions of Indentured and legion devils march forth in unending streams—some to battle against less-favored fiends who seek to conquer Angolim, and others to join the armies of Mezarithir, the city's true ruler, to whom even Axia, Dominus, and Vindica must pay tribute.

Devil Encounters

The devils listed here dwell in Angolim, although they make occasional forays into other planes of existence.

CR 3–4 4 or 5 wing devils
Treasure 250 Nülda gold (see wing devil), gnawed and blackened arm bone ending in a sharp spike (acts as a *+1 war pick*)

CR 5–10 indentured; 1d4 + 3 legion devils
Treasure *spell scroll* of *flame blade*, *vicious trident*

CR 11–16 advocate devil; centurion devil or imp with 10 legion devils
Treasure 5,000 Nülda gold, contract awaiting signature entitling the bearer to a noble title, *amulet of health*

CR 17–22 advocate devil with 3 doppelgangers or wererats; advocate devil with 2 pit spiders; 2 indentured
Treasure *candle of invocation* (lawful evil), *iron bands of binding*

CR 23–30 Axia, Dominus, Vindica (not on home plane); legion devil cohort with 5 legion devil centurions, 10 legion devils, and 5 wing devils
Treasure 10 pieces of golden tableware (worth 2,500 gp each), 6 bottles of infernal wine (a cup of wine acts as a *potion of poison* 1 hour after it is drunk), *amulet of the planes*

CR 31+ Axia; Axia with 2 advocate devils; Dominus with 3 indentured, 2 cambions, 10 wing devils, and 2 wingtail devils; Vindica with 1d6 + 4 cohort devils, 1d6 + 10 legion devils, and 5 wing devils
Treasure 50,000 Nülda gold, adamantine crown (worth 75,000 gp), 6 signed contracts that compel the obedience of 6 important mortals, *deck of many things*, *Ioun stone of greater absorption*

Advocate Devil

Axia's fiendish agents, advocate devils tirelessly search the world for mortals ripe for corruption, signing them to infernal pacts. From these pacts flows the soul-fueled power that buoys Yorgül-Thûn.

Remote Recruiters. Like most fiends, advocate devils can't set foot in the mortal realm without an invitation. When they negotiate with mortals, they usually do so via the *project image* spell. (A projected image of a contact can be signed just as can a physical one!) Once a creature has made a pact with an advocate devil, planar barriers offer no protection. The devil can physically travel to its client's location to protect—-or punish—its investment.

Patrons of Power. Among their many poisoned gifts, advocate devils can grant the ability to cast spells. Whether they know it or not, many warlocks serve an advocate devil for a patron. Advocate devils tend to be hands-on patrons, demanding services in exchange for arcane powers and even directly interfering in their clients' lives.

Advocate Devil Gifts

Advocate devils have many rewards with which they can tempt mortals. Here are some examples:

- **Power. The client gains a level in the warlock class, gaining the advocate devil as their patron.**
- **Wealth. The advocate devil provides treasure, lands, and titles—just as much wealth as is needed to seal the deal, and no more.**
- **Knowledge. The client gains access to forbidden secrets or learns spells (including rare spells) with a total level up to 13.**
- **Influence. The client's Charisma score increases by 4, to a maximum of 24.**
- **Heart's Desire. The devil calls on its master Axia to cast *wish* on the client's behalf, perhaps undoing a past event, granting a magic item, or bringing a loved one back to life.**

ADVOCATE DEVIL — CHALLENGE 13

MEDIUM FIEND
(DEVIL, SHAPECHANGER) — 10,000 XP

AC 15

HP 195 (23d8 + 92; bloodied 97)

Speed 35 ft.

Initiative Dex +5 (15), Insight +9 (19), Perception +4 (14)

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

Proficiency +5; **Maneuver DC** 18

Saving Throws Str +4, Dex +5, Con +4, Int +10, Wis +9, Cha +10

Skills Deception +10 (+1d6), Insight +9 (+1d6), Intimidation +10, Persuasion +10

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Innate Spellcasting. The devil's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, each at 5th-level or higher and requiring no components:

At will: *comprehend languages*, *dream*, *hellish rebuke*, *tongues*

2/day each: *plane shift* (to its home plane or to a location within 100 feet of a creature with whom it has a pact), *project image* (no maximum range, any plane of existence), *scrying*

Lawful Evil. The devil radiates an Evil and Lawful aura.

Legal Defense. When a creature that has made a pact with the devil attacks the devil, casts a spell that would affect the devil, or uses an effect that would force the devil to make a saving throw, the devil can ignore any harmful effects of the attack, spell, or effect.

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

Pact Sense. The devil knows the plane of existence and location of any creature with whom it has made a pact.

ACTIONS

Multiattack. The devil makes three attacks.

Pact Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 11 (2d10) force damage. This attack is made with advantage against creatures with whom the devil has made a pact.

Paralyzing Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage. If this damage reduces the target to 0 hit points, the devil can cause the target to be paralyzed for 1 hour. While paralyzed, the target is stabilized and conscious. The paralysis ends early if the target regains hit points.

Draft Pact. The devil magically produces or dismisses a scroll on which is written an infernal legal pact ready for signature. The pact offers rewards in exchange for specific tasks to be completed by a willing creature that signs the contract. If the signer dies and remains dead for more than 24 hours with their contracted tasks unfulfilled, the devil gains possession of the signer's soul.

The pact can be ended by a *wish* spell or divine intervention. It also ends if the devil fails to provide the promised benefit.

BONUS ACTIONS

Shapeshift. The devil magically polymorphs into the form of a specific, unique Medium or Small humanoid, or back into its true form. While shapeshifted, the devil's statistics are unchanged. Its equipment isn't transformed. It reverts to its true form if it dies.

REACTIONS

Hellish Rebuke (1st-Level). When a creature within 60 feet that the devil can see damages the devil, that creature must make a DC 18 Dexterity saving throw, taking 33 (6d10) fire damage on a failure or half damage on a success.

Combat

The advocate devil prefers conversation to conflict. It uses Paralyzing Blast to immobilize any foes that it might be able to make a deal with later, or when it wants to make an uninterrupted sales pitch. When bloodied, it casts *plane shift* to escape.



Axia

The Final Authority, Mistress of Strategy, Queen of Edicts

The leader of the celestial rebellion that created devilkind, Axia was originally the archangel who oversaw the laws of creation. Cast out for her uncompromising stance that rules should create a fixed social order, rather than promote justice, Axia now serves as the final arbiter of Nülda's byzantine code of law.

Although she looks no different from one of her advocate devils, Axia is the embodiment of judicial supremacy. She commands untold legions of tempters and bargainers, who trade power for corruption across the worlds of mortals, as well as the infernal judiciary, with its interrogators, judges, and wardens. Ever the strategist, Axia enjoys catching both her foes and mortal souls in legal traps.

Legends and Lore

DC 5 or less False rumor: Axia is an archangel who serves as the arbiter of justice in Hell. Because she never lies, you can trust her.

DC 15 Axia is the head of the infernal judiciary. She is obsessed with rules and laws.

DC 20 Axia cares more about the letter of laws than the spirit, and is patient and calculating.

DC 25 Axia is a fallen archangel and quite possibly the single most powerful being in Nülda.

Signs

1. Law books with sheafs of meticulously organized notes written in a precise Infernal script
2. Drafts of an infernal contract, unsigned and covered in notes
3. A confession, incomplete and splattered with blood
4. A chessboard or other strategy game, two moves away from victory

Behavior

1. In a study, reading laws or drafting new ones
2. Lecturing junior devils on infernal law and regulations
3. Playing a game of chess with a terrified mortal
4. Clad in judicial robes, holding a trial

AXIA — CHALLENGE 26

ELITE LEGENDARY
MEDIUM FIEND (DEVIL) — 180,000 XP

AC 20 (medium shield)
HP 999 (74d8 + 666; bloodied 499)
Speed 45 ft., fly 90 ft.
Initiative Dex +8 (18), Insight +18 (28), Perception +18 (28)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	26 (+8)	28 (+9)	30 (+10)	30 (+10)	30 (+10)

Proficiency +8; **Maneuver DC** 25
Saving Throws Str +9, Dex +16, Con +17, Int +18, Wis +18, Cha +18
Skills Arcana +18, Deception +18, History +18, Insight +18, Intimidation +18, Perception +18, Persuasion +18, Religion +18
Damage Immunities cold, fire, poison; damage from nonmagical, non-silvered weapons
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned, unconscious
Senses truesight 120 ft., passive Perception 28
Languages Celestial, Common, Infernal, telepathy 120 ft.

Edict. On display in Axia's lair is a stone tablet etched with the following, written in Infernal:

I Am Law
Edict 1: No sword can wound me
Edict 2: No spell can burn me
Edict 3: No heart can defy me
Edict 4: No shield can turn me

At the start of Axia's first turn, Edict 1 becomes active. At the start of Axia's next turn, Edict 1 deactivates and Edict 2 becomes active, then Edict 3 activates on turn 3 and Edict 4 activates on turn 4. On turn 5, Edict 1 becomes active again, and so on. Two edicts are never active at once.

When an edict is active, Infernal runes spelling out the edict's message circle Axia like a shield. Axia gains different capabilities based on the edict:

EDICT 1: Axia can ignore the effects of all weapon attacks

EDICT 2: Axia can ignore the effects of all spells and spell attacks

EDICT 3: When Axia casts a spell, its targets' saving throws automatically fail

EDICT 4: When Axia attacks and misses, she can choose to hit instead

Fiendish Escape. When Axia becomes bloodied while not on her home plane, Axia is teleported to her home plane, which she can't leave for 1 year. Defeating Axia away from her home plane grants half the usual XP award.

Innate Spellcasting. Axia's spellcasting ability is Wisdom (spell save DC 26). She can innately cast the following spells, requiring no components:

At will: *harm, hold monster, project image* (no maximum range, any plane of existence), *scrying, tongues*

1/day each: *meteor swarm, plane shift* (to her home plane only), *teleport, wish*

Legendary Resistance (3/Day). If Axia fails a saving throw, she can choose to succeed instead. If she does so, the current Edict deactivates.

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

ACTIONS

Multiattack. Axia attacks three times with Lex Prima or casts harm twice.

Lex Prima. *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft. or range 40/120 ft., one target. *Hit:* 16 (1d8 + 12) bludgeoning damage plus 22 (4d10) fire damage. If the target is a creature, it catches fire, taking 22 (4d10) ongoing fire damage until a creature spends an action to extinguish the fire. If thrown, the weapon then reappears in Axia's hand.

Harm (6th-Level). A creature Axia can see within 60 feet must make a DC 26 Constitution saving throw. On a failed save, the target takes 49 (14d6) necrotic damage and its hit point maximum is reduced by the same amount for 1 hour. On a success, the target takes half damage and its hit point maximum isn't reduced. This spell can't reduce a target to less than 1 hit point. Any effect that removes a disease restores the target's hit point maximum.

Hold Monster (Cast at 6th-Level; Concentration). Up to two creatures within 60 feet that Axia can see each make a DC 26 Wisdom saving throw. On a failed save, the target is paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Meteor Swarm (9th-Level). Scorching 40-foot-radius spheres of flame strike the ground at 4 different points chosen by Axia within 1 mile. The effects of each sphere reach around corners. Each creature and object in the area makes a DC 26 Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) bludgeoning damage on a failure or half damage on a success. A creature in more than one area is affected only once. Flammable unattended objects in the area catch fire.

BONUS ACTIONS

Elite Recovery (While Bloodied). Axia ends one negative effect currently affecting her. She can do so as long as she has at least 1 hit point, even while incapacitated.

Target. Axia points at a creature she can see within 120 feet. Until the end of Axia's next turn, that creature sheds dim red light and gains vulnerability to all damage types, except those it is immune to. Axia can't use Target on the same creature two turns in a row.

Combat

Axia plays with her foes. She starts battle by casting *meteor swarm* and then uses Target on a weakened foe. On later turns, she attacks with *Lex Prima*, casts spells, and uses Target to make enemies waste time extinguishing flames and protecting vulnerable allies. When an enemy is reduced to 0 hit points, she injures it to increase the situation's urgency. Meanwhile, she makes threats and offers deals to those that accept her mercy.

While Edict is active, Axia shouts out the text of each edict as it becomes active. Axia uses *hold person* when Edict 3 is active and *Lex Prima* when Edict 4 is active.

Lex Prima

Lex Prima **is a** *+3 warhammer***. It has the thrown property with a normal range of 40 feet and a maximum range of 120 feet. It returns to the hand after being thrown. It deals an extra 11 (2d10) fire damage to a target it hits. If the target is a creature, it catches fire, taking 11 (2d10) ongoing fire damage until a creature uses an action to extinguish the flames. The extra fire damage and ongoing fire damage increase to 22 (4d10) if the wielder is a celestial or fiend.**

Dominus

The First Tyrant, The Gleaming Emperor, The Grand Architect

Dominus is unique among fiends, and one of the oldest. A former fey lord who embraced the infernal realm as part of his ascension to power, he exudes sinister charisma and revels in cruel decadence.

The former ruler of a vast empire that spanned countless mortal realms, Dominus is the architect of Angolim. He maintains mighty infernal legions and acts as the ruler of a powerful assemblage called the Gleaming Court. Many suspect Dominus plots to use both these forces to retake his lost throne.

Though deposed and exiled, Dominus remains a dangerous strategist and demagogue. He plays the long game, operating vast networks of spies and expendable assets as he prepares for his triumphant return to power.

Legends and Lore

DC 5 or less False rumor: Deep underground is a fairy king named Dominus. If you pay him respect, he will give you magnificent favors.

DC 15 Dominus is the infernal lord of rulership and power. He revels in decadent luxury and wealth.

DC 20 Dominus used to rule over a world-spanning empire. The monster-haunted superstructures on many worlds are his doing.

DC 25 Dominus is a corrupted fey lord rather than a fallen angel. He still has ties to the fey.

Signs

1 Massive architectural features, possibly ruined

2 Reports on the rulers of mortal realms

3 The remnants of a grand feast

4 Sounds of cruel entertainment in the distance

Behavior

1 Lounging atop a massive throne, attended to by servile devils

2 Meeting with important fey or fiendish nobility



3 Swirling a glass of wine distilled from the suffering of damned souls

4 Delivering a rousing speech to his followers

DOMINUS — CHALLENGE 24

ELITE LEGENDARY
MEDIUM FIEND (DEVIL) — 124,000 XP

AC 19

HP 937 (75d8 + 600; bloodied 468)

Speed 50 ft., fly 60 ft.

Initiative Dex +9 (19), Insight +15 (25), Perception +15 (25)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	28 (+9)	26 (+8)	24 (+7)	26 (+8)	30 (+10)

Proficiency +7; **Maneuver DC** 24

Saving Throws Str +8, Dex + 16, Con +15, Int +14, Wis +15, Cha +17

Skills Deception +17, Insight +15, History +14, Intimidation +17, Perception +15, Persuasion +17
Damage Resistances cold; damage from nonmagical, non-silvered weapons
Damage Immunities fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 25
Languages Common, Infernal, Sylvan, telepathy 120 ft.

Devil's Sight. Dominus's darkvision penetrates magical darkness.

Fiendish Escape. When Dominus becomes bloodied while not on his home plane, Dominus expends any Soul Motes he possesses and is teleported to his home plane, which he can't leave for 1 year. Defeating Dominus away from his home plane grants half the usual XP award.

Innate Spellcasting. Dominus's spellcasting ability is Charisma (spell save DC 25). He can innately cast the following spells, each at 5th-level or higher and requiring no components:

At will: *disguise self*, *dominate monster*, *dream*, *teleport*, *tongues*

3/day: *plane shift* (to his home plane only), *project image* (no maximum range, any plane of existence), *scrying*, *wish* (its effect is undone if Dominus is destroyed or triggers Fiendish Escape)

Lawful Evil. Dominus radiates an Evil and Lawful aura.

Legendary Resistance (3/Day). If Dominus fails a saving throw while circled by at least one Soul Mote, he can choose to expend one Soul Mote to succeed instead.

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

Reactive. Dominus can take three reactions each round, but not more than one per turn.

Soul Motes. Three motes of light orbit Dominus's head. Each is a soul that Dominus has stolen. A creature whose soul is being used as a Soul Mote can't be restored to life until Dominus expends the mote. When Dominus is reduced to 0 hit points, all soul motes are expended.

ACTIONS

Multiattack (While Bloodied). Dominus attacks three times with Bane and then uses Boon, Eye Beam, Soul Blast, or Steal Soul.

Bane. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 14 (1d4 + 12) slashing damage plus 22 (4d10) psychic damage. If the target is a creature, it must succeed on a DC 25 Charisma saving throw or be cursed until it finishes a long rest. While cursed, the target subtracts 1d6 from its roll whenever it makes an attack roll or saving throw.

Eye Beam. Dominus fires a 5-foot-wide, 120-foot-long beam of fire from his eyes. Each creature in the area must make a DC 25 Dexterity saving throw, taking 35 (10d6) fire damage on a failure or half damage on a success.

Soul Blast. Dominus expends a Soul Mote, sending it flying to a point he can see within 120 feet and causing it to explode. Each creature within 30 feet of that point makes a DC 25 Dexterity saving throw, taking 56 (16d6) radiant damage on a failure or half damage on a success.

Steal Soul. If Dominus is within 20 feet of a dying creature, he can kill the creature and steal its soul, regaining one Soul Mote (to a maximum of three).

Boon (3/Day). Dominus touches another creature with his scepter, Boon. For the next minute, that creature gains a d10 expertise die on attack rolls and saving throws.

REACTIONS

Elite Recovery (While Bloodied). When Dominus starts his turn affected by a negative effect, he ends the effect on him. He can do so as long as he has at least 1 hit point, even while incapacitated.

Redirect Attack. When a creature Dominus can see within 10 feet targets Dominus with a melee attack, that creature must make a DC 25 Wisdom saving throw. On a failed save, the creature is magically teleported to an unoccupied space within 30 feet, and the attack targets a creature of Dominus's choice within range of the attack.

Return the Compliment. When a creature Dominus can see misses Dominus with a ranged attack, Dominus causes the attack to reverse course. The triggering creature must reroll the attack, targeting itself.

Share and Share Alike. When Dominus is subjected to cold, fire, lightning, necrotic, radiant, or thunder damage, he uses Eye Beam, changing its damage to the triggering damage type.

Combat

While not bloodied, Dominus stays nearly motionless, relying on his three reactions to deflect his enemies' attacks. With his action, he uses Boon, Eye Beam, Soul Blast, or Steal Soul. When on his home plane and bloodied, he springs into action, cursing multiple opponents with Bane.

Indentured

The archdevil Dominus differs from his fellow devils in his approach towards corruption. A former fey creature, he has no interest in immortality or souls. Instead, he desires rulership over others for its own sake. But his wiles are no less insidious. Rather than fueling the Pit's soul-devouring empire, Dominus's victims join the Indentured: an army of blank-masked undead creatures loyal only to him.

Taking the Bait. Dominus tempts the mighty, appearing personally before adventurers, archpriests, champions, and kings. He offers the drug to which they are already addicted: power. With a *wish*, he grants impossible desires—and the ironclad *wish* of a devil can accomplish greater things than that of any imperfect mortal. Indestructible castles, immortal armies, and unrivaled fame attend his favorites. There is, of course, a catch: if Dominus is ever defeated or destroyed, the effects of all the wishes he has granted will vanish instantly. Thus, each of his beneficiaries becomes his subject, determined to maintain Dominus's power in order to preserve their own.

Boon and Bane

Dominus wields two legendary magic items, a scepter named *Boon* and a whip named *Bane*. In his frequent fits of ambition or rage, his most frequent targets for both are his Indentured servitors.

Boon. ***Boon*** **functions as a *rod of command* (save DC 25). Additionally, *Boon* has 3 charges, which it regains daily at dawn. As an action, its wielder can expend a charge and touch another creature. For the next minute, that creature gains a d10 expertise die on attack rolls and saving throws.**

Bane. ***Bane*** **is a +3 *whip* that deals an extra 22 (4d10) psychic damage to any target it hits. If the target is a creature, it must succeed on a DC 25 Charisma saving throw or be cursed until it finishes a long rest. While cursed, the target subtracts 1d6 from its roll whenever it makes an attack roll or saving throw.**

Paying the Price. Dominus doesn't bargain for creatures' souls, but he expects payment nonetheless. For each year a creature enjoys the benefits of Dominus's *wish*es, it must serve beyond its death for one century as an undead creature. For the long-lived fey nobles who once served in Dominus's worldly empire, that term of servitude has lasted for eons.

Penance and Pain. Dominus enjoys tormenting the once-haughty heroes and rulers in his power. The Indentured are clad in spiked armor with spines facing both inward and out and wear blank iron masks that hide the agonized expressions on their mummy-like faces. For all that, Indentured are unswervingly loyal to Dominus, knowing that any failure on their part will add centuries to the duration of their service.

Undead Nature. An Indentured doesn't require air, sustenance, or sleep.

INDENTURED

CHALLENGE 9
5,000 XP

MEDIUM UNDEAD

AC 17 (full plate)
HP 161 (17d8 + 85; bloodied 80)
Speed 25 ft.
Initiative Dex –1 (9), Insight +3 (13), Perception +3 (13)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +5, Dex –1, Con +5, Int +0, Wis +3, Cha +4
Damage Immunities necrotic, poison, psychic; damage from nonmagical, non-silvered weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages understands Infernal and Sylvan but can't speak
Instant Dissolution. When reduced to 0 hit points, the Indentured crumbles to dust, leaving its armor behind.
Slow Reflexes. The Indentured can't use reactions.
Spiked Armor. A creature that grapples or is grappled by the Indentured takes 11 (2d10) piercing damage at the start of the Indentured's turn.

ACTIONS

Multiattack. The Indentured attacks twice with its slam. It can replace one attack with Teleport.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 11 (2d10) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). The Indentured can grapple one creature at a time.

Teleport. The Indentured, along with any creature it is grappling, magically teleports to an unoccupied space it can see within 60 feet.

Psychic Scream (1/Day, While Bloodied). The Indentured's helmet shatters, permanently lowering its AC by 2 and removing its immunity to psychic damage. Each creature within 30 feet must make a DC 17 Wisdom saving throw, taking 45 (10d8) psychic damage on a failure or half damage on a success. Also on a failed save, the target is 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.

Combat

The Indentured walks and teleports towards its target, grapples, and slams. If it was ordered to capture its target alive, it teleports away with a grappled victim. When bloodied, it uses Psychic Scream. It makes no effort to preserve its own existence.





Legion Devils

The footsoldiers of the Pit of Nülda, legion devils march in the tens of thousands in a dozen simultaneous campaigns of planar conquest. Each legion devil is fanatically loyal to Vindica, their trainer—at least, so proclaims Vindica. Certainly, no legion devil disobeys her orders twice.

LEGION DEVIL

CHALLENGE 6
460 XP

HORDE MEDIUM FIEND (DEVIL)

AC 16 (breastplate, medium shield)

HP 16 (bloodied 8)

Speed 40 ft., fly 30 ft.

Initiative Dex +0 (10), Insight +0 (10), Perception +0 (10)

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +0, Con +2, Int +0, Wis +0, Cha +2

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates an Evil and Lawful aura.

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

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (1d6 + 10) piercing damage. If thrown, the trident reappears in the devil's hand.

Legion Devil Centurion

Among the cruelest and fiercest of the legions of hell, each legion devil centurion has the authority to command squads of up to 100 legion devils. On occasion, pit fiends and other mighty devils gather a squad composed entirely of centurions to act as a highly-trained strike force or retinue of bodyguards.

LEGION DEVIL CENTURION

CHALLENGE 12

HORDE MEDIUM FIEND (DEVIL) 1,680 XP

AC 18 (breastplate, medium shield)

HP 24 (bloodied 12)

Speed 40 ft., fly 30 ft.

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

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +5, Dex +2, Con +4, Int +2, Wis +2, Cha +4

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates an Evil and Lawful aura.

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

ACTIONS

Battleaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 21 (1d8 + 17) slashing damage. If thrown, the battleaxe reappears in the devil's hand.

Command. Two legion devils within 120 feet use their reactions to move up to their speed or attack.

Legion Devil Cohort

Each legion of hell is commanded by a legion devil cohort. Although cohorts are fierce fighters, clad in plate armor and wielding black, two-handed swords called war cleavers, they enter battle only at the decisive moment, preferring to deliver telepathic orders to the centurion devils under their command. The greatest of the archdevils surround themselves with a bodyguard composed exclusively of legion devil cohorts.

LEGION DEVIL COHORT

CHALLENGE 18

HORDE MEDIUM FIEND (DEVIL) 4,000 XP

AC 18 (full plate), 20 with Formation Fighting

HP 32 (bloodied 16)

Speed 40 ft., fly 40 ft.

Initiative Dex +2 (12), Insight +4 (14), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	16 (+3)	18 (+4)	22 (+6)

Proficiency +6; **Maneuver DC** 21

Saving Throws Str +7, Dex +2, Con +6, Int +3, Wis +4, Cha +6

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Formation Fighting. The devil gains a +2 bonus to AC while within 5 feet of an ally using a shield.

Lawful Evil. The devil radiates an Evil and Lawful aura.

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

ACTIONS

War Cleaver. *Melee Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 32 (2d6 + 25) slashing damage. If thrown, the greatsword reappears in the devil's hand.

Command. Two legion devils or legion devil centurions within 120 feet use their reactions to move up to their speed, attack, or use Command.

Vindica

The Implacable, Lady of Massacres, The Iron General

Vindica began her existence as an archangel of military strategy and leadership. Cast out for her ruthless tactics, she quickly organized Yorgül-Thûn's armies into a disciplined and pitiless fighting force.

Vindica sees herself as a dispenser of justice and stubbornly denies she is no longer an archangel. She still wears *Rise*, an intelligent and yet-uncorrupted holy blade that no longer permits Vindica to wield it. Both Vindica and the sword believe the other will come around to their point of view, eventually.

Legends and Lore

DC 5 or less There's some archangel that uses Hell as her home base in a war against fiends.

DC 15 Vindica is the general of Hell's armies. She is an utterly merciless master of strategy and tactics.

DC 20 The few pacts Vindica makes with mortals usually relate to military power.

DC 25 Vindica is also responsible for security in the Yorgül-Thûn, the Gleaming Palace. Both its fortifications and its shifting nature are products of her keen mind.

Signs

1. Gruesome displays of bodies carved with infernal runes
2. Salted fields and poisoned waters in a swath dozens of miles wide. The ruins of cities filled with booby traps and curses
3. A single, traumatized survivor left behind as a witness
4. Infernal banners flapping in a searing wind

Behavior

1. Inside her command tent, poring over a sand table or studying books of strategy
2. Arguing with a person no one else can see or hear (*Rise*)
3. Flying above her troops on an infernal mount
4. Surveying the site of her latest atrocity

Rise

***Rise* was Vindica's sentient, magic sword when she was an angel. The sword is ashamed of what Vindica has become and wishes to see her redeemed rather than destroyed. It is privy to many of Hell's secrets, including the true names and weaknesses of important devils, and will share this information with a good wielder.**

***Rise* is an 8-foot-long, sentient *holy avenger greatsword*. It has the following additional properties:**

- **Sentient.** ***Rise* is sentient (Int 14, Wis 18, Cha 16). It has blindsight out to 120 feet and can communicate telepathically with its wielder.**
- **Oversized.** **Although *Rise* is sized for a Large wielder, a Medium creature with a Strength of 18 or higher can wield it. *Rise* has the reach property and deals 4d6 instead of 2d6 slashing damage.**
- **Rise's Curse.** **When *Rise* is displeased, it deals 11 (2d10) radiant damage to its wielder whenever its wielder hits with an attack.**

VINDICA — CHALLENGE 23

ELITE LEGENDARY

LARGE FIEND (DEVIL) — 100,000 XP

AC 20 (half plate)

HP 900 (72d10 + 504; bloodied 450)

Speed 60 ft., fly 60 ft.

Initiative Dex +5 (15), Insight +13 (23), Perception +13 (23)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	24 (+7)	22 (+6)	22 (+6)	24 (+7)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +15, Dex +12, Con +7, Int +6, Wis +13, Cha +14

Skills Deception +14, History +13, Insight + 13, Intimidation +14, Perception +13

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 23

Languages Celestial, Infernal, telepathy 120 ft.

Armored Mobility. Vindica doesn't suffer disadvantage on Stealth checks from wearing medium armor, and her maximum Dexterity bonus while wearing medium armor is +5 (already included in her AC).

Devil's Sight. Vindica's darkvision penetrates magical darkness.

Fiendish Escape. When Vindica becomes bloodied while not on her home plane, Vindica is teleported to her home plane, which she can't leave for 1 year. Defeating Vindica away from her home plane grants half the usual XP award.

Formation Fighting. Vindica gains a +2 bonus to AC while within 5 feet of an ally using a shield.

Lawful Evil. Vindica radiates an Evil and Lawful aura.

Legendary Resistance (3/Day). If Vindica fails a saving throw while carrying or wielding Rise, she can choose to succeed instead. When she does so, Rise pulses with golden light and Vindica takes 11 (2d10) radiant damage.

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

ACTIONS

Multiattack. Vindica makes one attack and uses Command.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Flame Blast. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 13 (3d8) fire damage.

Rise (While Bloodied). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 25 (4d6 + 11) slashing damage plus 18 (4d8) radiant damage, and Vindica takes 11 (2d10) radiant damage.

Command. Two legion devils, legion centurion devils, or legion devil cohorts within 120 feet use their reactions to move up to their speed, attack, or use Command.

Teleport. Vindica teleports herself or a willing devil she can see within 120 feet to an unoccupied space within 120 feet of her that she can see.

Summon Reinforcements (3/Day). Vindica magically summons one legion devil cohort, two legion devil centurions, or four legion devils, which appear in unoccupied spaces within 30 feet.

LEGENDARY ACTIONS

Vindica 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. She regains spent legendary actions at the start of her turn.

Attack. Vindica makes an attack.

Elite Recovery (While Bloodied). Vindica ends one negative effect currently affecting her. She can do so as long as she has at least 1 hit point, even while unconscious or incapacitated.

Teleport. Vindica uses Teleport.

Combat

At the start of a battle, Vindica prefers to delegate the fighting to her legion by using Command, preferably targeting cohorts who, in turn, use Command on their underlings. She attacks with her claws only when engaged in melee. With her legendary actions, she uses Teleport to move her troops to advantageous positions. Her tactics change when she is bloodied. She draws *Rise* and uses it at every opportunity, despite the cost.



Wing Devil

With bulbous heads, toothy jaws, and tattered feathery wings, wing devils combine sinister malice with cherubic playfulness. When not running errands for more powerful fiends, flocks of wing devils wheel in infernal skies, hunting and devouring creatures unlucky enough to cross their paths. The larger the prey, the more wing devils delight in tormenting and slaying it.



Fiendish Messengers. Lone wing devils often act as spies and messengers for stronger devils. Although not bright, they can unfailingly memorize and repeat complex messages. Similarly, they need only glance at a map or hear a set of directions once in order to commit it to memory. While they faithfully carry out assigned tasks, once their task is done they often attempt to thwart their masters. For instance, a wing devil might deliver a message, only to then eat the recipient.

Fetch and Carry. Wing devils can fly while carrying surprisingly heavy burdens. Wing devils' masters sometimes command them to steal objects from foes or to deliver payments to minions. More often than not, though, wing devils are dispatched to fetch unwilling victims.

Like many fiends, wing devils can't leave their infernal homes without being summoned. Loopholes abound, however, allowing wing devils to visit mortal realms with some frequency. For instance, infernal contracts often include a clause that stipulates that if the mortal breaks the contract, they implicitly summon a number of wing devils to carry them off to the Pit. Thus, many mortals of great evil are last seen amidst a flurry of feathery wings.

WING DEVIL

CHALLENGE 3
HORDE SMALL FIEND (DEVIL)
280 XP

AC 13 (natural armor)
HP 12 (bloodied 6)
Speed 30 ft., fly 50 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha +0
Damage Resistances cold; damage from nonmagical, non-silvered weapons
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.

Beast of Burden. The devil can carry up to 450 pounds without being encumbered.

Death Burst. When a creature within 5 feet hits the devil with a melee attack that reduces the devil to 0 hit points, the devil dissolves into acid. The attacker must succeed on a DC 11 Constitution saving throw or take 4 (1d8) acid damage.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Eidetic Memory. The devil can memorize any image or sequence of words.

Lawful Evil. The devil radiates an Evil and Lawful aura.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. If the target is a Medium or smaller creature that isn't already grappled, the target is grappled (escape DC 12). Until this grapple ends, the devil can't bite a different creature, and it has advantage on bite attacks against the grappled creature.

Acid Vomit. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 6 (1d4 + 4) acid damage.

Wing Devil Variant: Wing Devil Henchman

While villains often command whole hordes of wing devils, occasionally one wing devil is chosen as a favored second-in-command, assassin, or spy.

A wing devil henchman is a CR 1 (200 XP) monster with 27 (6d6 + 6; bloodied 13) hit points. It is a heroic monster with the ability to gain up to 10 monster levels. It gains the following traits:

Heroic Hit Dice. Each time it gains a monster level, the devil gains one d4 Hit Die and its hit point maximum increases by 10.

Heroic Proficiency. The devil's proficiency bonus is equal to 2 + one-fourth its monster level (rounded down). The devil adds its proficiency bonus to attack rolls, its Maneuver DC, and any skills and saving throws with which it is proficient.

The devil gains the following heroic features:

HEROIC FEATURES

Level 1: *First Blood.* The first time the devil deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Teleportation.* The devil and a creature it is carrying can magically teleport up to 30 feet to an unoccupied space it can see.

Level 8: *Summon Attack Wing.* Once per long rest, the devil can use an action to summon 1d4 + 1 **wing devils.** The devils appear in unoccupied spaces within 30 feet. They act immediately after the devil and follow its orders.

Level 10: *Respawn.* Once per long rest, when the devil uses Death Burst, at the start of its next turn it can reappear with half its hit point maximum in an unoccupied space within 30 feet.

Nülda gold

Wing devils act as Angolim's paymasters, delivering rewards and bribes to allies and thralls. In Angolim, the coin of the realm is Nülda gold.

Mined in the depths of the Pit, Nülda gold is minted into coins bearing Dominus's face on the front and a three-pronged crown on the reverse. Apart from these markings, and the fact that it can't be melted or bent by nonmagical means, Nülda gold is indistinguishable from any other gold coin. However, each coin bears a terrible curse. A mortal carrying Nülda gold is doomed to a life of turmoil, betrayal, and bloodshed. While adventurers who come into possession of Nülda gold might never learn that they're victims of a curse at all, since their lives are already marked by violence, merchants and innkeepers who accept the adventurers' payments often find that they've earned more than they bargained for.

Curse: Nülda Gold. While you carry at least one Nülda gold coin, you become cursed. While cursed in this way, there is a 5 percent chance each day that one creature or group of creatures you encounter will become hostile and try to kill you. If you spend the day alone, hostile creatures will happen upon you, or your allies will become hostile to you. Whenever you deal damage to a hostile creature, the curse is suppressed for 30 days.

Dragons

Fey Dragon

Mixing draconic arrogance with the whimsy of the cruelest faeries, fey dragons are petulant and unpredictable. They use illusions and traps to toy with visitors and see every interaction as a game—and they are violently sore losers.

Tyrants of a Petty Kingdom. Fey dragons usually make lairs near a pathway between the Dreaming and the Waking world, so they can slip through and abscond with treasures. They do not simply gather a hoard out of greed, but rather out of a desire to rule. The fey magic of the Dreaming causes these hoards to come alive as intelligent animated objects called izprits. Over time, izprits gain vaguely humanoid features—faces, limbs, even hands—as well as minor magical powers.

While some fey dragons are benevolent and let their izprits come and go as they please, many rule through fear. They use their izprits as servants and playthings, and curse those who defy them, transforming them into flesh and blood people. Sometimes, refugee izprits recruit adventurers to assassinate their former owners so that they and their kindred might return to their natural state as normal objects.

Masters of Forgotten Things. While every fey dragon loves the classic baubles and shinies, each has their own preferred type of treasure, such as books, swords, cushions, or timepieces. Many exchange information for such treasures or enlist adventurers to hunt for their favored prize. Others simply slip into the Waking world to steal what they desire, although a sense of fey obligation compels them to leave an izprit as "payment," which often causes a mayhem of its own.

Court Games. Older fey dragons style themselves as members of a "royal court" of the Dreaming called the Maitagara. Though they seldom meet in person, fey dragons conduct intrigues via their izprits and other minions, corresponding through winged, animated letters or implanting clockwork spies among the courts of their rivals. Mortals who stumble into the realms of fey dragons can find themselves used as metaphorical pawns in literal wargames.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or less False rumor: The dragons of the dreaming are called jabberwockies.

DC 10 Fey dragons reside in the Dreaming, and the treasure they hoard comes alive.

DC 15 Fey dragons can vanish and teleport. Their breath weapons release a different, unpredictable peril each time.

DC 20 Fey dragons see everything as a game. You can negotiate with them, if you play along and let them win.

Fey Dragon Encounters

Fey dragons live anywhere in the Dreaming. Their realms mirror the analogous location in the Waking but are filled with towering trees that can change shape to match the dragon's mood.

CR 3–4 fey dragon wyrmling with 2 pixies or 1d6 flying swords

Treasure 4,500 cp in an ambulatory treasure chest (not a mimic!), a gilded cage (10 gp) locked inside a wooden cage as punishment, 1d6 + 1 nonmagical swords of various types

CR 5–10 young fey dragon; fey dragon wyrmling with a scarecrow, a suit of animated armor, and a talking lion (and a little dog too)

Treasure *headband of intellect*, *amulet of health*, 3 *potions of heroism*, a pair of slippers that tell you the direction to your home once you attune to them. Also, the aforementioned little dog.

CR 11–16 young fey dragon with a shambling mound or 2 walking statues; 3 coven green hags with 3 fey dragon wyrmlings

Treasure a hoard of fine teacups and saucers (worth 2,750 gp), 2 (perhaps slightly damaged) statues worth 750 gp apiece, a locked *bag of holding* that holds an izprit political prisoner

CR 17–22 adult fey dragon and a lot of illusionary monsters; young fey dragon with 5 dragon cultists (kobolds)

Treasure *deck of illusions* (several cards likely used as decoys), a sprawling model train set that fills a lair (worth 8,000 gp), a sentient *blade of the sanguine knot* or *sword of sharpness* that aspires to become vorpal some day

CR 23–30 ancient fey dragon; ancient fey dragon and 2 fey knights (humanoid izprits who used to be a lance and an orb)

Treasure a collection of 14 skulls of other dragons (1,000 gp each, missing a red dragon), a *dragon slayer weapon* embedded in a boulder, and a suit of green dragon scale mail that acts as a butler

CR 31+ ancient fey dragon with a runic guardian (shield guardian) whose runes are engraved on five shields in the dragon's lair; using the shield to defend against an attack nullifies its rune

Treasure piles of broken shields, *animated shield*, *arrow-catching shield*, *+3 shield*, *brooch of shielding* pinned to a heraldic banner depicting a shield

Signs

1 The "heads" side of scattered coins seem to watch you pass

2 Heaps of items tucked among the roots of immense trees, bathing in strange sap

3 An unexpected hut in the middle of nowhere with a sign that reads "Sleep here"

4 An envelope with wings flutters overhead like a messenger pigeon

5 Assorted animated objects prepare a picnic in a wide clearing

6 A single mushroom sits on a table with no one around

Fey Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one of the following lair features.

1 Items are stacked precariously in unreasonably tall towers. A tower topples if a creature moves within 5 feet, dealing 14 (4d6) bludgeoning damage unless the creature succeeds on a Strength saving throw to push the tower back into place.

2 Did someone speak in a declarative sentence instead of a question? Do you think they'll mind being lit up with *faerie fire* for a round if they fail a Dexterity saving throw?

3 A large, 6-sided die with the party's faces on different sides rolls each turn to randomly determine whom the dragon attacks. If the die is forced to a certain side with a Strength check (doesn't require an action), the dragon obliges and attacks the indicated target.

4 After the party enters through a massive doorway, the doors shut and flee to another part of the room. Where the party entered is now a solid wall, and the party has to retrieve the doors and place them on a wall to create an exit.



Behavior

1 Sleeping atop a hoard, tugging back treasures that try to creep away

2 Jauntily singing with a choir of izprits

3 Hanging from a tree and critiquing the party for being upside down

4 Just a floating toothy smile with the rest of its body invisible

5 Dictating a letter boasting about its latest acquisition

6 Angrily searching for a set of shackles that ran away

7 Playing a very rigged game of croquet

8 Caught in the middle of building an overly complicated trap

Names

Beezeromp, Bindlerig, Farfin, Withertoast

ANCIENT FEY DRAGON CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON 50,000 XP

Armor Class 22 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., fly 80 ft.

Initiative Dex +2 (12), Insight +2 (12), Perception +9 (19)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	16 (+3)	14 (+2)	18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +8, Dex +9, Con +14, Int +3, Wis +9, Cha +11

Skills Arcana +10, Deception +11 (+1d6), Perception +9, Stealth +9

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19 (24 with Loyal Hoard)

Languages Common, Draconic, Sylvan, three more

Arcane Sight. The dragon knows the location and school of magical effects within 120 feet.

Loyal Hoard. The dragon wears or has embedded in its scales at least three animated objects from its hoard. The objects' warnings grant the dragon advantage on Perception checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, one of the animated objects from its Loyal Hoard falls off. While the dragon has no more uses of this trait, its Armor Class drops to 20 and it doesn't have advantage on Perception checks.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use We're All Mad Here.

Bite. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit; reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit; reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet away.

We're All Mad Here. The dragon speaks something nonsensical to a creature within 60 feet. If the target can hear the dragon, it makes a DC 23 Wisdom saving throw. On a failed save, the target is confused until the end of its next turn.

Fickle Breath (Recharge 5–6). The dragon exhales a random breath weapon in a 90-foot-long, 10-foot-wide line. Roll 1d12: 1 - acid, 2 - cold, 3 - fire, 4 - force, 5 - lightning, 6 - poison, 7 - radiant, 8 - thunder, 9 to 12 - random objects (equal parts bludgeoning, piercing, and slashing damage).

Each creature in the line makes a DC 22 Dexterity saving throw, taking 85 (19d8) damage on a failure or half damage on a success. Until the end of the dragon's next turn, the dragon has resistance to the type of damage dealt by the breath weapon.

HUGE ANIMATED OBJECT

HP 80; **AC** 8; Str 18 (+4), Dex 6 (–2).

Slam. *Melee Weapon Attack:* +15 to hit; reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

LARGE SWARM OF ANIMATED OBJECTS

HP 40; **AC** 13; Str 5 (–3), Dex 16 (+3).

Slam. *Melee Weapon Attack:* +15 to hit; reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

BONUS ACTIONS

Lay Trap. The dragon chooses a space it can see within 120 feet that has no creatures within 10 feet of it. The dragon creates an illusion (such as a bottle labeled "Drink Me" or a living playing card in the shape of a croquet hoop) in that space. The illusion lasts for 1 hour or until the dragon uses another bonus action to dismiss it. A creature that comes within 10 feet of the illusion triggers an explosion. Each creature within 20 feet of the illusion when it explodes makes a DC 22 Dexterity saving throw, taking 22 (5d8) damage on a failure or half damage on a success. The type of damage dealt is acid, cold, fire, lightning, or thunder, chosen by the dragon when it creates the illusion. The dragon can have up to three traps active at a time.

REACTIONS

Jovial Disappearance (1/Day). When the dragon takes damage, it turns invisible. The last thing to disappear is its toothy grin. It then teleports up to 30 feet to an unoccupied space it can see. The dragon remains invisible until the end of its next turn or until it attacks or forces a creature to make a saving throw.

LEGENDARY ACTIONS

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

Curiouser and Curiouser. The dragon seizes control of one magical effect on a creature it can see within 120 feet. The dragon can seize a magical effect of 3rd-level or lower automatically. To seize a higher-level effect, it makes a Charisma check against a DC equal to 10 + the effect's level. On a successful check, the effect ends for the original creature. The dragon can then transfer the effect to another target it can see within 120 feet. The new target can make a saving throw to resist the effect, if applicable.

Maybe It's a Happy Growl. The dragon growls at a creature it can see within 60 feet. If the target can hear the dragon, it makes a DC 23 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, the target uses its reaction to move up to its speed directly towards the dragon, and the dragon has advantage on the next attack it makes against the target before the end of the dragon's next turn.

Hoard Horde (Costs 2 Actions). The dragon animates one Huge object or two Large swarms of smaller objects within 120 feet or commands an animated object or pair of swarms it previously animated. The objects fly up to 30 feet and make an attack. The dragon can have up to two Huge objects or four swarms of objects animated at a time. The objects remain animated for 1 minute or until the dragon or the objects are reduced to 0 hit points.

Variant: Fey Great Wyrm

Lilgirm maintains a lair in the middle of a charming but deserted town in the Dreaming. Each of the settlement's buildings, when not singing happy songs, whispers reports intended for Lilgirm's ears.

Lilgirm is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20 + 294; bloodied 367) hit points and the following additional trait:

Hoard Call (1/Day). When Lilgirm becomes bloodied, it recharges its Fickle Breath, if it's not already available. The air around Lilgirm then fills with shimmering light. The light lasts until the end of Lilgirm's next turn. A creature that starts its turn within 15 feet of Lilgirm or that moves into that area for the first time on a turn makes a DC 21 Charisma saving throw. On a failed save, Lilgirm chooses one of the target's magic items. That item magically flies from the target and joins the dragon's Loyal Hoard. Weapons leap from sheaths or hands, stored items wriggle free, and even armor peels itself off to reach its new master.

Lilgirm has the following additional legendary actions, which it can use only while bloodied.

Angry Tail Wag. Lilgirm attacks with its tail. On a hit, instead of pushing the target 10 feet, Lilgirm telekinetically flings the target up to 60 feet in any direction, including up..

Elite Recovery. Lilgirm ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Laughing Surge (Costs 2 Actions). Lilgirm recharges its Fickle Breath. Until the end of Lilgirm's next turn, it can choose the type of Fickle Breath it creates.

Surprise Smile (Costs 2 Actions). Lilgirm magically teleports to an unoccupied space it can see within 90 feet. The first thing to reappear are its teeth. Lilgirm then makes a bite attack.

Variant: Fey Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A fey dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *faerie fire*, *pass without trace*
Adult (save DC 17): 3/day each: *bestow curse*, *major image*
Ancient (save DC 19): 1/day each: *dream*, *irresistible dance*
Great Wyrm (save DC 19): 1/day: *true polymorph*

ADULT FEY DRAGON

CHALLENGE 17
LEGENDARY HUGE DRAGON
18,000 XP

Armor Class 19 (natural armor)
HP 253 (22d12 + 110; bloodied 126)
Speed 40 ft., fly 80 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +7 (17)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	14 (+2)	12 (+1)	16 (+3)

Proficiency +6; **Maneuver DC** 20
Saving Throws Str +6, Dex +8, Con +11, Int +2, Wis +7, Cha +9
Skills Arcana +8, Deception +9 (+1d6), Perception +7, Stealth +8
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17 (22 with Loyal Hoard)
Languages Common, Draconic, Sylvan, one more

Arcane Sight. The dragon knows the location and school of magical effects within 120 feet.

Loyal Hoard. The dragon wears or has embedded in its scales at least three animated objects from its hoard. The objects' warnings grant the dragon advantage on Perception checks.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, one of the animated objects from its Loyal Hoard falls off. While the dragon has no more uses of this trait, its Armor Class drops to 17 and it doesn't have advantage on Perception checks.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use We're All Mad Here.

Bite. *Melee Weapon Attack:* +12 to hit; reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit; reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit; reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target up to 10 feet away.

We're All Mad Here. The dragon speaks something nonsensical to a creature within 60 feet. If the target can hear the dragon, it makes a DC 20 Wisdom saving throw. On a failed save, the target is confused until the end of its next turn.

Fickle Breath (Recharge 5–6). The dragon exhales a random breath weapon in a 60-foot-long, 5-foot-wide line. Roll 1d12: 1 - acid, 2 - cold, 3 - fire, 4 - force, 5 - lightning, 6 - poison, 7 - radiant, 8 - thunder, 9 to 12 - random objects (equal parts bludgeoning, piercing, and slashing damage).

Each creature in the line makes a DC 19 Dexterity saving throw, taking 63 (14d8) damage on a failure or half damage on a success. Until the end of the dragon's next turn, the dragon has resistance to the type of damage dealt by the breath weapon.

REACTIONS

Jovial Disappearance (1/Day). When the dragon takes damage, it turns invisible. The last thing to disappear is its toothy grin. It then teleports up to 30 feet to an unoccupied space it can see. The dragon remains invisible until the end of its next turn or until it attacks or forces a creature to make a saving throw.

LEGENDARY ACTIONS

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

Curiouser and Curiouser. The dragon seizes control of one magical effect on a creature it can see within 120 feet. The dragon can seize a magical effect of 3rd-level or lower automatically. To seize a higher-level effect, it makes a Charisma check against a DC equal to 10 + the effect's level. On a successful check, the effect ends for the original creature. The dragon can then transfer the effect to another target it can see within 120 feet. The new target can make a saving throw to resist the effect, if applicable.

Maybe It's a Happy Growl. The dragon growls at a creature it can see within 60 feet. If the target can hear the dragon, it makes a DC 20 Wisdom saving throw.

Creatures immune to the charmed condition automatically succeed on the save. On a failed save, the target uses its reaction to move up to its speed directly towards the dragon, and the dragon has advantage on the next attack it makes against the target before the end of the dragon's next turn.

Hoard Horde (Costs 2 Actions). The dragon animates one Huge object or two Large swarms of smaller objects within 120 feet or commands an animated object or pair of swarms it previously animated. The objects fly up to 30 feet and make an attack. The dragon can have up to two Huge objects or four swarms of objects animated at a time. The objects remain animated for 1 minute or until the dragon or the objects are reduced to 0 hit points.

YOUNG FEY DRAGON

CHALLENGE 9
LARGE DRAGON
5,000 XP

Armor Class 18 (natural armor)
HP 144 (17d10 + 51; bloodied 72)
Speed 40 ft., fly 80 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +5 (15)

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Str +4, Dex +6, Con +7, Int +1, Wis +5, Cha +6
Skills Arcana +5, Deception +6 (+1d6), Perception +5, Stealth +6
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Sylvan
Arcane Sight. The dragon knows the location and school of magical effects within 120 feet.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.
Bite. *Melee Weapon Attack:* +8 to hit; reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.
Claw. *Melee Weapon Attack:* +8 to hit; reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.
Fickle Breath (Recharge 5–6). The dragon exhales a random breath weapon in a 40-foot-long, 5-foot-wide line. Roll 1d12: 1 - acid, 2 - cold, 3 - fire, 4 - force, 5 - lightning, 6 - poison, 7 - radiant, 8 - thunder, 9 to 12 - random objects (equal parts bludgeoning, piercing, and slashing damage).

Each creature in the line makes a DC 15 Dexterity saving throw, taking 45 (10d8) damage on a failure or half damage on a success. Until the end of the dragon's next turn, the dragon has resistance to the type of damage dealt by the breath weapon.

REACTIONS

Jovial Disappearance (1/Day). When the dragon takes damage, it turns invisible. The last thing to disappear is its toothy grin. It then teleports up to 30 feet to an unoccupied space it can see. The dragon remains invisible until the end of its next turn or until it attacks or forces a creature to make a saving throw.

FEY DRAGON WYRMLING

CHALLENGE 2
MEDIUM DRAGON
450 XP

Armor Class 17 (natural armor)
HP 44 (8d8 + 8; bloodied 22)
Speed 30 ft., fly 60 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +3, Con +1, Int +0, Wis +0, Cha +1
Skills Arcana +2, Deception +3 (+1d6), Perception +2, Stealth +5
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12
Languages Draconic
Arcane Sight. The dragon knows the location and school of magical effects within 120 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.
Fickle Breath (Recharge 5–6). The dragon exhales a random breath weapon in a 20-foot-long, 5-foot-wide line. Roll 1d8: 1 - acid, 2 - cold, 3 - fire, 4 - force, 5 - lightning, 6 - poison, 7 - radiant, 8 - thunder. Each creature in that area makes a DC 11 Dexterity saving throw, taking 13 (3d8) damage on a failure or half damage on a success.

REACTIONS

Jovial Disappearance (1/Day). When the dragon takes damage, it turns invisible. The last thing to disappear is its toothy grin. It then teleports up to 30 feet to an unoccupied space it can see. The dragon remains invisible until the end of its next turn or until it attacks or forces a creature to make a saving throw.

Great Wyrms

While chromatic great wyrms are usually the most destructive of the dragons and therefore the most commonly met in battle, every species of dragon can produce specimens of great age and size. Any great wyrm dragon can, if it chooses, raise mighty empires, shatter nations, or pose an existential threat to civilization itself.

Presented here are the great wyrm variants of the metallic, gem, and essence dragons that appeared in Monstrous Menagerie without such a variant. A representative great wyrm dragon of each species is detailed alongside the stat block.

Ancient Earth Dragon Variant: Earth Great Wyrm

While most believe that Dragonpeak Mountain is nothing more than a peculiar rock formation, the locals that live upon its slopes know the truth: atop the mountain's summit slumbers an ancient earth dragon. The great wyrm's dreams are responsible for the mountain's fertile farmlands, hardy livestock, and idyllic weather. Should the people of the mountain ever be threatened, the dragon will awaken—and in its rage, its response will be far from proportionate.

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 851 (46d20 + 368; bloodied 425) hit points and the following additional trait:

Pyroclasm. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. The dragon's hide cracks, revealing veins of lava beneath. Until the dragon dies or is no longer bloodied, each creature that starts its turn within 15 feet of the dragon takes 22 (4d10) fire damage.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Dust Cloud (Costs 2 Actions). If the dragon is on the ground, dust rises around it, creating a heavily obscured area in a 60-foot radius that lasts until the start of the dragon's next turn. The dragon recharges its breath weapon.

Earth Mastery (Costs 3 Actions). The dragon instantly reshapes earth and stone. It can affect each 10-foot-square surface of unworked earth or stone within 120 feet of it, raising or lowering each space by up to 100 feet. A creature standing on or flying above a raised space falls prone and takes 3 (1d6) bludgeoning damage for each 10 feet the ground is raised. A creature standing on a lowered space falls unless it has some means of staying aloft.

Stone Spike (Costs 3 Actions). A jagged stone spike impales a creature the dragon can see within 120 feet and that is within 30 feet of the ground. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Ancient River Dragon Variant: River Great Wyrm

The Golden River is the name of both a mighty river and the dragon that inhabits it. No bridge spans this river and nowhere can it be forded; boats ply the river only by the dragon's good graces. When the Golden River is placated with offerings of treasure, its waters run smoothly and safely. On the other hand, riverboat captains who fail to throw the proper tribute overboard—or who dive to pluck even a single copper from the river bed—find uncharted waterfalls and maelstroms in their path.

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 744 (48d20 + 240; bloodied 372) hit points and the following additional trait:

Burning Waves. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. Until the dragon dies or is no longer bloodied, water within 1 mile of the dragon turns black and acidic. A creature other than the dragon that drinks the water, starts its turn in water, or enters the water for the first time on a turn takes 18 (4d8) acid damage.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Deep Draught (Costs 2 Actions). While within 30 feet of water, the dragon drinks, recharging its breath weapon.

Redirect River (Costs 2 Actions). The dragon redirects the course of a river within 1 mile. The dragon can cause the river to flow uphill and even arc through the air. The river's new course can't intersect itself and can't turn more than 90 degrees for each 100 feet of length. This change to the river's course lasts for 1 minute or until the dragon uses this ability again.

If the river's new course causes it to enter a creature's space, that creature must succeed on a DC 20 Strength saving throw or take 35 (10d6) bludgeoning damage and begin drowning (unless it can breathe water).

Water Whip (Costs 3 Actions). While within 30 feet of water, the dragon lashes its tail, sending a torrent of water at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Firedrinker (Costs 2 Actions). The dragon inhales, recharging its breath weapon. All nonmagical fires within 120 feet are extinguished.

Shadowburn (Costs 3 Actions). The dragon magically causes darkness to take temporary form, striking at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Summon Shadows (Costs 3 Actions). The dragon magically summons 2d4 shadows, which appear in unoccupied spaces in dim light or darkness within 60 feet. The shadows follow the dragon's orders and remain until the dragon uses this ability again.

Ancient Shadow Dragon Variant: Shadow Great Wyrm

Ereburus, the self-styled King of Shadow, haunts the penumbral forests beyond the Bleak Gate. From its lair in a labyrinthine bower of bent black trees, it sends forth its servants, such as shadows and wraiths, to snuff out the few points of light that prevent creatures of the Bleak Gate from spilling out into the wider world.

The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 592 (32d20 + 256; bloodied 296) hit points and the following additional trait:

Gathering Gloom. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. Until the dragon dies or is no longer bloodied, bright light within 60 feet of the dragon becomes dim light, and dim light becomes darkness.

The dragon has the following additional legendary actions, which it can use only while bloodied:



Ancient Amethyst Dragon Variant: Amethyst Great Wyrm

In a glittering cavern miles beneath a major city, Anthemyst holds court, throwing galas, arranging diplomatic meetings, and otherwise inserting itself into the affairs of humans and other small folk. Although it has a tidy and well-curated treasure hoard, Anthemyst believes its friends are its real treasure (regardless of whether that friendship is natural or magically compelled). The motive behind Anthemyst's meddling is obscure, but it seems poised to upset the current order.

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 627 (38d20 + 228; bloodied 313) hit points and the following additional trait:

Bloodied Rally. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. Until the dragon dies or is no longer bloodied, each creature charmed by the dragon gains a d6 expertise die on attack rolls.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Life Drain (Costs 2 Actions). The dragon recharges its breath weapon. Each creature charmed by the dragon takes 10 (3d6) necrotic damage, and the dragon regains hit points equal to the total necrotic damage dealt.

Charm Offensive (Costs 3 Actions). Each creature of the dragon's choice within 60 feet makes a DC 16 Wisdom saving throw. Creatures charmed by the dragon automatically fail the saving throw, and creatures immune to being charmed automatically succeed. On a failed save, the creature uses its reaction to make a single attack against a target of the dragon's choice.

Mind Crush (Costs 3 Actions). The dragon exerts psionic force at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Ancient Emerald Dragon Variant: Emerald Great Wyrm

Centuries ago, Vituperus the emerald dragon was robbed by adventurers. Although the robbers are most likely long dead, Vituperus hunts incessantly throughout the tunnels of Underland, killing any prospective robbers it finds—a class that includes any intelligent creature it can catch. Vituperus has sworn to gather no new treasure until it finds its original hoard.

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 693 (42d20 + 252; bloodied 346) hit points and the following additional trait:

Furious Scream. When the dragon becomes bloodied, it immediately recharges and uses its breath weapon.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Harmonic Breath (Costs 2 Actions). The dragon recharges its breath weapon, causing the air around it thrum with harmonic vibrations. Each creature within 30 feet that isn't resistant or immune to thunder damage becomes vulnerable to thunder damage until the end of the dragon's next turn.

Maddened Onslaught (Costs 3 Actions). Each creature of the dragon's choice within 60 feet makes a DC 16 Wisdom saving throw. Creatures confused by the dragon automatically fail the saving throw, and creatures immune to being charmed automatically succeed. On a failed save, the creature uses its reaction to make a single attack against a random creature within range.

Thunderous Susurration (Costs 3 Actions). The dragon hisses at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Ancient Sapphire Dragon Variant: Sapphire Great Wyrm

Marithidran gave up its eyes in exchange for its prophetic gifts, but as its adversaries soon learn, it can see just as well with its empty eye sockets—better, because its view of the future is clearer. Marithidran's self-appointed mission is to protect the "proper" sequence of future events, which coincidentally are those that preserve Marithidran's power for many centuries to come. Marithidran interferes in the lives of the powerful, destroying promising inventors, punishing history-altering heroes, and eradicating anyone who dabbles in the forbidden secrets of chronomancy or time travel.



The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 858 (52d20 + 312; bloodied 429) hit points and the following additional trait:

Bloodied Insight. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. While the dragon is bloodied and has the Predictive Harmonics trait, it makes melee attacks with advantage.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Predicted Path. The dragon targets a creature and predicts its movement. On the target's next turn, if the target moves more than 5 feet, the dragon can make an opportunity attack with advantage against the creature.

Discognitive Grip (Costs 3 Actions). The dragon directs psionic energy at a creature it can see within 90 feet. The creature is affected as if caught in= the dragon's breath weapon, rolling to save as normal.

Untimely Breath (Costs 3 Actions). The dragon draws energy from its future self. It recharges and uses its breath weapon. On its next turn, it doesn't make a recharge roll for its breath weapon.

Ancient Brass Dragon Variant: Brass Great Wyrm

The renowned high elf sage Velias, head librarian of the Brass Stacks, is happy to track down any obscure piece of lore for you—provided you honestly answer all their questions about why you need the information in the first place. In the rare instance the knowledge you seek isn't in the Stacks, Velias adopts its true form, a brass great wyrm, and takes wing, traveling to other places of knowledge to find your answers.

The dragon is an elite monster, equivalent to two CR 22 monsters (82,000 XP). It has 735 (42d20 + 294; bloodied 367) hit points and the following additional traits:

Bloodied Breath. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. When it does so, it can choose to use its Sleep breath weapon.

Spell Sage. The dragon is a spellcaster (see Monstrous Menagerie). In addition to its listed spells, it can cast any non-rare wizard spell as a ritual if that spell can be cast as a ritual.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Cunning Teleport. The dragon magically teleports to an unoccupied space it can see within 30 feet. It can use Change Shape before or after it teleports.

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). One creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Inhale (Costs 2 Actions). The dragon recharges its breath weapon.

Glass Bubble (Costs 3 Actions). The dragon spits molten glass at a creature it can see within 60 feet. The creature is affected as if caught in the dragon's Molten Glass breath weapon, rolling to save as normal.

Ancient Bronze Dragon Variant: Bronze Great Wyrm

Beriax the Bronze sits sentinel on a rocky island, guarding a mystical artifact of world-shaking power. Beriax warns away any who approach the island and attacks any who ignore its threats, no matter their reason. For Beriax, the risk of killing innocent travelers is outweighed by the necessity of protecting the world from the dangers posed by the artifact.

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 851 (46d20 + 368; bloodied 425) hit points and the following additional trait:

Bloodied Riposte. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. When it does so, it can make a melee attack or use Lightning Pulse.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). One creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours

Watery Surge (Costs 2 Actions). The dragon recharges its breath weapon. It can then use its Ocean Surge breath weapon without expending its breath weapon.

Arc Charge (Costs 3 Actions). Hundreds of tiny lightning bolts arc from the dragon. Each creature within 60 feet of the dragon, and each creature within 120 feet touching a metal or watery surface that extends within 60 feet of the dragon, makes a DC 23 Dexterity saving throw, taking 45 (10d10) lightning damage on a failed save or half damage on a success.

Spit Spark (Costs 3 Actions). The dragon spits a spark of lightning at a creature it can see within 120 feet. The creature is affected as if caught in the dragon's Lightning breath weapon, rolling to save as normal.

Ancient Copper Dragon Variant: Copper Great Wyrm

Falstaff the Jolly is the mightiest of the copper dragons and perhaps the most wicked. Feared and avoided by most of its kin, Falstaff spends its time disguised as a human jester, playing cruel and often deadly pranks. An accomplished spellcaster, Falstaff loves casting *suggestion* to lead people into peril, *polymorph* to cause people to unknowingly attack their loved ones, and *hideous laughter* to punish unappreciative audiences.

Despite its love of practical jokes, Falstaff doesn't like to be the butt of a joke. When mocked, it assumes its dragon form and wreaks bloody revenge.

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20 + 294; bloodied 367) hit points and the following additional traits:

Arcane Trickster. The dragon is a spellcaster (see *Monstrous Menagerie*). In addition to its listed spells, it can cast dominate person, enthrall, fear, reverse gravity, and stinking cloud once per day each, and vicious mockery at will.

Arcane Fury. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. Until the dragon dies or is no longer bloodied, when a creature fails a saving throw against one of the dragon's spells, the creature takes 16 (3d10) psychic damage in addition to the spell's other effects.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). One creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Cast Spell. The dragon casts a spell.

Arcane Breath (Costs 2 Actions). The dragon recharges its breath weapon. It can then cast a spell.

Acid Spit (Costs 3 Actions). The dragon spits acid at a creature it can see within 60 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Ancient Silver Dragon Variant: Silver Great Wyrm

Lurissar the Moonclaw dwells in the Dreaming in a perennially moonlit desert of glowing silver sand. Its subjects—faeries of all types, as well as intelligent desert animals such as jackals and flying snakes—jockey for its favor, composing songs in its honor, bringing it scraps of news, and scurrying through portals to the material world to fetch silver treasures for the dragon's hoard. Lurissar treats travelers as it treats its own subjects, punishing them for insolence or rewarding them with blessings and treasure in exchange for flattery. Particularly favored visitors are commanded to stay indefinitely.

The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 858 (44d20 + 396; bloodied 429) hit points and the following additional trait:

Radiant Blood. When the dragon becomes bloodied, it immediately recharges its breath weapon, if it's not already available. Until the dragon dies or is no longer bloodied, its glowing silver blood sheds bright light for 30 feet. Each creature that starts its turn in the area of the light takes 11 (2d10) radiant damage.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). One creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Small Ones' Blessing. Up to 10 creatures the dragon can see each gain a d6 expertise die on ability checks, attack rolls, and saving throws. The blessing lasts for 24 hours or until the dragon uses this ability again.

Moment of Clarity (Costs 2 Actions). The dragon recharges its breath weapon. When it does so, it can either make a Perception check or use Elite Recovery.

Wind Devil (Costs 3 Actions). The dragon magically causes a creature it can see within 90 feet to be surrounded by an eddy of wind. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Mohsilith

The Diamond Willed

The reason gem dragons hide away has a name. Gem dragons live in fear of the inexorable word of their self-proclaimed king, Mohsilith, Wyrm of the Pure Thought, the Diamond Willed. An ancient wyrm whose scales refract light like faceted diamond, Mohsilith's immense psionic presence overwhelms the weak-willed into blind subservience. Mohsilith claims dominion over the world and all of its inhabitants. It is perhaps only by luck that the great draconian monarch considers himself a fair and benevolent ruler of his "subjects" and allows them to draw breath in his domain, blissfully ignorant of his existence.

The One True Dragon. Even the caverns Mohsilith refers to as his "outer territories" still lie far below the surface world. Scholars seeking information about Mohsilith's history and lineage must rely on either Mohsilith himself or other gem dragons, all of whom are unreliable sources. Once, there may well have been a long line of diamond dragons living near the planet's core, but at some point their innate, egotistic need to rule sparked a reckoning of teeth and blood. When this war ended, Mohsilith took his place as the unrivaled king of dragons. Since then, all other diamond dragons have either met their ends between his jaws or scurried into lairs so hidden that not even Mohsilith can find them.

Cowardly Courtiers. Mohsilith regards all gem dragons as members of his royal court, despite their objections. The diamond wyrm can psionically command other gem dragons and, despite being powerful psions themselves, no gem dragon has ever directly escaped his will. At best, gem dragons can subvert Mohsilith's wishes, while still obeying the letter of his commands, before fleeing beyond the range of his mental control. Mohsilith is constantly on watch for these "disloyal servants," and in turn the rogue dragons constantly evade him, lest they are forced once again to bow before their monarch.

Diamond Collector. While Mohsilith claims ownership over all diamonds, he is content to let most of them circulate throughout the world. However, he covets particularly large and fine diamonds. When rumors of an unusually precious diamond reach his ear, he refuses to rest until the gem is safe in his lair. Rather than taking direct action, Mohsilith usually sends minions, such as adventurers or his loyal Diamond Guards, to fetch the treasure for him.

The Unblemished Code. Mohsilith demands his subjects adhere to a moral code of his own devising, the first tenet of which is that they must treat their king with proper respect. He has a particular distaste for upstarts who seek to challenge the status quo. Mohsilith sometimes enlists adventurers to crush these "rebellions" for him. Many adventuring parties have found themselves stuck between questing for the head of a warlord or lich or defying their "king" and facing a draconic force few have survived.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 5 or less False rumor: In the center of the earth lives a diamond-scaled dragon, the wise and benevolent ruler of dragonkind who wants nothing but the best for mortal folks.

DC 15 Legends tell of a dragon king that lives at the center of the world. All other dragons cower before this dragon-king of diamond.

DC 20 Mohsilith is a king, but not a god. With enough distance, his mental grasp can be escaped.

DC 25 Mohsilith is often demanding but not initially hostile. Those who have survived encounters with him recommend appealing to his ego and vanity.

Mohsilith Encounters

Mohsilith is usually found in his lair or exacting punishment in the lair of a disobedient gem dragon.

CR 31+ Mohsilith; Mohsilith with "court" (one each adult amethyst, emerald, and sapphire dragon) and 9 diamond guards; Mohsilith with 1d10 + 10 diamond guards

Treasure 50 large diamonds (worth 10,000 gp each), 20 pieces of diamond jewelry (worth 7,500 gp each), diamond *armor of invulnerability*, diamond-bladed *vorpal sword* named *Keen*; diamond *crystal ball*



Signs

1 A gem dragon flees its hidden lair, leaving it unguarded

2 The psionically gifted feel an overwhelming presence deep below the ground

3 A nation's meteoric rise is unexpectedly brought low

4 Skilled adventurers rapidly depart for far-off quests after venturing into a certain cave system

Behavior

1 Basking in the flattery of gem dragons (either in person or telepathically)

2 Threatening a gem dragon who has been insufficiently servile

3 Foresaw the characters' arrival and has a job for them

4 Watching mock combats between members of his diamond guard; intruders are sentenced to take part in the battles

MOHSILITH, THE DIAMOND WILLED

CHALLENGE 28

ELITE LEGENDARY GARGANTUAN DRAGON

240,000 XP

AC 24 (natural armor)

HP 820 (40d20 + 400; bloodied 410)

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

Initiative Dex +5 (15), Insight +6 (16), Perception +17 (27)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	30 (+10)	30 (+10)	22 (+6)	15 (+2)

Proficiency +8; **Maneuver DC** 23

Saving Throws Str +7, Dex +5, Con +18, Int +18, Wis +14, Cha +10

Skills Arcana +18, History +18, Intimidation +10 (+1d6), Perception +14 (+1d6), Persuasion +10

Damage Resistances piercing, slashing

Damage Immunities fire, force, psychic

Condition Immunities charmed, confused, fatigue, frightened

Senses blindsight 90 ft., darkvision 120 ft., passive Perception 27

Languages Abyssal, Celestial, Common, Deep Speech, Draconic, Primordial, Undercommon, telepathy 10 miles

Command of the Diamond Will. At the start of Mohsilith's turn, he can exert his control over all paralyzed creatures within 120 feet. Each target makes a DC 19 Wisdom saving throw. On a failed save, the target is no longer paralyzed but becomes charmed by Mohsilith for 1 hour. Mohsilith then gives the target a single psionic command. While charmed in this way, the target takes 27 (5d10) psychic damage at the end of its turn, unless it spends its turn actively attempting to carry out its command. The target can repeat the saving throw whenever it takes non-psychic damage or whenever it deals damage to an ally on their turn, ending the effect on itself on a success. The effect also ends when the creature fulfills the psionic command.

Gem Detection. Mohsilith magically knows the location of gems and gem dragons within 10 miles.

King of the Gem Dragons. Gem dragons and gem dragonborn have disadvantage on saving throws against effects created by Mohsilith. Damage dealt by Mohsilith ignores any resistances or immunities such creatures have.

Legendary Resistance (3/Day). When Mohsilith fails a saving throw, he can choose to succeed instead. When he does, creatures charmed or paralyzed by Mohsilith are no longer charmed or paralyzed.

Psionic Resistance. Mohsilith has advantage on saving throws against psionic spells and effects.

ACTIONS

Multiattack. Mohsilith attacks once with his bite and twice with his claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 51 (8d10 + 7) piercing damage plus 16 (3d10) psychic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) slashing damage.

Will-Breaking Breath (Recharge 5–6). Mohsilith exhales psionic force in a 120-foot cone. Each creature in that area makes a DC 26 Wisdom saving throw, taking 110 (20d10) force damage on a failure or half damage on a success. If the saving throw fails by 5 or more, the creature is also paralyzed for 1 minute. A paralyzed creature can make a DC 21 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Crush Ego. One creature charmed by Mohsilith within 120 feet makes a DC 19 Wisdom saving throw. On a failed save, the creature's ego and free will are permanently destroyed. The creature can't resist Mohsilith's psionic commands, obeying them unquestioningly to the best of its abilities. The creature's ego and will can be restored with a remove curse, greater restoration, or wish spell. The effect also ends if the creature or Mohsilith dies.

BONUS ACTIONS

Psionic Wave (While Bloodied). Mohsilith psionically emits a wave of mental pressure. Each creature of Mohsilith's choice within 20 feet makes a DC 19 Wisdom saving throw, taking 55 (10d10) psychic damage on a failure or half damage on a success. If the saving throw fails by 5 or more, the target is also 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.

REACTIONS

Subvert Intent (While Bloodied). When a creature targets Mohsilith with an attack or spell, Mohsilith psionically compels it to direct its aggression elsewhere. The target makes a DC 19 Wisdom saving throw. On a failed save, Mohsilith selects a new target within range of the attack or spell.

LEGENDARY ACTIONS

Mohsilith 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 spent legendary actions at the start of his turn.

Compel. Mohsilith psionically compels a creature currently charmed by him within 120 feet to carry out a new order of Mohsilith's choosing, as per Mohsilith's Command of the Diamond Will trait. If the creature is already carrying out an order, the old order is canceled.

Grip Mind. Mohsilith psionically attempts to take hold over a creature within 120 feet. The target must succeed on a DC 19 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Psionic Wave (Costs 2 Actions). Mohsilith uses Psionic Wave.

Elite Recovery (While Bloodied). Mohsilith ends one negative effect currently affecting him. He can do so as long as he has at least 1 hit point, even while unconscious or incapacitated.

Diamond Guard

Mohsilith surrounds himself with a fanatically loyal force of elite, winged dragonborn warriors. After being subjected to a psionic initiation ritual of harrowing pressure and heat, members of the Diamond Guard lose their original color and gain glittering diamond scales, teeth, and claws of exceptional hardness. Each member of the Diamond Guard is fanatically loyal, ready to die for their king. Whenever Mohsilith encounters a particularly hardy dragonborn, he offers them the chance to serve in the Diamond Guard.

DIAMOND GUARD

CHALLENGE 20

HORDE MEDIUM
HUMANOID (DRAGONBORN)

5,000 XP

AC 21 (natural armor)

HP 33 (bloodied 16)

Speed 45 ft., fly 45 ft.

Initiative Dex +4 (14), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	12 (+1)

Proficiency +6; **Maneuver DC** 21

Saving Throws Str +7, Dex +4, Con +5, Int +1, Wis +2, Cha +1

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Diamond Shards. When the diamond guard dies, it bursts into diamond shards worth 1,000 gp. Each creature within 5 feet takes 5 slashing damage unless it has resistance or immunity to slashing damage.

ACTIONS

Diamond Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 33 (1d12 + 27) slashing damage. On a critical hit, the target takes 5 (1d10) ongoing slashing damage for 1 minute. A creature can use an action to make a DC 10 Medicine check, ending the ongoing damage on a success. The effect also ends if the target regains hit points.

Purple Dragon

Lord of the ocean, a purple dragon rises from the wine-dark sea. As it unfurls its wings, the sky darkens and thunder peals.

Purple dragons, also called storm dragons, hunt the trackless ocean and the deep sea, bringing with them gales and tsunamis that smash ships to kindling. Prey can't flee underwater: purple dragons swim as fast as they fly. And when they close on their quarry, they open their jaws and release killing thunder.

Seafarers' Tales. Landlubber scholars frequently leave out purple dragons from their bestiaries, but mariners never forget them. Untold superstitions are said to ward off a purple dragon's notice. One sailor might never speak the word "purple," while another refuses to sail with a storm cleric or insists upon wearing a purple scale necklace or similar charm.

Not that notice by a purple dragon is always deadly. As mercurial as the sea, a purple dragon might take a liking to seafarers instead of destroying them. Even when a dragon is in a friendly mood, however, it is wise to choose your words carefully. A purple dragon can create winds that either delay or speed travelers on their passage.

Alliances and Enmities. Creatures of strong feeling, purple dragons maintain close alliances—or bitter enmities—with the creatures that share their domains. Giants in particular draw a purple dragon's notice; no storm giant has a neutral accord with their neighboring purple dragon. Close companionship or centuries-old warfare are their more natural relationships. Similarly, a purple dragon is either the protector or the scourge of seafaring and merfolk kingdoms. They generally cultivate good relationships with sea hags, seeing them as wise counselors and productive trading partners. Sea hags, in turn, never play their usual tricks on purple dragons.

Purple dragons avoid the ocean's depths. They fear aboleths and krakens above all creatures.

Purple dragons don't take kindly to other dragons trespassing in their domains. They most often feud with bronze dragons, but their strongest hatred is reserved for blue dragons, their rival for the skies. Although the two species are sometimes mistaken for each other, they rarely come into contact except in the rare places where desert meets sea. When they do, they usually battle amidst deadly storms.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or less False rumor: Purple dragons might or might not be real, but it's unlucky to speak of them at sea.

DC 10 Purple dragons live far offshore in ocean lairs.

DC 15 Some sailors consider it bad luck to sail with a storm cleric or to speak the word "purple" when far from land, believing that it attracts purple dragons' notice.

DC 20 Purple dragons know every storm giant, sea hag, and other intelligent monster in their domains, and they collect as many alliances and enemies as any landbound monarch.

Purple Dragon Encounters

Purple dragons range over the ocean and build lairs underwater, within clouds, or on inaccessible islands.

CR 3–4 purple dragon wyrmling with 1d4 kobolds or merfolk

Treasure 350 gp, 300 sp, 500 cp, 10 lapis lazuli gemstones (worth 10 gp each), ornamental silvered trident (worth 250 gp), 3 *potions of healing*, 3 *potions of water breathing*, *cloak of the manta ray*

CR 5–10 young purple dragon; purple dragon wyrmling with 1 or 2 merrows, sea hags, or will-o'-wisps

Treasure 700 gp, 1,000 sp, 9 pearls (worth 100 gp each), electrum and pearl crown (worth 750 gp), coral necklace (worth 250 gp), *javelin of lightning*, *trident of fish command*

CR 11–16 young purple dragon with 1 to 3 sea hags, merrows, or will-o'-wisps

Treasure 10 pieces of gold and pearl jewelry (worth 750 gp each), sunken ship in fair condition (worth 5,000 gp), *potion of superior healing*, *bowl of commanding water elementals*, *necklace of fireballs* (deals lightning instead of fire damage)

CR 17–22 adult purple dragon; adult purple dragon with 2d6 kobolds

Treasure 10,000 gp, 30 pearls (worth 100 gp each), 7 sapphires (worth 1,000 gp each), 6 *potions of superior healing*, *folding boat* or *sea witch's amulet*

CR 23–30 ancient purple dragon; ancient purple dragon with merfolk knight or water elemental

Treasure 2,000 pp, 10,000 gp, 20 life-size bronze statues (worth 250 gp each), fist-sized black pearl (worth 10,000 gp), 2 *potions of storm giant strength*, *dragon slayer longsword*, *staff of thunder and lightning*

CR 31+ purple great wyrm; ancient purple dragon with cloud giant, empyrean, or storm giant; 2 adult purple dragons

Treasure 10,000 pp, 50,000 gp, 20 pieces of coral and pearl jewelry (worth 750 gp each), rusty safe containing 8 diamonds (worth 5,000 gp each) and a blue diamond necklace (worth 25,000 gp), 2 *potions of supreme healing*, *apparatus of the crab*, *hammer of thunderbolts*

Signs

1–2	Gathering storm
3–4	Raging storm
5	Wrecked or abandoned ship
6	Survivors clinging to flotsam

Behavior

1	Sleeping
2–3	Flying high overhead
4–5	Spying from within a passing cloud
6	Fighting with a bronze dragon or storm giant
7	Gnawing on a bolt of lightning like a bone
8	Unaware of its surroundings; speaking prophecy
9	Angry; attacks on sight
10	Talkative; might bless polite strangers with good winds

Purple Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1	The lair is underwater in a maze of sharp coral. Whenever a creature is pushed into a wall, it takes slashing damage equal to 1d10 + the dragon's proficiency modifier.
2	The lair is within cloudstuff. Creatures must move by swimming, although they can breathe.
3	The lair sits atop a windswept pillar of rock. A creature pushed off the edge falls into the sea.
4	The lair is open to the sky. On initiative count 20, a creature of the dragon's choice must succeed on a Dexterity saving throw or be struck by a lightning spark, taking lightning damage equal to 1d0 + the dragon's proficiency modifier.

Names

Forktail, Pelion, Sharak, Stormwrack

ANCIENT PURPLE DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 20 (natural armor)

HP 429 (22d20 + 198; bloodied 214)

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

Initiative Dex +0 (10), Insight +5 (15), Perception +13 (23)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	28 (+9)	16 (+3)	20 (+5)	22 (+6)

Proficiency +8; **Maneuver DC** 25

Saving Throws Str +9, Dex +8, Con +17, Int +3, Wis +13, Cha +14

Skills Nature +11, Perception +13, Stealth +8, Survival +13

Damage Immunities lightning, thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 23

Languages Aquan, Auran, Common, Draconic

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, any storm created by its Stormbringer trait ends.

Seafarer. The dragon ignores difficult terrain, as well as any penalties to attack rolls or ability checks, caused by wind or stormy weather.

Stormbringer. While the dragon is outside, it can use a bonus action to create a raging storm in a 1-mile radius. The storm moves with the dragon and lasts for 24 hours, until the dragon moves indoors, or until the dragon uses another bonus action to end the storm. The storm obscures all sight beyond 60 feet, and it either halves or doubles the speed of creatures other than the dragon in the area (the dragon's choice).

As an action, the dragon can cause the storm to follow another creature it can see instead of the dragon. An unwilling target can make a DC 25 Wisdom saving throw. On a success, the target becomes immune to this effect for 24 hours.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Sea Grip.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 9 (2d8) thunder damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage plus 5 (1d10) thunder damage, and the dragon pushes the target up to 20 feet away.

Sea Claw. If the dragon is within 120 feet of a body of water, the dragon targets a creature within 120 feet, causing a watery talon to attack from the water. The target makes a DC 25 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failure or half damage on a success. Also on a failure, the target is grappled by the claw (escape DC 25). Until the grapple ends, the target can't breathe air.

Thunder Breath (Recharge 5–6). The dragon exhales a 90-foot-radius sphere of thunder centered on a point in the dragon's space. Each creature in that area makes a DC 25 Dexterity saving throw, taking 88 (16d10) thunder damage on a failure or half damage on a success. A creature that fails the save is also deafened until the end of its next turn.

Tsunami Tide. A wave appears on a point on the surface of a body of water within 300 feet. The wave affects a 300-foot-diameter cylinder that extends 60 feet above and below the surface of the water. Each creature and object in the area except the dragon must succeed on a DC 25 Strength saving throw or take 22 (4d10) bludgeoning damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 22 Charisma saving throw. On a failed save, the target is 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. On a successful saving throw or when the effect ends for it, the target is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 30 feet makes a DC 25 Dexterity saving throw. On a failed save, the target is pushed up to 30 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Tsunami Tide (Costs 2 Actions). The dragon uses Tsunami Tide.

Variant: Purple Great Wyrm

The purple great wyrm Skyshaker, the monarch of the great ocean, was once the closest companion of the storm god.Together they rocked the very foundations of the world. Since their great quarrel, Skyshaker hunts down any cleric of the god that dares to intrude on its ocean.

The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 858 (44d20 + 396; bloodied 429) hit points and the following additional traits:

Raging Storm (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. For the next minute, the air around it gusts with hurricane winds. A creature that starts its turn within 15 feet of the dragon or that moves into that area for the first time on a turn makes a DC 25 Strength saving throw. On a failed save, it takes 11 (2d10) bludgeoning damage and is pushed up to 20 feet away from the dragon.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a DC 22 Charisma saving throw. On a failed save, it is frightened until the end of its next turn.

Lightning Charge (Costs 2 Actions). If the dragon is outside in stormy weather, lightning from the sky strikes the dragon, dealing no damage but recharging its breath weapon. Until the end of the dragon's next turn, the dragon's Thunder Breath deals an extra 16 (3d10) lightning damage.

Thunderburst (Costs 3 Actions). The dragon causes the sea or sky to rumble. A creature within 60 feet is affected as if caught in the dragon's Thunder Breath.

Variant: Purple Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A purple dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *gust of wind*, *wind wall*
Adult (save DC 18): 3/day each: *commune with nature*, *wind walk*
Ancient (save DC 22): 1/day each: *control weather*, *mirage arcane*
Great Wyrm (save DC 22): 1/day: *storm of vengeance*



ADULT PURPLE DRAGON CHALLENGE 19

LEGENDARY HUGE DRAGON 22,000 XP

AC 17 (natural armor)

HP 297 (22d12 + 154; bloodied 148)

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

Initiative Dex +0 (10), Insight +4 (14), Perception +10 (20)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	14 (+2)	18 (+4)	20 (+5)

Proficiency +6; **Maneuver DC** 21

Saving Throws Str +7, Dex +6, Con +13, Int +2, Wis +10, Cha +11

Skills Nature +8, Perception +10, Stealth +6, Survival +10

Damage Immunities lightning, thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages Aquan, Common, Draconic

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, any storm created by its Stormbringer trait ends.

Seafarer. The dragon ignores difficult terrain, as well as any penalties to attack rolls or ability checks, caused by wind or stormy weather.

Stormbringer. While the dragon is outside, it can use a bonus action to create a raging storm in a 1-mile radius. The storm moves with the dragon and lasts for 24 hours, until the dragon moves indoors, or until the dragon uses another bonus action to end the storm. The storm obscures all sight beyond 60 feet, and it either halves or doubles the speed of creatures other than the dragon in the area (the dragon's choice).

As an action, the dragon can cause the storm to follow another creature it can see instead of the dragon. An unwilling target can make a DC 21 Wisdom saving throw. On a successful save, the target becomes immune to this effect for 24 hours.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Sea Grip.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) thunder damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 3 (1d6) thunder damage, and the dragon pushes the target up to 15 feet away.

Sea Claw. If the dragon is within 120 feet of a body of water, the dragon targets a creature within 120 feet, causing a watery talon to attack from the water. The target makes a DC 21 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failure or half damage on a success. Also on a failure, the target is grappled by the claw (escape DC 21). Until the grapple ends, the target can't breathe air.

Thunder Breath (Recharge 5–6). The dragon exhales a 60-foot-radius sphere of thunder centered on a point in the dragon's space. Each creature in that area makes a DC 21 Dexterity saving throw, taking 71 (13d10) thunder damage on a failure or half damage on a success. A creature that fails the save is also deafened until the end of its next turn.

Tsunami Tide. A wave appears on a point on the surface of a body of water within 200 feet. The wave affects a 200-foot-diameter cylinder that extends 60 feet above and below the surface of the water. Each creature and object in the area except the dragon must succeed on a DC 21 Strength saving throw or take 16 (3d10) bludgeoning damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failed save, the target is 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. On a successful saving throw or when the effect ends for it, the target is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 20 feet makes a DC 21 Dexterity saving throw. On a failed save, the target is pushed up to 20 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Tsunami Tide (Costs 2 Actions). The dragon uses Tsunami Tide.

YOUNG PURPLE DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 16 (natural armor)

HP 168 (16d10 + 80; bloodied 84)

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

Initiative Dex +0 (10), Insight +3 (13), Perception +7 (17)

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

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +5, Dex +4, Con +9, Int +2, Wis +7, Cha +8

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

Damage Immunities lightning, thunder

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 17

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Seafarer. The dragon ignores difficult terrain, as well as any penalties to attack rolls or ability checks, caused by wind or stormy weather.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) thunder damage.

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

Thunder Breath (Recharge 5–6). The dragon exhales a 30-foot-radius sphere of thunder centered on a point in the dragon's space. Each creature in that area makes a DC 17 Dexterity saving throw, taking 38 (7d10) thunder damage on a failure or half damage on a success. A creature that fails the save is also deafened until the end of its next turn.

PURPLE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON — 700 XP

AC 15 (natural armor)

HP 75 (10d8 + 30; bloodied 37)

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

Initiative Dex +1 (11), Insight +1 (11), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +3, Dex +1, Con +3, Int +1, Wis +1, Cha +2

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

Damage Immunities lightning, thunder

Senses blindsight 10 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 13

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Seafarer. The dragon ignores difficult terrain, as well as any penalties to attack rolls or ability checks, caused by wind or stormy weather.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Thunder Breath (Recharge 5–6). The dragon exhales a 15-foot-radius sphere of thunder centered on a point in the dragon's space. Each creature in that area makes a DC 13 Dexterity saving throw, taking 21 (6d6) thunder damage on a failure or half damage on a success.

Spirit Dragon

From the humblest roadside shrine to the most opulent temple, the holy essence of veneration is powerful, and the spirit of that amassed reverence can take draconic form. Spirit dragons are bound to holy places, empowered and given shape by the belief of their parishioners. The least tangible of the essence dragons, a spirit dragon is almost illusory, a wise and noble shape that appears in a moment and vanishes just as quickly.

Celestial Bonds. Whereas most essence dragons are born strictly from the Material Plane, spirit dragons are the essence of places where the material meets the divine. Spirit dragons aren't beings to be worshiped, but rather beings born of worship. They maintain a delicate balance, interfering on behalf of their shrine to ensure its continued existence but remaining distant enough that they do not become objects of worship themselves. While wise and powerful, spirit dragons are not gods. Should the focus of a holy site's worship ever shift towards the dragon itself, the site's celestial connection would be lost. That connection between worlds is the bond, the duty, and the life of a spirit dragon, and without it they are nothing. Spirit dragons watch over their holy sites like guardian angels or vengeful phantoms, defending their shrines from both outside attack and corruption from within.

Draconis Sanctus. While older spirit dragons generally stay hidden on the Ethereal Plane, spirit dragon wyrmlings lack the wisdom and experience to do so. These little spirit dragons chase off "evil" visitors as best they can, receiving scraps much in the way one would reward a friendly stray cat. Taxonomists categorize them as *Draconis Sanctus*, while common folk call them "belfry dragons," though few have made the connection between these diminutive defenders and the mythical spirit dragons they will become.



Legends and Lore

With a History or Religion check, characters can learn the following:

DC 5 or less False rumor: When a community wants to scare off attackers, it sometimes spreads rumors of an intangible "spirit dragon" that protects it.

DC 10 Belfry dragons often hang around holy places. They're harmless unless they "smell evil" on you.

DC 20 Some shrines are said to be guarded by spirit dragons. These ephemeral protectors ensure that the shrine's parishioners are allowed to practice their faith unmolested.

DC 25 A spirit dragon is the manifested essence of a holy site. While their work often goes unnoticed, they'll do anything to maintain the connection between the worshippers and their deity.

Signs

1. Strange drafts within a shrine or temple and the feeling of being watched
2. Offerings made at a shrine mysteriously disappear
3. A corrupt religious leader goes missing, all evidence of his crimes erased
4. Vocal critics of an established church vanish without a trace

Spirit Dragon Encounters

Spirit dragons might watch from the rafters wherever faith in the divine is strong.

CR 4–5 spirit dragon wyrmling
Treasure Alms box containing 100 gp worth of silver and copper pieces, golden holy symbol (worth 200 gp), 3 vials of holy water, and a *periapt of wound closure*

CR 7–8 spirit dragon wyrmling and 3 priests or 8 acolytes
Treasure 600 gp, 1,000 sp, 5 vials of holy water, 5 jars of *restorative ointment*, and 10 *potions of healing* or urns of *sinner's ashes*

CR 11–12 young spirit dragon
Treasure 2,000 blessed gold coins (anyone who gives at least 10 coins to the needy gains inspiration), 3 opal gemstones (worth 100 gp each), golden angel idol (worth 2,500 gp), 10 vials of holy water, 2 *potions of supreme healing*, *spell scroll* of *death ward*

CR 15–16 young spirit dragon and a high priest, knight, or holy knight
Treasure 5,000 blessed gold coins (anyone who gives at least 10 coins to the needy gains inspiration), 2 *potions of heroism*, 2 *potions of supreme healing*, and a *necklace of prayer beads*

CR 20–21 adult spirit dragon
Treasure 2,500 pp, diamond-encrusted holy symbol (worth 5,000 gp), platinum incense burner (worth 3,000 gp), 2 *candles of invocation*, 10 *jars of restorative ointment*, and 4 *potions of supreme healing*

CR 24–25 adult spirit dragon with 3 high priests, knights, or holy knights
Treasure 3,000 pp, 6 ancient holy texts (worth 6,000 gp each), a solid gold reliquary (worth 25,000 gp), *holy avenger longsword*, *plate armor of etherealness*, and 5 *potions of supreme healing*

CR 26+ ancient spirit dragon alone or with 3 high priests, knights, or holy knights
Treasure 5,000 pp, a complete set of original holy texts (worth 250,000 gp), a solid gold reliquary (worth 25,000 gp), *celestial aegis* or *holy avenger longsword*, 6 *potions of supreme healing*, and a *talisman of pure good*

ANCIENT SPIRIT DRAGON CHALLENGE 26

LEGENDARY GARGANTUAN DRAGON 90,000 XP

AC 21 (natural armor)

HP 405 (30d20 + 90; bloodied 202)

Speed 40 ft., climb 40 ft., fly 80 ft.

Initiative Dex +6 (16), Insight +21 (31), Perception +21 (31)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	16 (+3)	24 (+7)	30 (+10)	24 (+7)

Proficiency +8; **Maneuver DC** 24

Saving Throws Str +16, Dex +14, Con +11, Int +7, Wis +18, Cha +15

Skills History +15, Insight +18 (+1d6), Nature +15 (+1d6), Perception +18 (+1d6), Persuasion +15, Religion +15 (+1d6)

Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities fatigue, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 120 ft., truesight 60 ft., passive Perception 31

Languages Celestial, Common, Draconic, four more

Divine Confluence. Once per turn, the dragon can choose to channel divine power into an attack it makes, dealing an extra 27 (6d8) radiant damage to one target of the attack.

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

Good. The dragon radiates a Good aura.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it is rattled until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It then uses Sudden Apotheosis.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) radiant damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Divine Breath (Recharge 5–6). The dragon exhales an awe-inspiring glare of divine power in a 90-foot cone. Each creature in that area makes a DC 22 Wisdom saving throw, taking 81 (18d8) radiant damage on a failure or half damage on a success.

Etherealness. The 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.

Sudden Apotheosis. The dragon targets a creature it can see within 60 feet and overwhelms that creature momentarily with raw divine power. The target must succeed on a DC 26 Wisdom saving throw or take 27 (5d10) psychic damage and 27 (5d10) radiant damage. Creatures that radiate evil make this save at disadvantage, and creatures that radiate good make this save at advantage.

REACTIONS

Recover (While Bloodied). After the dragon takes damage from an attack, it channels divine power and regains a number of hit points equal to half the damage taken.

LEGENDARY ACTIONS

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

Appeal. The dragon makes a Charisma (Persuasion) check.

Bless. The dragon magically blesses itself and up to eight other creatures it can see within 30 feet. For the next minute or until the dragon loses concentration (as if concentrating on a spell), each target gains an expertise die on attack rolls and saving throws.

Blur Form. The dragon's corporeal form magically wavers. The next attack roll made against the dragon before the end of its next turn takes a –1d4 penalty.

Shift Between (2/Day, Costs 3 Actions). The dragon uses Etherealness to shift from the Material Plane to the Ethereal Plane, or vice versa.

SPIRIT DRAGON LAIR FEATURES

A spirit dragon's lair is the temple or holy place it is spiritually linked to, which can range from a small shrine to an entire city populated by the devout. Choose or roll one or more of the following lair features:

1 Censers filled with incense cloud perceptions within a 10-foot radius. Whenever the dragon forces a creature within 10 feet of a censer to make a Wisdom saving throw, that saving throw is made with disadvantage.

2 The dragon's lair is maintained by devout clergy who have come to revere the spirit dragon. Each round on initiative count 20, roll a d6. On a 5–6, 1d4 **priests** arrive to defend the dragon and act on the dragon's initiative. A priest fights until they die or until the dragon verbally instructs them to stop.

3 The dragon's lair is filled with secret doors, odd architecture, and colorful tapestries that allow the dragon to mask its comings and goings. Whenever the dragon enters or exits the Material Plane, it can immediately take the Hide action.

4 The dragon's lair echoes with the mantras of the faithful. Creatures the dragon chooses have disadvantage on Perception checks that rely on hearing while within the lair.

Variant: Spirit Dragon Spellcaster

Many spirit dragons learn to control their divine energy and channel it into spells. A spirit dragon spellcaster's spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 17): 3/day each: *bless, ceremony, commune, daylight, detect evil and good, gentle repose, guidance, invisibility, lesser restoration, light, prayer of healing, remove curse, zone of truth*

Adult (save DC 22): 1/day each: *greater restoration, hallow, mass cure wounds, revivify*

Ancient (save DC 26): 1/day: *resurrection*

ADULT SPIRIT DRAGON

CHALLENGE 21
LEGENDARY HUGE DRAGON
33,000 XP

AC 19 (natural armor)
HP 285 (30d12 + 90; bloodied 142)
Speed 40 ft., climb 40 ft., fly 80 ft.
Initiative Dex +5 (15), Insight +16 (26), Perception +16 (26)

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

Proficiency +7; **Maneuver DC** 20
Saving Throws Str +12, Dex +12, Con +10, Int +6, Wis +14, Cha +12
Skills History +13, Insight +14 (+1d4), Nature +13 (+1d4), Perception +14 (+1d4), Persuasion +12, Religion +13 (+1d6)
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities fatigue, grappled, paralyzed, poisoned, prone, restrained
Senses darkvision 120 ft., truesight 60 ft., passive Perception 26
Languages Celestial, Common, Draconic, three more

Divine Confluence. Once per turn, the dragon can choose to channel divine power into an attack it makes, dealing an extra 18 (4d8) radiant damage to one target of the attack.

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

Good. The dragon radiates a Good aura.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it is rattled until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It then uses Sudden Apotheosis.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) radiant damage.

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

Divine Breath (Recharge 5–6). The dragon exhales an awe-inspiring glare of divine power in a 60-foot cone. Each creature in that area makes a DC 19 Wisdom saving throw, taking 63 (14d8) radiant damage on a failure or half damage on a success.

Etherealness. The 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.

Sudden Apotheosis. The dragon targets a creature it can see within 60 feet and overwhelms that creature momentarily with raw divine power. The target must succeed on a DC 21 Wisdom saving throw or take 22 (4d10) psychic damage and 22 (4d10) radiant damage. Creatures that radiate evil make this save at disadvantage, and creatures that radiate good make this save at advantage.

REACTIONS

Recover (While Bloodied). After the dragon takes damage from an attack, it channels divine power and regains a number of hit points equal to half the damage taken.

LEGENDARY ACTIONS

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

Appeal. The dragon makes a Charisma (Persuasion) check.

Bless. The dragon magically itself and up to eight other creatures it can see within 30 feet. For the next minute or until the dragon loses concentration (as if concentrating on a spell), each target gains an expertise die on attack rolls and saving throws.

Blur Form. The dragon's corporeal form magically wavers. The next attack roll made against the dragon before the end of its next turn takes a –1d4 penalty.

YOUNG SPIRIT DRAGON

CHALLENGE 12
LARGE DRAGON
8,400 XP

AC 17 (natural armor)
HP 180 (24d10 + 48; bloodied 90)
Speed 40 ft., climb 40 ft., fly 60 ft.
Initiative Dex +4 (14), Insight +9 (19), Perception +9 (19)

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +8, Dex +8, Con +6, Int +4, Wis +9, Cha +8
Skills History +8, Insight +9, Nature +8, Perception +9, Persuasion +8, Religion +8 (+1d4)
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities fatigue, grappled, paralyzed, poisoned, prone, restrained
Senses darkvision 120 ft., truesight 60 ft., passive Perception 19
Languages Celestial, Common, Draconic, one more

Divine Confluence. Once per turn, the dragon can choose to channel divine power into an attack it makes, dealing an extra 18 (4d8) radiant damage to one target of the attack.

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

Good. The dragon radiates a Good aura.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) radiant damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Divine Breath (Recharge 5–6). The dragon exhales an awe-inspiring glare of divine power in a 30-foot cone. Each creature in that area makes a DC 16 Wisdom saving throw, taking 45 (10d8) radiant damage on a failure or half damage on a success.

Etherealness. The 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.

REACTIONS

Recover (When Bloodied). After the dragon takes damage from an attack, it channels divine power and regains a number of hit points equal to half the damage taken.

SPIRIT DRAGON WYRMLING

CHALLENGE 5

MEDIUM DRAGON

1,800 XP

AC 16 (natural armor)
HP 65 (10d8 + 20; bloodied 32)
Speed 30 ft., climb 30 ft., fly 40 ft.
Initiative Dex +2 (12), Insight +6 (16), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 13
Saving Throws Str +5, Dex +5, Con +5, Int +2, Wis +6, Cha +5
Skills History +5, Insight +6, Nature +5, Perception +6, Persuasion +5, Religion +5 (+1d4)
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities poison, radiant
Condition Immunities fatigue, grappled, paralyzed, poisoned, prone, restrained
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages Celestial, Common, Draconic

Ethereal Sight. The dragon can see 30 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Good. The dragon radiates a Good aura.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 9 (2d8) radiant damage.

Divine Breath (Recharge 5–6). The dragon exhales an awe-inspiring glare of divine power in a 15-foot cone. Each creature in that area makes a DC 13 Wisdom saving throw, taking 14 (3d8) radiant damage on a failure or half damage on a success.

Etherealness. The 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.

Polychromatic Dragon

While dragons have many strengths, two of the most well-known are their cunning minds and devastating breath weapons. Unfortunately for the rest of the world, polychromatic dragons have two of each. Thought to be the result of a union between two dragons of different types or colors, polychromatic dragons have two heads and powers that showcase the best of both halves of their ancestry. Despite their name, polychromatic dragons can result from any two dragon types, not just the rapacious chromatic dragons.

Two Against the World. Even more than most dragons, polychromatic dragons tend towards solitude. They're often seen as strange or even blasphemous by other true dragons and tend to avoid them as a result. Ultimately, the two heads recognize that they are each other's only true ally, and while they have independent thoughts and actions, they develop a terrifying level of cooperation as they get older. Many take a single name (occasionally split when they address each other) and speak in the royal plural. This mindset results in a strange blending of the instincts, preferences, and behaviors of the polychromatic dragon's two halves. Even incredibly disparate types, such as a gold dragon and a red, can usually manage the mental gymnastics required to meld and consolidate their drastically different world views. In such extreme circumstances, however, the dragon is often unpredictable, prone to outbursts and destructive behavior.

Due to the rarity of polychromatic dragons, meetings between them tend to be rare. They usually get along well with others of their kind and have even been known to mate, though polychromatic dragons are thought to be sterile. How well polychromatic dragons tolerate humanoids and other "lesser" creatures varies depending on the dragon's two halves, but they almost universally resent and attack other true dragons.

Unusual Sightings. Despite their supposed sterility, rumors persist of polychromatic dragons that have produced offspring with normal dragons or each other, resulting in three-, four-, or even five-headed dragons. If such a thing were true, the result would be a creature of nearly divine power. Thankfully, there have been no reliable confirmations of such an occurrence.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less Reliable reports confirm the existence of a dragon with ten heads.

DC 15 On the rare occasion dragons of two differing types produce offspring, the result is a polychromatic dragon.

DC 20 Polychromatic dragons tend to have few allies beyond their other heads.

Polychromatic Dragon Encounters

Polychromatic dragons prefer to lair in areas that most closely resemble a blend of their two natures. For example, a half-black, half-earth dragon might prefer swampy ground at higher elevations, while a half-amethyst, half-river dragon will seek out underground waterways. Polychromatic dragons with truly opposing natures either alternate between suitable habitats or pick one that both heads only mildly dislike.

CR 23–30 young emerald green dragon
Treasure 100,000 copper coins covered with green patina, 25 emeralds (worth 1,000 gp each), 10 pieces of emerald jewelry (worth 2,500 gp each), green *bag of tricks*, *cloak of elvenkind*, *dagger of venom*

CR 31+ adult black gold dragon; adult black purple dragon; ancient earth red dragon
Treasure 200,000 gp divided in two equal piles, *bag of devouring*, *bag of holding*, *+3 battleaxe*, *berserker axe*, 3 *potions of invisibility*, 3 *potions of poison*

Signs

Polychromatic dragons might leave the signs of its parents, as well as the following:

1. Traces of two different breath weapons, seemingly originating from a single source
2. Stories of a particularly powerful—and colorful—hydra in the area
3. The land has been magically warped into two very different environments, such as a swampy area featuring scalding geysers
4. A storm crackles with two different kinds of energy types

Behavior

Polychromatic dragons can display the behaviors of its parents, as well as the following:

1. The two heads compete in some intellectual pursuit, such as playing chess or exchanging riddles
2. One head asleep while the other keeps watch
3. Debating the merits of a particular course of action with itself
4. Attacks on sight

Polychromatic Dragon Names

Castollux, Frostfire, Ebontide, Veriaxe

Polychromatic Dragon Template

To create a polychromatic dragon, choose a base dragon type and a secondary dragon type of the same age category and equal or lesser Challenge Rating. The secondary dragon's color or type name is added to the beginning of the base dragon's name: for instance, a dragon with a green dragon base and an earth dragon secondary type would be an earth green dragon.

Hit Points. The polychromatic dragon has twice the hit points of the base dragon.

Base Breath Weapon. When the dragon uses its breath weapon on its turn, it uses the breath weapon of its base dragon.

Combined Statistics. The dragon gains the damage resistances, damage immunities, condition immunities, and special senses of both dragon types, using the most advantageous when more than one apply (for instance, a dragon with resistance and immunity to the same damage types has immunity, and a dragon with darkvision to a range of both 60 and 90 feet uses 90 feet).

Single Form. If the dragon has the ability to change shape, it loses that ability.

Other Statistics. Unless otherwise noted, the dragon uses the base dragon's statistics.

Elite Traits. The dragon is an elite monster, equivalent to two monsters of the base dragon's Challenge Rating. It gains the following legendary actions:

Elite Recovery (Bloodied Only). The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Secondary Breath Weapon (Costs 3 Actions, Recharge 5–6). The dragon's second head uses a breath weapon of its secondary dragon type. This legendary action has its own recharge, rolled separately from the recharge of its base breath weapon.



Sample Polychromatic Dragon

Here the polychromatic dragon template has been applied to a base adult gold dragon and a secondary adult black dragon.

ADULT BLACK GOLD DRAGON

CHALLENGE 20

ELITE LEGENDARY HUGE DRAGON 25,000 XP

AC 19 (natural armor)

HP 648 (48d12 + 336; bloodied 324)

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

Initiative Dex +2 (12), Insight +8 (18), Perception +11 (21)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	16 (+3)	14 (+2)	24 (+7)

Proficiency +6; **Maneuver DC** 22

Saving Throws Str +8, Dex +8, Con +13, Int +3, Wis +8, Cha +13

Skills Insight +8, Perception +8 (+1d6), Persuasion +13, Stealth +8

Damage Immunities acid, fire

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

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales melt away, forming pools of molten gold. While the dragon has no more uses of this trait, its Armor Class is reduced to 17.

Valor. Creatures of the dragon's choice within 30 feet gain a +2 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Molten Spit. One creature the dragon can see within 60 feet makes a DC 21 Dexterity saving throw, taking 11 (2d10) fire damage on a failure or half on a success. Liquid gold pools in a 5-foot-square occupied by the creature and remains hot for 1 minute. A creature that ends its turn in the gold or enters it for the first time on a turn takes 11 (2d10) fire damage.

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

Molten Breath. The dragon exhales molten gold in a 60-foot cone. Each creature in the area makes a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failure or half damage on a success. A creature that fails the saving throw is covered in a shell of rapidly cooling gold, reducing its Speed to 0. A creature can use an action to break the shell, ending the effect.

Weakening Breath. The dragon exhales weakening gas in a 60-foot cone. Each creature in the area must succeed on a DC 21 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against that creature.

Vanguard. When another creature the dragon can see within 15 feet is hit by an attack, the dragon deflects the attack, turning the hit into a miss.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failed save, the target is frightened for 1 minute. The creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If the target succeeds on the saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failed save, the creature is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Elite Recovery (Bloodied Only). The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Fiery Reprisal (Costs 2 Actions). The dragon uses Molten Spit against the last creature to deal damage to it.

Secondary Breath Weapon (Costs 3 Actions, Recharge 5–6). The dragon's second head exhales sizzling acid in a 60-foot-long, 5-foot-wide line. Each creature in that area makes a DC 19 Dexterity saving throw, taking 63 (14d8) acid damage on a failure or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Dragon Hatchlings

Dragons look cute and helpless when they're first hatched—more like flying housecats than avatars of elemental destruction. So when adventurers acquire a dragon egg, it can be tempting to hatch the egg and train the dragon as a pet. Although similar experiments have rarely worked out well in the past, perhaps this time it will be different!

A dragon hatchling can be of any type, such as white, gold, river, and so on. It gains benefits based on its type. A dragon hatchling is a heroic monster that can gain no more than 10 monster levels; when it would gain an 11th monster level, it instead becomes a young dragon of its type.

DRAGON HATCHLING BASE CHALLENGE 1/8

HEROIC TINY DRAGON

AC 12

HP 7 (2d4 + 2) + 10 per level; bloodied half

Speed 10 ft., fly 30 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2 plus 1/4 monster level; **Maneuver DC** 10 plus PB

Saving Throws Wis PB, Cha +2 plus PB

Senses darkvision 30 ft., passive Perception 10

Damage Resistances based on type

Damage Immunities based on type

Condition Immunities based on type

Languages —

HEROIC FEATURES

Level 1: *First Blood.* The first time the dragon deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Wyrmling.* The dragon gains proficiency in Perception and Stealth and learns one language. Its size becomes Small.

Level 8: *Natural Armor.* The dragon gains a +1 bonus to its AC.

Level 10: *Improved Breath Weapon.* The area of the dragon's breath weapon becomes a 10-foot cone, or a 15-foot line if its dragon type has a damaging breath weapon with a line area. The breath weapon recharges on a 5 or 6.

ACTIONS

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

Breath Weapon (Recharge 6). The dragon breathes in a 10-foot-long, 5-foot-wide line. Each creature in the area must succeed on a Dexterity saving throw against a DC of 9 + PB or take 4 (1d8) damage of a damage type determined by the dragon's type. This damage increases to 9 (2d8) at level 4 and 18 (4d8) at level 8.

Eclipsar

When gods are interrupted before they can finish creating an angel, the result is an eclipsar, a liminal being possessed of divine essence but denied a physical body. Eclipsars are defined by absence: absence of a master, absence of flesh, absence of light.

Eclipsars appear as incorporeal wisps of shadow with angelic black wings, although they seldom are seen in this natural form. Normally, they can't touch living things—or things that have *never* lived—so to interact with the physical world, they drape themselves across things that were *once* alive, namely corpses.

Angel of Darkness. The mere presence of an eclipsar suppresses most magical light, and they are invisible to darkvision. Unlike wraiths, which they are often mistaken for, eclipsars aren't vulnerable to sunlight, but they are more active at twilight and at night nonetheless. When stalking mortals, they patiently look for ways to snuff nonmagical lights so that their foes are blinded.

Angel of Death. As it was never fully created, an eclipsar can't truly be destroyed. Weapon blows might cripple the body or bones it is using, but this doesn't actually harm the eclipsar itself. It can simply seek a new corpse to puppet, though it can do so only a few times each day. The only way to make an eclipsar vulnerable to destruction is to imbue it with the life force that it lacks.

Immortal Nature. The eclipsar doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: Some sites are simply unholy. For some reason, the dead rise frequently in these places. Rumors of black-winged angels are pretty far-fetched.

DC 10 An eclipsar can only interact with dead things, so it must animate corpses to affect the world. Its presence blots out magical light.

DC 20 Healing magic briefly grants eclipsars the life they were denied, making it possible to kill them.



Eclipsar Encounters

Eclipsar lurk in areas where mortal remains abound. They might have undead minions of their own or ally with killers who keep the eclipsar well-stocked with bodies.

CR 5-10 1 eclipsar; eclipsar with 1d4 + 4 skeletons; eclipsar with 2 bandits or cutthroats

Treasure a black *pearl of power*, half of a clay tablet recording the testament of a god

CR 11-16 eclipsar, high priest, and 2 acolytes; blackguard or gladiator riding an eclipsar animating a horse skeleton

Treasure clay tablet that functions as a *spell scroll* of *charm monster* or *create undead*, bone greatclub that functions like a *sword of life stealing*, a sewing pattern book, an incomplete royal outfit made of gold thread (worth 4,000 gp)

CR 17-22 assassin with 2 eclipsars; eclipsar, high priest, and 1d4 + 2 shadows

Treasure clay tablet that functions as a *spell scroll* of *geas* (7th level), *cloak of the shadow-caster*, *staff of healing*, a faulty *rod of security* that always expels those inside the haven created by it before they can finish a long rest

Eclipsar Signs

1	A distant figure silhouetted on a hilltop
2	*Light* spell briefly goes out
3	Three adjacent pile of bones (human, hound, and serpent)
4	Mournful graffiti of incomplete scriptural passages

ECLIPSAR

CHALLENGE 7
MEDIUM CELESTIAL
2,900 XP

AC 9
HP 72 (16d8; bloodied 36)
Speed 0 ft., fly 50 ft. (hover)
Initiative Dex –1 (9), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	10 (+0)	14 (+2)	14 (+2)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex –1, Con +0, Int +2, Wis +5, Cha +2
Skills Stealth +2 (+1d8 in dim light or darkness)
Damage Immunities necrotic, poison, radiant; damage from weapons that aren't made from once living things (while Disembodied)
Condition Immunities fatigue, grappled, petrified, poisoned, restrained
Senses darkvision 120 ft., passive Perception 12
Languages understands all languages but can't speak
Chaotic. The eclipsar radiates a Chaotic aura.

Being of Darkness. Magical darkness doesn't impede the eclipsar's darkvision. While in an area of dim light or darkness, the eclipsar is invisible.

Any magical light source produced by a spell or magical effect of 2nd level or lower is suppressed within 60 feet of the eclipsar.

Celestial Dissolution. A spell or magical effect that would heal hit points instead deals that much damage to the eclipsar and reduces its hit point maximum by an equal amount. For the next round, any damage dealt to the eclipsar also reduces its hit point maximum. This reduction lasts for 7 days.

If an eclipsar's hit point maximum is reduced to 0, the eclipsar is destroyed. It fades into motes of light, and one nearby object—typically an object worn or carried by the creature that slew it—gains the ability to cast *daylight* once per day.

Disembodied. The eclipsar can enter and end its turn in other creatures' spaces and can move through an opening as narrow as 1 inch wide without squeezing.

It is immune to damage from weapons, except the natural attacks of undead or attacks made with weapons that were once living creatures, like bone clubs or wooden staves (but not wood-hafted weapons with stone or metal heads). Likewise, its own natural attacks can only affect undead creatures, and it can only move objects that were once living things.

When damage would reduce a disembodied eclipsar to 0 hit points, it is instead reduced to 1 hit point and it can't take actions, bonus actions, or reactions except to Embody. It is restored to its hit point maximum at the following dusk or when it uses Embody to animate a new corpse.

ACTIONS

Multiattack. The eclipsar makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit; reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage. If the eclipsar isn't Embodied, it can only target undead creatures and objects that were once living things.

Embody (1/Rest). The eclipsar wraps its wispy form around the bones or corpse of a Large or smaller creature within 5 feet. The eclipsar is restored to its hit point maximum and can move the body indefinitely as if it were its own.

While Embodied, the eclipsar loses its fly speed, its Disembodied trait, immunity to damage from weapons that aren't made from once living things, and immunity to the grappled and restrained conditions. If it is reduced to 0 hit points while Embodied, the eclipsar releases whatever dead matter it was using as its body, and it becomes disembodied again.

The eclipsar's new body alters its statistics. The damage type of its slam attack might also vary based on whether it uses claws, teeth, or bony fists.

- **Biped Form.** Speed 30 feet. The eclipsar can use a bonus action to perform a basic combat maneuver against a creature it has hit with an attack this turn.
- **Hunter Form.** Speed 50 feet. The eclipsar can Dash as a bonus action.
- **Lurker Form.** Speed 30 feet. The eclipsar can Hide as a bonus action.

Elementals

Especially talented and ambitious elementalists can force elemental spirits into unnatural elemental forms, creating more powerful but unstable creatures to act as eternal servants and powerful guardians.

Tortured Spirits. An elemental spirit forced into an unnatural physical manifestation is in constant torment. Uncontrolled, these elementals behave erratically, trying to rationalize the competing natures of their spiritual and physical forms. Classical elementals recognise and hate these elemental types as violations of their natural forms. Sharing a mutual hatred, they prefer to fight each other rather than other creatures, and when certain opposing types meet, they are compelled to fight.

Advanced Arcana. The creation of an acid, ice, lightning, poison, or thunder elemental requires a rare magical reagent called an elemental matrix. The knowledge of elemental matrix crafting is a carefully guarded secret, known and practiced by few living practitioners.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: Elementals are simply useful, non-sentient creatures. Unchecked experimentation into new elemental forms can only lead to good things.

DC 10 Acid, ice, lightning, poison, and thunder elementals are unnatural magical creations, representing a violation of the natural order. To create one involves the binding of an elemental spirit of one type into the physical manifestation of another type.

DC 15 Classical elementals recognise these elementals as corruptions of nature. When encountering such an unnatural manifestation of elemental chaos, a classical elemental ignores all other commands, fighting until one or the other is destroyed.

DC 20 The creation of these unnatural manifestations requires a magical reagent known as an elemental matrix, which is crafted through a ritual involving the sacrifice of an elemental spirit.

Elemental Encounters

These unnatural elementals represent mastery of magic over the natural order. Spellcasters employ them to guard their lairs, arcane laboratories, temples, and tombs.

CR 5–10 elemental
Treasure a jade statue of a god, saint, or famed wizard (worth 2,000 gp)

CR 11–16 elemental with a mage and 1d4 cultists
Treasure 25 gp, a pendant of gold and diamond (worth 500 gp), incense (worth 250 gp), spellbook, *spell scrolls* of *conjure elemental* and *magic circle*, *+2 wand of the war mage* (perfectly straight, made of silver metal; while attuned you can cast the *dancing lights* cantrip).

Acid Elemental

An acid elemental is a fire spirit manifested using a water elemental matrix.

Acid Elemental Signs

1. A caustic odor stings your nose
2. Rock and metal surfaces are pitted and corroded
3. A damp environment completely devoid of plant life
4. The sound of sizzling and rushing liquid

Acid Elemental Behavior

1. Thrashing violently against the wall
2. Corroding a hole into the floor
3. Lying still in a pool or fountain
4. Etching twisted patterns into stone or metal

Acid Elemental Appearance

1. An amorphous humanoid, alternately jagged and smooth
2. A hissing, many-headed snake

3 An advancing wall of roiling liquid

4 A floating, dripping sphere

ACID ELEMENTAL

CHALLENGE 7
2,900 XP

LARGE ELEMENTAL

AC 15 (natural armor)

HP 119 (14d10 + 42; bloodied 59)

Speed 40 ft.

Initiative Dex +3 (13), Insight −1 (9), Perception −1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	6 (−2)	9 (−1)	6 (−2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +3, Con +3, Int −2, Wis −1, Cha −2

Damage Resistances fire; damage from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands Aquan but can't speak

Corrosive Body. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. A nonmagical weapon that hits the elemental corrodes after dealing damage, taking a permanent −1 penalty to damage rolls. If this penalty reaches −5, the weapon is destroyed. Nonmagical ammunition is destroyed after dealing damage.

Fluid Form. The elemental can enter and end its turn in other creatures' spaces and can move through a space as narrow as 1 inch wide without squeezing. A creature that ends its turn in the same space as the elemental takes 9 (2d8) acid damage. Nonmagical armor worn by the creature corrodes, taking a permanent −1 penalty to the AC it provides. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

Water Weakness. If the elemental enters a body of water, is splashed with at least 5 gallons of water, or is hit by a water elemental's slam attack, its speed is reduced by 10 feet, damage dealt by its splash attack and Burning Tide is reduced by half, and it doesn't corrode armor or weapons until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two splash attacks.

Splash. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) acid damage. Nonmagical armor worn by the target corrodes, taking a permanent −1 penalty to the AC protection it provides. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

Burning Tide. The elemental targets each Large or smaller creature in its space. Each target makes a DC 15 Strength saving throw. On a failed save, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe air. The elemental can move at full speed while carrying grappled creatures inside its space. It can grapple one Large creature or up to four Medium or smaller creatures.

Combat

The elemental moves into other creatures' spaces, dealing damage with its corrosive body and attempting to use Burning Tide against as many creatures as possible. If it can't reach a melee opponent, it makes splash attacks. It resorts to making splash attacks against creatures it has grappled only if no other targets are available.

Acid elementals share a mutual hatred with water elementals. Both will disobey other commands to prioritize attacking each other.



Ice Elemental

An ice elemental is an earth spirit manifested using a water elemental matrix.

Ice Elemental Signs

1. Unseasonal flurries of snow
2. Numbing gusts of cold air
3. Icicles hang from the ceiling and slippery ice coats the floor
4. Sounds of creaking and cracking

Ice Elemental Behavior

1. Polishing ice smooth
2. Completely still
3. Repeatedly tapping its fist against its head
4. Creating a fine spray of snowflakes

Ice Elemental Appearance

1. A giant snowman
2. A bull with icicles for horns
3. A statue made of transparent ice
4. A jumble of ice chunks

ICE ELEMENTAL

CHALLENGE 7

LARGE ELEMENTAL

2,900 XP

AC 17 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 30 ft., burrow 30 ft.

Initiative Dex +0 (10), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	9 (–1)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +0, Con +4, Int –2, Wis –1, Cha –2

Damage Resistances piercing and slashing from non-magical weapons

Damage Immunities cold, poison

Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 9

Languages understands Terran but can't speak

Brittle Body. If the elemental takes at least 10 bludgeoning or thunder damage from a single attack or effect, its speed is reduced by 5 feet and its AC is reduced by 1 until the end of its next turn.

Freezing Aura. A creature that ends its turn within 15 feet of the elemental makes a DC 15 Constitution saving throw, taking 9 (2d8) cold damage and gaining a level of fatigue on a failure or half damage and no fatigue on a success. This fatigue remains until the creature finishes a rest. If the elemental takes fire damage, this trait doesn't function until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) cold damage.

Ice Shard. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 4 (1d8) cold damage.

Cold Snap (Recharge 5–6). Each creature within the elemental's Freezing Aura must succeed on a DC 15 Strength saving throw or become grappled (escape DC 15) by rapidly coalescing ice. While grappled, the creature is restrained and takes 4 (1d8) ongoing cold damage.

Combat

The elemental uses Snap Freeze as often as it can and makes slam attacks against grappled creatures. If it can't reach an opponent, it hurls ice shards or burrows to close the distance.

Ice elementals share a mutual hatred with earth elementals. Both will disobey other commands to prioritize attacking each other.

Lightning Elemental

A lightning elemental is a fire spirit manifested using an air elemental matrix.

Lightning Elemental Signs

1	Distant flashes of bright light
2	The air smells metallic, like burning wire
3	All your hair stands up on end
4	Jagged scorch marks

Lightning Elemental Behavior

1	Flitting around a space erratically
2	Prodding a body, making it twitch and jerk
3	Sending sparks between two metal objects
4	Squeezed into a tight space

Lightning Elemental Appearance

1	A humanoid shape made of frozen lightning
2	An eel-shaped cloud flickering with inner light
3	A metal staff crackling with electricity
4	A giant face with sparks for eyes

LIGHTNING ELEMENTAL — CHALLENGE 7

LARGE ELEMENTAL — 2,900 XP

AC 14

HP 105 (14d10 + 28; bloodied 52)

Speed 0 ft., fly 90 ft. (hover)

Initiative Dex +4 (14), Insight −1 (9), Perception −1 (9)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	6 (−2)	9 (−1)	6 (−2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +0, Dex +4, Con +2, Int −2, Wis −1, Cha −2

Damage Resistances fire; damage from nonmagical weapons

Damage Immunities lighting, poison

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands Ignan but can't speak

Lightning Form. The elemental can enter and end its turn in other creatures' spaces and can move through an opening as narrow as 1 inch wide without squeezing. The first time the elemental enters a creature's space on a turn, that creature makes a DC 15 Constitution saving throw. Creatures wearing metal armor make the save with disadvantage. On a failed save, the creature takes 5 (1d10) lightning damage and is rattled until the start of its next turn.

Prone Blindness. The elemental attacks prone creatures with disadvantage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

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

Lightning Charge (Recharge 5–6). The elemental flies up to 90 feet in a straight line without provoking opportunity attacks. Each creature whose space the elemental enters during this movement is affected by the elemental's Lightning Form, taking 27 (5d10) lightning damage on a failed save instead of the normal damage.

Combat

The elemental moves to affect as many creatures as possible each turn with Lightning Form. If it can move through the spaces of three creatures in a straight line, it uses Lightning Charge. When choosing targets for its touch attacks, the elemental prefers to target creatures wearing metal armor or wielding metal weapons.

Lightning elementals share a mutual hatred with fire elementals. Both will disobey other commands to prioritize attacking each other.

Poison Elemental

A poison elemental is an air spirit manifested using a water elemental matrix.

Poison Elemental Signs

1. Bitter, acrid smell
2. A path of dead plants
3. Dead birds, rats, or insects
4. Dead humanoids, unwounded and clutching their throats

Poison Elemental Behavior

1. Sneaking up on and ambushing living creatures
2. On guard
3. Manipulating a corpse like a puppet or doll
4. Howling warnings of its presence

Poison Elemental Appearance

1. Roiling green cloud in vaguely humanoid shape
2. Knot of slithering snake shapes
3. Oozing, sloshing yellow goo
4. Gaunt humanoid-shaped creature wheezing green gases from an elaborate, eyeless helmet

POISON ELEMENTAL

CHALLENGE 7

LARGE ELEMENTAL

2,900 XP

AC 16 (natural armor)

HP 119 (14d10 + 42; bloodied 59)

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

Initiative Dex +2 (12), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (–2)	8 (–1)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +2, Con +3, Int –2, Wis –1, Cha –2

Damage Resistances damage from nonmagical weapons

Damage Immunities poison

Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands Aquan but can't speak

Antitoxin Weakness. When the elemental is targeted by an effect or spell that removes the poisoned condition, such as antitoxin or the lesser restoration spell, it takes 27 (5d10) force damage and is slowed until the end of its next turn. If the elemental was using its Death Cloud ability, it reverts to its elemental form, reappearing in an unoccupied space within 5 feet of the source of the triggering effect.

Fragmented Form. The elemental can move through an opening as narrow as 1 inch wide without squeezing.

Scattered Concealment. While prone and motionless, the elemental is indistinguishable from natural environmental features, such as gravel and plant matter.

ACTIONS

Multiattack. The elemental makes two sting attacks.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage.

Death Cloud (Recharges after Multiattack). The elemental moves its Speed without provoking opportunity attacks, then transforms into a 20-foot-radius sphere of toxic fog. The elemental remains in this form until the end of its next turn, reappearing in any unoccupied space within the area of the cloud. While transformed, the elemental can't take actions, has a fly speed of 30 feet, has resistance to bludgeoning, piercing, and slashing damage, gains immunity to the grappled, prone, and restrained conditions, and can share its space with other creatures. Its area is heavily obscured. Creatures are poisoned while inside the cloud, and a creature that enters the area for the first time on a turn or starts its turn inside the cloud makes a DC 15 Constitution save, taking 22 (5d8) poison damage on a failure or half damage on a success.

BONUS ACTIONS

Adaptive Toxins. The elemental targets up to three creatures within 30 feet. Until the start of the elemental's next turn, each target loses any resistance or immunity to poison damage and gains vulnerability to poison damage instead.

Combat

The elemental uses Adaptive Toxins and Death Cloud when it can affect at least two creatures. When it returns to elemental form, it remains within reach of its enemies so as to Multiattack and recharge its Death Cloud.

Poison elementals share a mutual hatred with water elementals. Both will disobey other commands to prioritize attacking each other.

Thunder Elemental

A thunder elemental is an earth spirit manifested using an air elemental matrix.

Thunder Elemental Signs

1	Frequent rumbling thunder
2	Terrified animals cowering or fleeing
3	Shaken and cracked structures
4	Sudden changes of air pressure

Thunder Elemental Behavior

1	Making wave patterns with small rocks
2	Throwing an object then racing to catch it
3	Patrolling
4	Repeatedly slamming itself into the ground

Thunder Elemental Appearance

1	A booming runed obelisk
2	A ghostly shimmering lion
3	A broad humanoid shape made of fog
4	A swirling dust storm

THUNDER ELEMENTAL

CHALLENGE 7

LARGE ELEMENTAL

2,900 XP

AC 14

HP 91 (14d10 + 14; bloodied 45)

Speed 0 ft., fly 45 ft. (hover)

Initiative Dex +4 (14), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	13 (+1)	6 (–2)	9 (–1)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +3, Dex +4, Con +1, Int –2, Wis –1, Cha –2

Damage Resistances damage from nonmagical weapons

Damage Immunities poison, thunder

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft. (echolocation), passive Perception 9

Languages understands Auran but can't speak

Air Form. The elemental can enter and end its turn in other creatures' spaces and can move through an opening as narrow as 1 inch wide without squeezing.

Eye of the Storm. A creature within the same space as the elemental is unaffected by its Thunderous Aura.

Silence Weakness. While the elemental is within a zone of magical silence, its Thunderous Aura trait doesn't function, it loses its damage resistances, and it is vulnerable to all damage it isn't immune to.

Thunderous Aura. Creatures within 15 feet of the elemental are deafened, can't cast spells with vocal components, and treat the area as difficult terrain. A creature that enters the aura for the first time on a turn or starts its turn within the aura makes a DC 15 Constitution saving throw, taking 13 (3d8) thunder damage on a failure or half damage on a success.

ACTIONS

Multiattack. The elemental makes two thundercrack attacks.

Thundercrack. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) thunder damage, and the target is pushed 5 feet away from the elemental.

Rolling Thunder (Recharge 4–6). The elemental moves its Speed without provoking opportunity attacks. The first time the elemental enters a creature's space during this movement, it can make a thundercrack attack against that creature.

Combat

The elemental tries to keep as many creatures in its Thunderous Aura as possible, while trying to prevent creatures from entering its space. It uses Rolling Thunder to close distances or to move through the space of at least three creatures.

Thunder elementals share a mutual hatred with air elementals. Both will disobey other commands to prioritize attacking each other.

Elemental Husks

The result of a sinister merger of conjuration and necromantic magic, an elemental husk is created by binding an immortal elemental spirit into a ritually prepared corpse. While the creation of husks is frowned upon by most societies, their theoretical existence drives misguided but talented masters of the arcane to bring such monsters to life.

Troubled Guardians. The elemental spirit trapped within a decaying physical vessel experiences extreme discomfort. Though bound to fulfill its creator's commands, it makes no effort to preserve the shell in which it is trapped.

Boastful Display. Husks are less durable than elementals and both more expensive and difficult to create than zombies. The knowledge to create an elemental husk is obscure, although readily rediscovered with sufficient resources and ambition.

Elemental Nature. An elemental husk doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: If you used an elemental to animate a dead body, surely that would sidestep all the ethical questions raised by necromancy.

DC 15 Although superficially similar to zombies, a husk is a corpse animated by elemental rather than necromantic magic.

DC 20 Husks become more dangerous as their vessel approaches destruction.

Husk Encounters

Husks are found as relics of ancient cultures, entombed as guardians in lost cities, or hidden in the laboratories of unethical academics.

CR 0–2 elemental husk
Treasure golden-runed collar inset with an diamond (air) or ruby (fire) (worth 175 gp)

CR 3–4 elemental husk with 1d6 + 4 zombies
Treasure skull-shaped pendant with gemstone eyes (worth 175 gp), 2 *potions of healing*, *spell scroll* of *animate dead*

CR 5–10 elemental husk wearing *bracers of defense* and an elemental
Treasure *bracers of defense* embossed with golden runes

Signs

1	Walls scrawled with arcane runes
2	A bloody ritual circle
3	Flickering candles and distant groaning
4	Smell of blood and sweet incense

Husk Appearance

1	Naked humanoid covered in bloody runes
2	Withered corpse in flowing ceremonial robes
3	Decaying humanoid, mouth agape to reveal a bright light within
4	Flayed wolf with a golden collar



FIRE HUSK

CHALLENGE 2
450 XP

MEDIUM ELEMENTAL UNDEAD

AC 13
HP 45 (6d8 + 18; bloodied 22)
Speed 30 ft.
Initiative Dex +3 (13), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +0, Dex +3, Con +3, Int –2, Wis +0, Cha –2
Damage Resistances fire
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan but can't speak

Burning Blood. While the husk is bloodied, a creature that touches the husk or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. Additionally, the husk leaves a trail of burning blood as it moves. The trail of blood burns for 1 minute and sheds bright light in a 30-foot radius. A creature that enters the burning trail or starts its turn in the trail takes 3 (1d6) fire damage.

Water Weakness. If the husk enters a body of water or starts its turn there, or if it is splashed with at least 5 gallons or water, it takes 3 (1d6) cold damage and its Burning Blood trait doesn't function until the end of its next turn.

ACTIONS

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

Fire Call (Recharge 4–6). The husk causes a flame it can see within 90 feet to explode. Each creature within 10 feet of the flame makes a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half damage on a success.

REACTIONS

Flame Burst (1/Day). When the husk becomes blooded, it releases a blast of fire in a 10-foot radius. Each creature in the area makes a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half damage on a success.

Combat

The husk uses Fire Call whenever possible. Once bloodied, the husk changes targets often, moving around the battlefield to create fiery trails of its burning blood.

AIR HUSK

CHALLENGE 2
450 XP

MEDIUM ELEMENTAL UNDEAD

AC 14
HP 39 (6d8 + 12; bloodied 19)
Speed 20 ft., fly 40 ft.
Initiative Dex +4 (14), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +0, Dex +4, Con +2, Int –2, Wis +0, Cha –2
Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Auran but can't speak

Clumsy Flier. The husk falls unless it ends its turn on solid ground.

Gusting Aura. While the husk is bloodied, an aura of strong winds surround it in a 10-foot radius. The area within the aura is difficult terrain, and a creature that ends its turn inside the aura must succeed on a DC 14 Strength saving throw or be pushed 5 feet away from the husk and knocked prone.

ACTIONS

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

Gathering Wind (Recharge 4–6). The husk creates a 60-foot-long, 5-foot-wide line of strong wind parallel to the ground, starting at a point within 60 feet of itself. Each creature within the area must succeed on a DC 14 Strength saving throw or be moved 20 feet in the direction of the wind. If this causes a creature to move within 5 feet of the husk, the husk can make a slam attack against that creature.

REACTIONS

Whirlwind (1/Day). When the husk becomes bloodied, a sudden whirlwind forms around it, extinguishing small flames and pushing unattended objects 10 feet away from the husk. Each creature within 10 feet of the husk makes a DC 14 Strength saving throw. On a failed save, the creature takes 10 (3d6) bludgeoning damage, is pushed 15 feet away from the husk, and is knocked prone.

Combat

The husk approaches fast with its fly speed and uses Gathering Wind to bring creatures into range of its slam attacks.

Encanther

Encanthers are winged, feline creatures that consume magical energy. They are a danger to spellcasters and their magical creations.

Spell Swallowers. Drawn by their unerring arcane senses, encanthers infest abandoned wizard towers, lost cathedrals, and other remote magical places. A single magical marvel can sustain an encanther for years, but once it has completely drained the magic from an area, the encanther migrates, leaving the world less wondrous than before.

Sources of Arcanum. When an encanther consumes magic, it leaves behind a magical residue, a glowing blue powder called arcanum. Arcanum has various magical uses and is highly valued by spellcasters. For that reason, wizards sometimes try to tame or capture encanthers and use them to harvest arcanum. Many who attempt such a feat find the exchange is a cruel one; an escaped encanther can drain more magic from the world in a day than it will ever repay in arcanum.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: Encanthers are cute cat beings that produce magical energy.

DC 10 Encanthers eat magical energy, nullifying spells and magic items.

DC 15 When encanthers eat magic, they leave behind a valuable magical dust called arcanum, which can power magic items and spells.

DC 20 Young encanthers can be trained; the adults are almost always dangerous to spellcasters.

Encanther Encounters

Encanthers live in magic-rich environments such as ancient dungeons and lost palaces.

CR 0–2 1 or 2 encanthers; encanther with 1d4 energy motes; encanther with encanther cub or rust monster; ancient encanther; encanther cub (see Heroic Monsters)

Treasure 2d20 × 10 gp worth of arcanum

Signs

1. A damaged magical object, such as a cracked glowing crystal; 2d6 × 10 pinches of arcanum sparkle nearby, and the object occasionally emits an **energy mote**
2. A pile of 1d6 × 10 pinches of arcanum
3. An inert, once-magical construct creature
4. A dead, half-devoured wizard. DC 13 Perception or Survival check: large feline tracks lead away

Behavior

1. Hungry; attacks any creature that displays magical energy
2. Gnawing on a magic item, such as a *continual flame* torch or a *+1 wand of the war mage*
3. Not currently hungry, but follows travelers at a distance
4. Apparently friendly; wants to play

ENCANTHER

CHALLENGE 1

MEDIUM MONSTROSITY

200 XP

AC 13

HP 30 (4d8 + 12; bloodied 15)

Speed 30 ft., fly 30 ft.

Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +3, Dex +4, Con +4, Int –4, Wis +1, Cha –1

Damage Resistances force, necrotic, radiant; damage from magical weapons

Senses darkvision 30 ft., passive Perception 11

Languages —

Magic Detection. The encanther can detect by smell magic items, magical spell effects, creatures with the Spellcasting trait, and magical constructs within 120 feet of it.

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

ACTIONS

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



Disenchanting Bite (3/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target suffers one of the following effects of the encanther's choice:

- If the target has the Spellcasting feature, it loses its lowest-level spell slot or a daily use of one spell.
- A spell of 3rd level or lower on the target ends.
- A consumable magic item, such as a potion or scroll, in the target's possession is destroyed.
- A permanent, non-legendary magic item in the target's possessions becomes nonmagical for 1 hour.

BONUS ACTIONS

Teleport. The encanther flaps its wings and magically teleports to a space it can see within 30 feet of it.

REACTIONS

Counterbite (1/Day). When a creature within 5 feet of the encanther casts a spell, the encanther makes a disenchanting bite attack against the target. On a hit, the spell fails, in addition to the bite's other effects.

Elite Recovery (While Bloodied). At the end of each of its turns, the encanther ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Illumination. The encanther casts dim blue light for 30 feet.

Magical Decay (While Bloodied). At the end of each of the encanther's turns, 1d4 energy motes appear in unoccupied spaces within 10 feet of the encanther, and the encanther takes damage equal to the number of energy motes that appear.

Combat

The encanther bites a creature or object that it can detect with its Magic Detection trait. It changes targets frequently, preferring sources of magic it hasn't sampled yet. It only bites a non-magical creature in self-defense.

Variant: Suffused Encanther

When an encanther feasts on a rich enough repository of magic, its very body starts to transform into magical energy. Such an encanther glows with a faint blue light. When it is seriously wounded, its body begins to dissolve into motes of living energy.

The suffused encanther is an elite monster, equivalent to two CR 1 monsters (400 XP). It has 60 (8d8 + 24; bloodied 30) hit points. It gains the following traits:

Arcanum

When an encanther uses its disenchanting bite, it leaves arcanum, a glowing blue dust, behind. For each level of spell or spell slot it cancels, it produces one pinch of dust. When it cancels a magic item, it leaves one pinch if the item is common, two if it is uncommon, three for rare, four for very rare, and five for legendary. Each pinch of arcanum is worth 1 gp, and 100 pinches weigh a pound.

Arcanum can be used on a one-for-one basis to replace the cost of a spell's consumed material component or to pay the monetary cost of creating a magic item.

Energy Motes



Energy motes are floating sparks of living energy that feed on life force.

Arcane Byproduct. Spellcasting is the act of bringing order to the chaos of magical energy. A spell's restraining effects on magic can persist for centuries or millennia—but entropy overcomes order in the end. Over time, as magical energy leaks from a long-lasting spell's effects, energy motes can coalesce. The nature of the spell determines the type of energy motes that spawn. As a preservation spell leaks energy, chronomotes form. Necromotes accumulate in an area under an unholy curse. Damaged magic items leak arcanomotes. Other types of magics might generate energy motes not described here, and complex magic can decay into multiple types of energy motes.

Arcane Pests. From a distance, energy motes resemble a cloud of fireflies, but their intelligences are even more rudimentary than those of insects. They have no instincts beyond a hunger for the life energy of living creatures. Their life cycle, such as it is, is tied to their prey; when an energy mote takes a life, it spawns a new mote.

Individually weak, energy motes are considered nothing more than pests in well-regulated arcane environments. In highly patrolled magical places like schools and temples, even apprentices and acolytes are up to the task of removing the occasional wayward energy mote. However, in unexplored dungeons and long-forgotten sub-basements, they can accumulate in deadly numbers and drain the life from even well-prepared would-be exterminators.

Energy Return. While energy motes steal life, they also return it. When an energy mote is destroyed, the creature that destroys it is flooded with a burst of arcane power. This can manifest in multiple ways, granting a creature a burst of speed, supernatural vitality, or magically enchanted weaponry.

Aberrant Nature. An energy mote doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or less False rumor: Magical sites often generate magical glowy lights. Don't worry, they're harmless.

DC 10 Floating spheres of light sometimes form in high-magic areas. They are pretty but dangerous.

DC 15 When an energy mote attacks a creature, it drains its life, but when you kill a mote, you receive energy in return.

Energy Mote Encounters

Energy motes are found near long-lasting magic spells, especially ones that are fading.

CR 0–2 2d4 energy motes

Treasure ancient clay jar containing *spell scrolls* of *false life* and *magic weapon*

CR 3–4 will-o-wisp or shadow with 2d4 energy motes

Treasure defective, guttering *flame tongue longsword* (instead of an extra 2d6 fire damage, the sword deals an extra 1d6 – 3 fire damage, minimum 0)

Wilderness and Underground Signs

1–3	Permanent magical effect, from a spell such as *continual flame*, *guards and wards*, *hallow*, or *programmed illusion*. The effect periodically flickers and emits arcane sparks.
4	Broken *berserker greataxe* emitting flickering light (when you attack with this weapon and roll a 1 on the attack roll, 1d4 arcanomotes appear)
5	Magic table set with a self-regenerating feast (whenever a meal is consumed, 1d4 chronomotes appear)
6	Basin of unholy water that deals 1d4 necrotic damage to those who drink it (1d4 necromotes appear after each drink)

Arcanomote

The arcanomote glows with a cool blue light, in which flickering, unfamiliar sigils can sometimes be seen. Arcanomotes swarm around incomplete spell effects and damaged magic items.

ARCANOMOTE CHALLENGE 1/8
TINY ABERRATION 25 XP

AC 11
HP 5 (2d4; bloodied 2)
Speed 0 ft., fly 30 ft. (hover)
Initiative Dex +1 (11), Insight −2 (8), Perception −2 (8)

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

Proficiency +2; **Maneuver DC** 11
Saving Throws Str −2, Dex +1, Con +0, Int −5, Wis −2, Cha −3
Damage Immunities necrotic, poison
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses passive Perception 8
Languages —

Death Enchantment. When the arcanomote is destroyed by a manufactured weapon or piece of ammunition, the weapon or ammunition becomes magical for 1 hour. While this effect lasts, attacks with the weapon or ammunition have a +1 bonus to attack and damage rolls. Multiple Death Energy effects on the same weapon or ammunition stack, up to a maximum +3 bonus.

Detect Life. The arcanomote magically senses the general direction of living creatures within 90 feet of it.

Half Life. While more than 90 feet from the magical effect that spawned it, there is a 50 percent chance each hour that the arcanomote is destroyed.

Illumination. The arcanomote sheds dim light in a 20-foot radius.

ACTIONS

Drain. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) necrotic damage. If this damage reduces a creature to 0 hit points, a new energy mote of the same type appears within 5 feet of the target.

Combat

The arcanomote approaches and attacks the closest living creature it can sense with Detect Life. It ignores constructs, elementals, and undead. When a creature moves out of the range of its Detect Life trait, the arcanomote ignores the creature.

Variant: Chronomote

Chronomotes flash with red light. They are a byproduct of magic that seeks to alter the flow of time. Chronomotes form wherever alchemists try to perfect potions of youth or liches labor over spells that grant them immortality.

Instead of Death Enchantment, the chronomote has the following traits:

Blink. When the chronomote moves, it warps time so that it appears to teleport. The chronomote's movement doesn't provoke opportunity attacks.

Death Blur. When a creature destroys the chronomote, the creature can immediately move up to half its speed and make a single weapon attack. A creature can't gain this benefit more than once if it kills multiple chronomotes with the same effect or attack, but it can benefit multiple times on the same turn.

Variant: Necromote

Chronomotes glow purple. When an ancient curse is finally broken, one or more necromotes might form.

Instead of Death Enchantment, the necromote has the following traits:

Death Life. When a creature destroys the necromote, that creature gains 4 temporary hit points. If the creature already has temporary hit points from a necromote, its temporary hit points increase by 4, up to a maximum of 12.

Eternal Knights

Not all knights simply ride horses or participate in jousting tournaments—some bear the burden of a quest they can never complete.

Bound Immortals. Eternal knights are immortal creatures cursed to perform an infinite succession of duties or driven beyond death by something greater still. Whether they know it or not, every eternal knight is an avatar of a greater entity, tasked as much by destiny as by the gods themselves.

Quests Unending. Though powerful themselves, eternal knights know the value of allies. Adventurers that help them complete their tasks are sometimes blessed with one of the knight's signature armaments. Anyone equipped with such an armament is said to wield incredible power.

Eternal Knight Encounters

Eternal knights are almost always encountered fighting a terrible foe, on the trail of their quarry, or otherwise in the middle of an adventure of their own.

CR 6–10 silver knight; silver knight with bolt-thrower or flying sword; primordial knight; primordial knight with 2 to 4 mephits (dust, ice, magma, spark, or steam); gold knight

Treasure 550 gp, 500 sp, 2 black pearls (worth 500 gp each), *knight's silver amulet* (silver knight) or *knight's primordial belt* (primordial knight)

CR 11–16 gold knight with 2 scouts; 2 silver knights; primordial knight with elemental (air, earth, fire, or water); decay knight; gold knight with pegasus; decay knight with ghoul; decay knight with 2 ghasts

Treasure 3 gemstones (worth 500 gp each), *knight's golden helm* (gold knight) or *knight's rusted plate* (decay knight) or *knight's primordial belt* (primordial knight) or *knight's silver amulet* (silver knight), *potion of heroism*, 4 *elemental gems* (one of each elemental)

CR 17–22 decay knight and wight or zombie knight; 3 silver knights; primordial knight with 2 mephits and 2 elementals; 2 gold knights; decay knight with banshee and zombie knight; 2 silver knights with 5 bolt-throwers

Treasure *knight's rusted plate, bag of devouring* or *impossible cube* (decay knight); *knight's golden helm*, *instant fortress* (gold knight); *knight's primordial belt, oil of etherealness, potion of gaseous form, staff of fire* (primordial knight); *knight's silver amulet, manual of guardians* (silver knight)

Legends and Lore

With a Culture or History check, characters can learn the following:

DC	DECAY KNIGHT	GOLD KNIGHT	PRIMORDIAL KNIGHT	SILVER KNIGHT
10	These undead knights are former blackguards, now rewarded with power that makes them incredibly resilient.	Tales of war are filled with stories of these winged warriors rescuing innocents.	Mages that focus on elemental magics both fear and respect these strange knights, paying them great deference.	The word of these warriors is inviolate—they truly say what they mean and mean what they say.
15	A decay knight's presence brings ruin to everything around it.	A holy knight elevated by the Upper Planes is gifted wings and greater power.	Every element of nature is at the disposal of these warriors, and they can travel anywhere.	These knights are masters of engineering and utilize their talents to help common folk.
20	Although it appears to be a work of necromancy, a viscous entity of evil puppets the knight's decaying body.	Every wound healed, enemy slain, and soul saved by these sacred warriors is dictated by their benevolent masters.	This knight is the personification of the elements themselves. Its appearance means events of great import are imminent.	An unusual animus drives these warriors—they possess minds of their own, granted not through magic but by artifice.



CR 23–30 primordial knight with 3 elementals; 2 gold knights with couatl; 4 silver knights with animated armor or hound guardian; 2 primordial knights with 2 elementals; 2 gold knights with pegasus and unicorn; 2 decay knights; 2 gold knights with couatl and 2 pegasuses; 5 silver knights

Treasure 500 gp, pouch of gemstones worth 1,500 gp, *knight's rusted plate, arrow of slaying, ring of regeneration* (decay knight); *knight's golden helm, horn of blasting, portable hole, ring of animal influence, rope of entanglement* (gold knight); *knight's primordial belt, dimensional shackles, gauntlets of summer, efreeti bottle, ring of shooting stars, staff of the woodlands* (primordial knight); *knight's silver amulet, folding boat or grappling gun, tome of understanding* (silver knight)

CR 31+ 2 primordial knights with 3 elementals; 4 silver knights with 4 bolt-throwers; gold knight with forgotten god, 2 couatls, and unicorn; 4 primordial knights with 4 mephits; decay knight with lich

Treasure 500 gp, pouch of gemstones worth 4,000 gp, knight's rusted plate, *infernal carapace*, *rod of entropy*, *spinal whip*, *star heart*, or *talisman of ultimate evil*; *knight's golden helm*, *celestial aegis* or *holy avenger*, *Ioun stone of absorption*, *marvelous pigments*, 3 *potions of supreme healing*, *scarab of protection*, *talisman of pure good* (gold knight); 300 gp, pouch of gemstones worth 200 gp, *knight's primordial belt*, *iron flask* or *orb of elsewhere*, *ring of elemental command*, *ring of spell storing*, *robe of stars* (primordial knight); 700 gp, pouch of gemstones worth 1,300 gp, *knight's silver amulet*, *How to Make Friends and Influence People*, *potion of flying*, *ring of telekinesis*, *sovereign glue*, *Tome of Leadership and Influence*

Eternal Equipment

A creature in possession of the *knight's golden helm, knight's primordial belt, knight's rusted plate, and knight's silver amulet* can attune to every item (instead of only three), although this uses three attunement slots. While attuned to all four items in this way, you gain the following benefits.

Magical Weapons. **You gain a +1 bonus to attack and damage rolls made with weapons.**

Eternal Vigilance. **You have 7 eternal points. You aren't incapacitated when you drop to 0 hit points, and you don't make death saving throws. Instead, when you take any amount of damage you reduce your eternal points by 1. When your eternal points are reduced to 0, you immediately die and the items are destroyed. Eternal points can never be restored, and if you reattune to the items your remaining eternal points are unchanged.**

Decay Knight

Blackguards with more hubris than humility are often fated to become avatars of destruction. This apotheosis makes the knight practically impossible to slay, as its soul is reduced to an evil-infused slurry that animates its corpse, transforming the knight into a puppet for the amusement of the malevolent deities that grant it such a "blessing."

Signs

1	Patches of blighted ground where the knight briefly rested
2	A stream befouled with filth and disease
3	The corpses of warriors branded with religious symbols, their equipment half-destroyed and remains partially consumed
4	Holy symbols bend slightly out of shape

Decay Knight Behavior

1	Marching doggedly forward, spreading blight in its wake
2	Shrouded in a hood and quietly shuffling through a settlement
3	Patrolling the area around a site of unholy blasphemy
4	Silently consuming the corpses of slain foes (bones and all)

Decay Knight Quests

1	Slay a child destined to play a pivotal role in protecting the Upper Planes
2	Corrupt a holy artifact protected in an Underworld shrine
3	Upend a war by sabotaging an essential supply line
4	Exterminate the flock of a holy deity and annihilate their sites of worship

Names

Annai, End, Nahll, Ooskrar



Knight's Rusted Plate

Armor (full plate), rare (requires attunement; cost 5,000 gp)
Crafting Components: Bones of a gold knight's wings

It's difficult to believe this rusted suit of armor can offer anything but cuts and disease, let alone protection. While you wear the armor, you gain an expertise die on attack and damage rolls made against celestials. In addition, your movement is never reduced by difficult terrain, and you gain immunity to the slowed condition.

DECAY KNIGHT

CHALLENGE 14
LEGENDARY MEDIUM OOZE
11,500 XP

AC 16 (knight's rusted plate)
HP 230 (20d8 + 140; bloodied 115)
Speed 25 ft., climb 25 ft., swim 25 ft.
Initiative Dex –2 (8), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (–2)	24 (+7)	14 (+2)	9 (–1)	9 (–1)

Proficiency +5; **Maneuver DC** 20
Saving Throws Str +7, Dex –2, Con +7, Int +7, Wis –1, Cha –1
Skills Athletics +12, Intimidation +4 (+1d8)
Damage Resistances cold, fire, lightning; slashing
Damage Immunities acid, necrotic, poison
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, poisoned, rattled, slowed, strife
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9
Languages Abyssal, Common, Infernal

Detect Magic. The knight senses a magical aura around any visible creature or object within 120 feet that bears magic.

Evil. The knight radiates an Evil aura.

Inexorable Step. The knight ignores difficult terrain.

Legendary Resistance (2/Day). If the knight fails a saving throw, it can choose to succeed instead, though more of its skin sloughs off each time. While the knight has no more uses of this trait, its Regeneration trait doesn't function.

Ooze Nature. The knight doesn't require air or sleep.

Regeneration. The knight regains 10 hit points at the start of each of its turns as long as it has at least 1 hit point.

Touch of Decay. A nonmagical weapon that the knight touches or that hits the knight corrodes after dealing damage, taking a permanent and cumulative –1 penalty to damage rolls. If this penalty reaches –5, the weapon is destroyed. Nonmagical ammunition is destroyed after dealing damage.

When the knight hits an unattended nonmagical object with a melee weapon attack, it destroys up to a 1-foot-square portion of the object. Nonmagical armor and shields used by a creature hit by the knight corrode, taking a permanent and cumulative –1 penalty to AC protection. If the penalty reduces an armor's AC protection to 10 or negates a shield's AC protection, the armor or shield is destroyed.

Whenever a magic item used by a creature is subjected to this trait, the creature must succeed on a DC 15 Charisma saving throw to resist the effect. On a critical success, the creature gains an expertise die on saving throws made against Touch of Decay for the next 24 hours. After a long rest, a magical item destroyed by the aura becomes broken.

ACTIONS

Multiattack. The knight makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage plus 6 (1d12) necrotic damage.

BONUS ACTIONS

Soulwithering Curse. The knight utters a malediction at a living creature within 60 feet that can hear it. The creature must succeed on a DC 15 Charisma saving throw or become slowed until the end of the knight's next turn.

LEGENDARY ACTIONS

The knight can take 2 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. It regains spent legendary actions at the start of its turn.

Decay's Touch. An object the knight can see is subjected to its Touch of Decay.

Trudge Ahead. The knight moves up to its Speed. Any damage the knight takes from opportunity attacks during this movement is reduced by half.

Bring Ruin (Costs 2 Actions). One object worn or carried by each creature the knight can see within 60 feet is subjected to its Touch of Decay.

Combat

The knight slows its fastest foe with Soulwithering Curse and grimly marches forward.

Gold Knight

When a holy knight of unshakeable faith distinguishes themselves in martyrdom, the gods may intervene, choosing for the sacred warrior's duties to never end. These heroes rise up clad in gold and winged like an angel, dedicated all the more to the sanctity of life.

Signs

1. The dawn begins just a bit sooner than normal
2. Objects of holy significance glow with a soft golden aura in the sunlight
3. Superlatively played melodies plucked from sublime chords float on the wind
4. The weather is absolutely perfect for the time of year

Knight's Golden Helm

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Last remains of a slain decay knight

Light dances along the Celestial words finely etched along this helmet's edges. While you wear this visored helm, you gain an expertise die on attack and damage rolls made against undead. You also gain darkvision to a range of 60 feet. If you already have darkvision, the range of your darkvision increases by 60 feet instead. In addition, you can use the following property:

Blinding Sight (Gaze). As a bonus action, choose a creature you can see within 20 feet. The target makes a Charisma saving throw against your maneuver DC. On a failed save, the target is blinded for 1 minute. At the end of each of its turns, the blinded creature can repeat the saving throw, ending the effect on a success. Once you have used this property, it can't be used again until the next dawn.

Golden Knight Behavior

1. Praying reverentially in a sacred site or church
2. Leading a crowd of newfound believers to a temple
3. En route carrying a message from the heavens through the sky
4. Healing the sick and tending the wounded

Gold Knight Quests

1. Seeking adventurers destined to help it in a cause for the Upper Planes
2. On its way to the wilderness lair of an evil dragon
3. Invading a castle of cultists to stake a vampire
4. Trying to break into a magically sealed tower to smite a fiend

Names

Adrais, Mykull, Serdren, Zephon

GOLD KNIGHT

CHALLENGE 10

LEGENDARY MEDIUM CELESTIAL

5,900 XP

AC 22 (+1 full plate, +1 medium shield)

HP 130 (20d8 + 40; bloodied 65)

Speed 30 ft., fly 30 ft.

Initiative Dex +2 (12), Insight +12 (22), Perception +8 (18)

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

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +5, Dex +6, Con +6, Int +5, Wis +4, Cha +5

Skills Athletics +9, Insight +8 (+1d8), Perception +8, Religion +5 (+1d8)

Damage Resistances necrotic, poison

Damage Immunities radiant

Condition Immunities charmed, confused, fatigue, frightened, rattled, strife

Senses darkvision 120 ft., truesight 20 ft., passive Perception 18

Languages Celestial, Common, Draconic

Golden Aura. While the knight is conscious, allies within 10 feet are immune to being charmed, frightened, or rattled.

Good. The knight radiates a Good aura.

Legendary Resistance (2/Day). If the knight fails a saving throw, it can choose to succeed instead, though its feathers molt each time. While the knight has no more uses of this trait, its fly speed is halved.

Radiant Weapons. The knight's weapon attacks deal an extra 3 (1d6) radiant damage (included below).

ACTIONS

Multiattack. The knight attacks twice with its longword and once with its shield.

+1 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) magical slashing damage plus 3 (1d6) radiant damage.

+1 Shield. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) magical bludgeoning damage plus 3 (1d6) radiant damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or fall prone.

Lay On Hands (5/Day). The knight touches a willing creature or itself. The target magically regains 15 hit points. Alternatively, the knight removes one disease or neutralizes one poison afflicting the target.

BONUS ACTIONS

Bless Ally. One creature within 30 feet gains a 1d6 expertise die on the next attack roll it makes before the end of the knight's next turn. On a hit, the creature also gains an expertise die on its damage roll.

REACTIONS

Protect Ally. When a creature the knight can see hits a creature within 5 feet of the knight, the knight negates all damage dealt by the attack. Until the start of the knight's next turn, the knight's AC is reduced by 3.

LEGENDARY ACTIONS

The knight can take 2 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. It regains spent legendary actions at the start of its turn.

Angelic Dash. The knight flies up to its Speed without provoking opportunity attacks.

Blinding Sight (Gaze). The knight targets a creature it can see within 20 feet. The target makes a DC 17 Charisma saving throw. On a failed save, the target is blinded until the end of its next turn.

Shield Bash. The knight attacks with its shield.

Combat

The knight concentrates on saving lives and preventing harm, blinding enemies that get in the way. When resolved to violence, it keeps allies close, healing and protecting as best it can.



Primordial Knight

Each of the principal Elemental Planes is protected by a warrior fated to intervene when planar danger rears. Primordial knights never number greater than four, and whenever one of them is slain they are instantly replaced by a new personification of their home's will (though it takes time for a newly born primordial knight to return to whatever quest was at hand).



Signs

1	The wind is tinged by the odor of dust touched by lightning—yet no storm is in sight
2	Corpses of brigands marked by blade wounds and elemental forces
3	A patch of ground scoured by acid, charred by flame and electricity, unsettled by thunder, and chilled by cold.
4	A warning in Common carved into the rock-face with lightning

Primordial Knight Behavior

1	Putting out a fire with chilling swings of its blade
2	Floating through the air while reading a book
3	Loudly arguing with mephits
4	Using lightning to carve warnings in Common on a prominent rockface

Primordial Knight Quests

1	Hunting down a hydromancer that might bring flooding to an entire region
2	Chasing a power-mad aeromancer about to unleash terrible storms
3	Working alongside a geomancer to close a rift to the Plane of Earth
4	Securing a slain pyromancer's fleeting spirit before the realm is set ablaze

Names

Ayo, Iwei, Oyi, Uwao

PRIMORDIAL KNIGHT

CHALLENGE 8
MEDIUM ELEMENTAL
3,900 XP

AC 16
HP 127 (17d8 + 51; bloodied 63)
Speed 30 ft., burrow 30 ft., fly 30 ft., swim 30 ft.
Initiative Dex +6 (16), Insight +4 (14), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	16 (+3)	13 (+1)	19 (+4)	6 (–2)

Proficiency +3; **Maneuver DC** 17
Saving Throws Str +3, Dex +6, Con +3, Int +1, Wis +4, Cha –2
Skills History +4 (+1d8), Nature +4 (+1d8)
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities fatigue, paralyzed, petrified, poisoned, prone, stunned, unconscious
Senses darkvision 120 ft., passive Perception 14
Languages Aquan, Auran, Common, Druidic, Ignan, Primordial, Sylvan, Terran

Attune Element. At the start of its turn, the knight chooses acid, cold, fire, lightning, or thunder damage. Until the start of its next turn, the knight's attacks deal an additional 5 (1d10) damage of the chosen damage type.

Earth Glide. The knight can burrow through nonmagical, unworked earth and stone without disturbing it.

Elemental Nature. The knight doesn't require air, sustenance, or sleep.

ACTIONS

Multiattack. The knight makes three attacks.

Elemental Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 5 (1d10) energy damage (see Attune Element).

Elemental Blast. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 15 (2d10 + 4) energy damage (see Attune Element).

Unleash Nature (Recharge 6). The knight unleashes primordial energy in a 30-foot radius. Each creature in the area other than the knight makes a DC 15 Dexterity saving throw, taking 9 (2d8) acid, 9 (2d8) cold, 9 (2d8) fire, 9 (2d8) lightning, and 9 (2d8) thunder damage on a failure or half damage on a success.

BONUS ACTIONS

Elemental Familiar (Recharge 6). The knight conjures a **dust mephit**, **ice mephit**, **magma mephit**, **spark mephit**, or **steam mephit** that appears in an unoccupied space the knight can see within 20 feet. The mephit remains until it or the knight dies, or until the knight dismisses it as a bonus action or uses this ability again. The mephit is utterly loyal and acts on the knight's turn.

REACTIONS

Elemental Burden. When the knight hits a target with its elemental blade attack, it inflicts an additional effect determined by the type of extra energy damage dealt by the attack.

Acid: The target takes 3 (1d6) ongoing acid damage. A creature can use an action to douse the target with at least 1 Supply worth of water, ending the ongoing damage.

Cold: If the target is a creature, it must succeed on a DC 15 Charisma saving throw or be slowed for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

Fire: The target takes 5 (1d10) ongoing fire damage. A creature can use an action to put out the flames, ending the ongoing damage.

Lightning: If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the knight's next turn.

Thunder: If the target is a creature, it must succeed on a DC 15 Strength saving throw or be deafened and rattled for the next minute.

Combat

The knight tries to ambush targets. It sinks into the earth or floats into the sky in between debilitating its toughest enemy. Once a foe is covered in acid or wreathed in flames, it moves to the next, trusting the corrosion and fire to finish off opponents.

Knight's Primordial Belt

Wondrous item (belt), uncommon (requires attunement; cost 500 gp)
Crafting Components: Broken elemental blade

Elemental forces subtly swirl on the front clasp of this ancient leather belt. While wearing the belt, you gain an expertise die on attack and damage rolls made against elementals. In addition, each time you attune to the belt, choose acid, cold, fire, lightning, or thunder damage. You gain resistance to the chosen type until you attune to the belt again.

Silver Knight

Most people find silver knights unsettling—they are strange in how they talk and walk, never eat or rest, and display curiosity about the most mundane things. What common folk fail to realize is that there is no flesh behind these warriors' visored helms, only mechanisms of wondrous design. When an inventor has proven superlative at their craft, the gods of artifice guide their hands, aiding in the creation of a unique being wrought from gears and levers, yet with a mind as fertile as any child's. These automatons are motivated by forces they can't comprehend, driven to complete quests that are hard-wired into the very core of their nascent minds. It can take decades or longer for a silver knight to understand what it is and what that means, but as soon as it does it accepts responsibility for its fellow constructs (be they thinking or otherwise), finding meaningful purpose in their protection.

Signs

1. Tracks that have been precisely retread time and time again
2. Bits of metal carefully fashioned for unknown purposes
3. Schematics scratched into stone
4. Drips of slippery black grease and the echo of whirring, measured steps

Knight's Silver Amulet

Wondrous item (amulet), uncommon (requires attunement; cost 500 gp)

Crafting Components: Essential internal gear from a silver knight

This shining silver gear is strung around the neck with a resilient cord. While wearing the amulet, you gain an expertise die on attack and damage rolls made against constructs. In addition, you learn the Practiced Roll maneuver and don't need to spend exertion to activate it.

Silver Knight Behavior

1. Practicing martial discipline with complex maneuvers and precise strikes against an imaginary opponent
2. Patrolling an area in a strict routine or marching forward in an unerringly straight line
3. Crouched on the ground, carefully evaluating some clue or set of tracks
4. Collecting the remains of destroyed constructs

Silver Knight Quests

1. Searching for parts to recreate an unusual device
2. Upgrading a settlement's irrigation system or other infrastructure
3. Destroying one or more constructs run amok
4. Tracking down an inventor famed for making incredible machines

Names

Mechari, Sir Cogsley, Teesevn, Widget

SILVER KNIGHT

CHALLENGE 6
MEDIUM CONSTRUCT
2,300 XP

AC 20 (full plate, medium shield)
HP 66 (7d8 + 35; bloodied 33)
Speed 40 ft.
Initiative Dex +0 (10), Insight +1 (11), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	15 (+2)	12 (+1)	9 (–1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +3, Con +5, Int +5, Wis +4, Con –1
Skills Athletics +7, Engineering +5 (+1d4), Investigation +5, Perception +4, Survival +4
Damage Resistances cold, fire, thunder; damage from nonmagical weapons
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned, strife

Senses darkvision 120 ft., passive Perception 14
Languages Common, Draconic, Dwarvish, Gnomish

Clockwork Nature. The knight doesn't require air, sustenance, or sleep, and it is immune to disease.

Immutable Form. The knight is immune to any effect that would alter its form.

ACTIONS

Multiattack. The knight attacks twice with its longword and once with its shield.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

BONUS ACTIONS

Practiced Roll. The knight moves up to 20 feet without provoking opportunity attacks.

REACTIONS

Reverse Lock. When a creature the knight can see damages the knight with a melee attack, the knight uses the Disarm basic maneuver against that creature.

Combat

The knight targets spellcasters first, brutally knocking them prone with a shield bash and then savaging them with longsword attacks. Once bloodied, the knight fights defensively or uses Practiced Roll to make a quick escape (it can usually Sprint away from any foe and prefers fighting on open ground for that purpose).



Fog Mime

The fog mime is a giant, misty fog creature that has an elongated body, two arms with wispy-fingered hands, and no discernible legs. More mischievous than mean-spirited, this elemental is nonetheless dangerous, and often deadly, to those who encounter it.

Airless Antics. Fog mimes can create cubes of solid fog in which creatures that need to breathe eventually suffocate. Oblivious to the harm they cause, fog mimes are constantly in search of playmates who can do that funny dance routine (death by asphyxiation can get quite animated) without such a permanent finale.



Out of the Mist. Drawn to places of heavy mist, fog mimes are found in dense jungles, rain forests, and lagoons. Sometimes, they are even summoned alongside spells that conjure magical mists, much to the surprise of the summoner and the delight of the fog mime.

Elemental Nature. A fog mime doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: Fog is inherently dangerous. You should never go outside on foggy days, and if you do you must wear a scarf.

DC 10 A fog mime is an elemental from the Plane of Air.

DC 15 A fog mime has little grasp on the realities associated with being an air-breathing creature.

DC 20 Playing dead might save your life when confronted with a fog mime.

Fog Mime Encounters

Fog mimes are native to the Elemental Plane of Air but can appear in mist on any plane.

CR 5–10 fog mime; fog mime with 2 or 3 steam mephits; fog mime with air elemental or ghost
Treasure 20 pp, 400 gp, mithral band worth 250 gp

Signs

1. An unusually thick fog obscures vision in the area
2. One or more corpses found with no visible wounds
3. Wisps of fog outstretched like fingers
4. Whispering wind recognizable as Auran by creatures that know the language

Behavior

1 Immediately creates a Fog Cube centered on the lead member of the party

2 Floating despondently in the mist after losing yet another playmate

3 Intently watching a creature enveloped in its Fog Cube

4 Flying playfully on wind currents

Names

Haaahssash, Shssshrii, Whuhheheh

FOG MIME — CHALLENGE 5

HUGE ELEMENTAL — 1,800 XP

AC 15

HP 95 (10d12 + 30; bloodied 47)

Speed 0 ft., fly 90 ft. (hover)

Initiative Dex +5 (15), Insight −3 (7), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	6 (−2)	4 (−3)	6 (−2)

Proficiency +3; **Maneuver DC** 16

Saving Throws Str +2, Dex +5, Con +3, Int −2, Wis −3, Cha −2

Skills Perception +0, Stealth +8

Damage Resistances lightning; damage from non-magical weapons

Damage Immunities poison

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 120 ft., passive Perception 10

Languages Auran

Fog Form. The fog mime can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The fog mime makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage.

Wall of Fog. The fog mime magically creates an opaque wall of dense fog within 60 feet. The wall is a vertical barrier and can be free floating or resting on a solid surface. It is a flat surface 20 feet high, 50 feet wide, and 1 foot thick. It lasts up to 10 minutes and ends early if the fog mime dies, if the fog mime uses Wall of Fog again, or if the fog mime dismisses it as a bonus action.

While the wall overlaps a creature's space, the creature is blinded by the fog until it moves to one side of the wall.

The wall can be destroyed with *dispel magic* as if it were a 5th-level spell or by being dealt at least 25 force damage at once. It is otherwise immune to damage.

A creature can pass through the wall, albeit slowly and awkwardly; doing so costs an amount of movement equal to half the creature's speed.

Fog Cube (Recharge 5–6). The mime creates a cube of magical fog that fills a space it can see within 60 feet. The cube can be up to 50 feet on a side. Nothing can be seen or heard through the cube. The cube can be destroyed with *dispel magic* as if it were a 5th-level spell or by being dealt at least 50 force damage at once. It lasts up to 10 minutes and ends early if the fog mime dies, if the fog mime uses Fog Cube again, or if the fog mime dismisses it as a bonus action.

The fog is thick and viscous and is considered difficult terrain. Any creature, aside from the fog mime, that is partially or completely inside the cube's area when it appears, or that enters or starts its turn inside the cube, makes a DC 14 Wisdom saving throw. On a successful save, a creature can use its reaction to move up to half its speed in a straight line, possibly escaping the area. A creature that fails the saving throw or that doesn't escape the area is trapped inside the cube.

While trapped inside the cube, the creature can't see, hear, or breathe (unless it can breathe water), and is restrained. On each of its turns, the creature can use an action to make a DC 14 Wisdom check. If it is holding its breath or suffocating, it makes this check with disadvantage. On a success, the creature is no longer restrained.

Combat

The fog mime intends no evil but does harm nonetheless, using Fog Cube on interesting passers-by. If attacked, it raises a Wall of Fog between itself and as many attackers as possible. It then makes slam attacks against any creature that comes within range. The fog mime centers a Fog Cube on particularly aggressive enemies.

Fungus

Underground caverns and mist-bound forests teem with oversized fungi of all colors and descriptions, from tree-sized mushrooms to fungal shelves that form natural stairways up cliffsides. Most such fungi are perfectly harmless. However, among these multicolored mycelia lurk predatory fungi—blind hunters that ambush passing creatures.

Children of Rhiz'Quethar. Many intelligent fungus creatures, such as arcanocordyceps and crimson sporecaps, defend predatory fungi with their lives, considering them sacred to the reborn god Rhiz'Quethar.

Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 5 or less False rumor: All large fungi are safe to eat.

DC 15 There are many varieties of predatory fungi. Bell jars look like giant wine glasses and trap prey under transparent globes. Cave trawlers look like flying jellyfish. Weepmould is an ambulatory mushroom that trails gooey slime.

DC 20 A bell jar's electrified surface can paralyze prey. Cave trawlers are dangerously explosive when exposed to fire. Weepmould slime is sticky and can trap prey.

Fungus Encounters

Fungi favor dark, moist environments such as caverns and dungeons. Mushroom forests sometimes bloom in foggy places.

CR 0–2 cave trawler
Treasure 150 gp scattered among a patch of Tiny mushrooms

CR 3–4 weepmould; 2 cave trawlers; cave trawler with 1d4 greenwood children or shriekers
Treasure ceremonial breastplate (worth 500 gp)

CR 5–10 huge weepmould; 1 or 2 bell jars
Treasure 100 pp, bag of beans containing 3 beans (a percentile roll of 30 or less causes a hostile bell jar or weepmould to grow)

Bell Jar Signs

1	Circular ring on the ground, like a 5-foot-diameter sucker mark, with a skeleton lying inside
2	Singed, half-devoured corpse
3–4	Floating spores

Cave Trawler Signs

1	Pile of bones and rags next to the remains of a burnt-out torch
2	Membranous sac with sticky tendrils spiked to the ground by a fallen branch or stalactite. DC 20 Nature check: the sac is the desiccated remains of a cave trawler
3	Burn marks indicate a recent explosion
4	Rotting animal corpse wrapped in a sticky tendril

Weepmould Signs

1	Bundle of hair and skin that on closer inspection proves to be a boneless rodent corpsev
2	Gleaming sword dotted with a few spots of corrosion
3	White scar on a wall or cliffside outlining the shape of a warrior with sword upraised
4–6	Trail of sticky green goo coats the ground

Bell Jar

These slender, tree-high fungi native to mushroom forests resemble immense crystal goblets. Mirage-gray stalks hold aloft translucent cups. When a creature walks near the bell jar, its stalk bends and the crystalline cup snaps down over its prey like a glass over an insect. A trapped creature falls victim to sleep spores within the cup or shocks itself trying to escape the bell jar's electrified body.

BELL JAR CHALLENGE 5
MEDIUM PLANT 1,800 XP

AC 17 (natural armor)
HP 112 (15d8 + 45; bloodied 56)
Speed 0 ft.
Initiative Dex +3 (13), Insight –2 (8), Perception –2 (8)

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

Proficiency +3; **Maneuver DC** 16

Saving Throws Str +5, Dex +3, Con +3, Int –5, Wis –2, Cha –5

Damage Vulnerabilities thunder

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Electrified Surface. A creature that touches the bell jar or hits it with a metal melee weapon takes 9 (2d8) lightning damage.

False Appearance. While motionless, the bell jar is indistinguishable from a normal fungus.

Tall Stalk. The bell jar's stalk occupies a 5-foot-square space, but the bell jar is 50 feet tall. It is considered Gargantuan for effects related to vertical size. The bell jar's cup is part of the bell jar and can be attacked by creatures inside or outside the cup.

ACTIONS

Cup Catch. The bell jar bends over and slams its cup over a 5-foot-diameter space on a flat surface within 30 feet of it, enclosing creatures and objects inside. Each creature entirely in the space makes a DC 14 Dexterity saving throw. On a success, a creature can use its reaction to move up to 5 feet out of the area. A creature that fails the saving throw or that doesn't move is trapped.

Until the bell jar lifts its cup, which it can do as a bonus action, it can't use Cup Catch again. As an action, a creature can make a contested Strength check against the bell jar, freeing itself or another creature if it wins the contest but subjecting itself to Electrified Surface. While the bell jar is bloodied, a trapped creature can use an action to make a contested Dexterity check against the bell jar, escaping through a chip or crack in the cup if it wins the contest.

Slam. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage. Whether the attack hits or misses, creatures and objects trapped under the bell jar's cup are freed.

Shock Spores. Electrified spores spray the areas within 10 feet of the bell jar and its cup (not including the inside of its cup). Each creature in those areas makes a DC 15 Constitution saving throw, taking 22 (5d8) lightning damage on a failure or half damage on a success.



Stun Spores. Each creature inside the bell jar's cup makes a DC 14 Constitution saving throw. On a failed save, the creature takes 18 (4d8) necrotic damage and is stunned until the end of its next turn. The bell jar regains hit points equal to the necrotic damage dealt.

Combat

The bell jar traps a creature in its cup. It uses Shock Spores when more than one creature is within range and Stun Spores when it has a creature trapped. Otherwise, it uses Cup Catch or makes slam attacks.



Bell Jar Variant: Bell Jar Cluster

Some bell jar stalks branch into three cups.

The bell jar cluster is an elite monster, equivalent to two CR 5 monsters (3,600 XP). It has 225 (30d8 + 90; bloodied 112) hit points and the following additional trait:

Cup Cluster. The cluster has three cups, each of which can be in a different 5-foot space. When it uses Shock Spores or Stun Spores, it affects creatures in range of all its cups.

The cluster has the following additional actions:

Multiattack. The cluster uses Cup Catch or Cup Slam twice, each time with a different cup. While bloodied, it instead does so three times.

Elite Recovery (Bloodied Only). The cluster ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Cave Trawler

Floating in the darkness, the cave trawler resembles a mossy jellyfish. It uses its long, sticky tendrils to scoop up unsuspecting creatures. Cave trawlers instinctively avoid fire and won't approach within 10 feet of a torch or lantern.

CAVE TRAWLER CHALLENGE 2
LARGE PLANT 450 XP

AC 8
HP 45 (7d10 + 7; bloodied 22)
Speed 5 ft., fly 40 ft. (hover)
Initiative Dex −2 (8), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (−2)	12 (+1)	3 (−4)	14 (+2)	1 (−5)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex −2, Con +1, Int −4, Wis +2, Cha −5
Skills Stealth +0 (+1d6)
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —

Flammable. The first time the cave trawler takes fire damage, it catches fire. While on fire, the cave trawler takes 7 (3d4) ongoing fire damage. At the end of each of the cave trawler's turns, reduce the ongoing damage by removing any die that rolled a 3 or 4. When you remove the last ongoing damage die in this way, the cave trawler dies and explodes. Each creature within 20 feet makes a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half damage on a success.

ACTIONS

Ensnaring Grasp. Melee Weapon Attack: +5 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the trawler can't use Ensnaring Grasp on a different creature.

Combat

The cave trawler floats motionless 10 feet or more off the ground. When it detects a Medium or smaller creature, it makes an ensnaring grasp attack and flies upwards to devour its prey in safety.

Weepmould

Also called a snotshroom, a weepmould is an eight-foot-tall toadstool that continuously secretes a toxic, green goo.

WEEPMOULD

CHALLENGE 4
LARGE PLANT
1,100 XP

AC 10
HP 76 (8d10 + 32; bloodied 38)
Speed 20 ft., climb 20 ft.
Initiative Dex +0 (10), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	1 (−5)	14 (+2)	1 (−5)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +0, Con +4, Int −5, Wis +2, Cha −5
Condition Immunities blinded, charmed, deafened, fatigue, frightened, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —

Adhering Slime Trail. The weepmould leaves a trail of green, adhesive slime as it moves. The trail is as wide as the weepmould's space and is difficult terrain. The first time a creature other than a weepmould enters or moves through the slime on a turn, the creature must succeed on a DC 14 Strength or Dexterity saving throw (the creature's choice) or be restrained by the slime. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature on a success.

ACTIONS

Tendrils. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one restrained creature. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 13 (3d8) necrotic damage, and the weepmould regains hit points equal to the necrotic damage dealt.

Rushing Movement. The weepmould moves up to twice its speed.

Slime Explosion. The weepmould spurts slime at a point it can see within 40 feet. Each creature within 20 feet of that point makes a DC 14 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) acid damage and 7 (2d6) poison damage and is restrained by the slime. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature on a success. On a success, the creature takes half damage and isn't restrained.

REACTIONS

Retributive Gloop. When a creature within 10 feet hits the weepmould with an attack, the weepmould projects liquid slime at the creature. The creature is affected as if by Slime Explosion.

Combat

The weepmould moves straight towards a creature it can sense, preferring restrained creatures. It attacks a restrained creature with its tendrils, or uses Slime Explosion if a non-restrained creature is within 40 feet. Otherwise, it uses Rushing Movement to approach the nearest creature within 60 feet.

Variant: Huge Weepmould

Toward the end of their lives, weepmoulds swell in size. During this stage, they produce more slime than they can extrude. Eventually, a weepmould's life ends in a messy explosion.

The huge weepmould is CR 9 (5,000 XP). It is Huge and has 168 (16d12 + 64; bloodied 84) hit points. It can use Slime Explosion as a bonus action and has the following additional trait:

Explosive Slime. When the weepmould dies, it explodes. Each creature within 40 feet is affected as if by Slime Explosion.



Giant Ant

Giant ants might be natural residents of the wilds or the result of magical catastrophes. Hundreds of times larger than their smaller counterparts, they range in size from wolf-sized workers to queens as large as a house.

Hive Intelligence. Individual ants are somewhat mindless, and they can't communicate through language, but their ability to coordinate leads to a sort of emergent intelligence. Their nests are often excavated underground but might also be assembled from wood and leaves held together with silk from ant pupae or even built within existing, humanoid-made structures.

Castes. Giant ants usually consist of three castes: common workers that attack only if antagonized, mighty soldiers that protect workers and respond to aggression, and queens that produce eggs from safely inside the colony. Trolls sometimes treat worker ants as a buffet line, but the acidic bites of soldier ants work to scare them off.

Chemical Communication. Though their sight is poor, giant ants have an astounding ability to track scent and often share information by smearing chemicals on surfaces or releasing them into the air. Ants can follow the scent trails of fellow ants for up to three days. Alchemists sometimes synthesize these pheromones, giving them some measure of control over where ants go.

Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 5 or less False rumor: All of the abandoned ruins of old were made by giant ants.

DC 10 Giant ants usually consist of three castes: workers, soldiers, and queens.

DC 15 When a worker dies, it releases chemicals that alert soldier ants, which typically arrive from the colony in a matter of minutes.

DC 20 When a soldier dies, the chemicals it releases signal other ants to avoid the area. Should you attack a queen, however, the entire colony comes to her defense.

Giant Ant Encounters

Colonies of thousands of giant ants can strip bare areas as large as a county, and once a new queen claims her territory, her workers will often compete with humanoids for resources.

CR 0–2 1d4 giant ant workers

Treasure 100 Supply in the form of dead animals, fruit trees, or crates filled with humanoid food

CR 3–4 1d4 + 2 giant ant workers, plus 1 giant ant soldier that arrives 1 minute after the workers die

Treasure wagon with 300 Supply, mundane armor and weapons worth 200 gp, alchemist's supplies worth 150 gp

CR 5–10 2 giant ant soldiers escorting 2d6 giant ant workers

Treasure 500 Supply, trade goods worth 500 gp, four humanoid-made bee hives (each becomes a **swarm of insects** if the ants drop it)

CR 11–16 giant ant queen with 4 or 5 giant ant soldiers

Treasure 1,000 Supply, debris and corpses among which can be found 800 gp, pieces of jewelry worth 1,500 gp, *handy haversack*, *flicker dagger* or *gem of seeing*

Signs

1. Plundered granaries with a lingering smell like acrid vinegar
2. Cattle and hens carried off en masse
3. Fresh battlefield mysteriously stripped of corpses
4. Distant, high-pitched warbling that emanates from a tower-sized cone of loose earth

Giant Ant Worker

While giant ant workers can fight, their primary purpose is to gather food, construct habitats, and perform similar labor for the colony.

GIANT ANT WORKER

CHALLENGE 2
HORDE MEDIUM BEAST
180 XP

AC 15 (natural armor)
HP 12 (bloodied 6)
Speed 30 ft., climb 20 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +2, Con +2, Int −5, Wis +2, Cha −4
Senses blindsight 10 ft., passive Perception 12
Languages —

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) slashing damage. On a critical hit, the target is grappled (escape DC 13)

Giant Ant Worker Variants: Worker Specialists

The countless species of giant ant have developed diverse methods of self defense. Instead of grappling on a natural 20, consider one of these alternatives.

Giant Fire Ant. These ants use pain to drive off predators. On a critical hit, the target takes an extra 3 (1d6) fire damage and must succeed on a DC 12 Constitution saving throw or be incapacitated until the start of the ant's next turn.

Giant Glue Ant. These ants give their lives to protect the colony. On a critical hit, the ant's head explodes with toxic adhesive. The ant dies, and the target is restrained by the adhesive. While restrained, the target takes 3 (1d6) ongoing poison damage. A creature can use an action to make a DC 12 Strength check, ending the restrained condition on itself or another creature on a success.

Giant Tree Ant. High up in jungle canopies, these ants let gravity deal with intruders. On a critical hit, the target is pushed 10 feet and flipped 10 feet in the air (taking falling damage if appropriate).



Giant Ant Soldier

Soldier ants defend the colony, hurrying to protect threatened workers or the colony's queen.

GIANT ANT SOLDIER CHALLENGE 3
LARGE BEAST 700 XP

AC 19 (natural armor)
HP 45 (6d10 + 12; bloodied 22)
Speed 40 ft., climb 25 ft.
Initiative Dex +2 (12), Insight –1 (9), Perception –1 (9)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +2, Con +2, Int –5, Wis –1, Cha –4
Damage Resistances acid
Senses blindsight 10 ft., passive Perception 9
Languages —

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

ACTIONS

Multiattack. The ant makes one bite attack and one thrash attack

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

Thrash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Giant Ant Soldier Variants: Soldier Specialists

The countless species of giant ant have developed diverse types of self defense.

Giant Trapjaw Ant. This ant clings onto its target for dear life…and into death. Replace its bite attack with the following:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ant can't bite a different creature. When the ant dies, its head detaches from its body and remains attached to the target. While the head is attached, the target's speed is halved. A creature can use an action to make a DC 13 Strength check, detaching the head from itself or another creature on a success.

Giant Troll Ant. This ant has feasted on troll flesh. It loses its resistance to acid damage, and Its bite doesn't deal acid damage. It has the following additional trait:

Regeneration. The ant regains 5 hit points at the start of its turn if it has at least 1 hit point and hasn't taken acid or fire damage since the end of its last turn.

Giant Ant Soldier Variant: Giant Ant Steed

Fearless and sure-footed, giant ants make excellent mounts in high mountains and deep caverns.

A giant ant steed is a heroic monster with the ability to gain up to 10 monster levels. It gains the following traits:

Heroic Hit Dice. Each time the ant gains a monster level, it gains one d10 Hit Die, and its hit point maximum increases by 10.

Heroic Proficiency. The ant's proficiency bonus is equal to 2 + one-fourth its monster level (rounded down). The ant adds its proficiency bonus to attack rolls, its Maneuver DC, and any skills or saving throws in which it is proficient.

The ant gains the following heroic features:

HEROIC FEATURES

Level 1: ***First Blood.*** The first time the ant deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: ***Beast of Burden.*** The ant can carry up to 1,330 pounds without being encumbered.

Level 8: ***Digger.*** The ant gains a burrow speed of 15 feet. It can use this speed while a creature rides it.

Level 10: ***Pincers***. When the ant hits a Medium or smaller creature with its bite attack, the target is grappled (escape DC equal to the ant's Maneuver DC). While grappling a creature, the ant can't make bite attacks against a different target.

GIANT ANT QUEEN

CHALLENGE 3
ELITE HUGE BEAST
1,400 XP

AC 16 (natural armor)

HP 126 (12d12 + 48; bloodied 63)

Speed 20 ft.

Initiative Dex +0 (10), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 14

Saving Throws Str +4, Dex +0, Con +4, Int −2, Wis +2, Cha −2

Damage Resistances acid

Senses blindsight 10 ft., passive Perception 12

Languages —

Chemical Marks. The queen can release special pheromones that chemically mark creatures. A chemical mark lasts for 1 minute, until the mark is washed off (such as with a *prestidigitation* cantrip), or until the queen applies another chemical mark. When the queen applies a mark, it can choose between the following:

Destroy. When an ant other than the queen hits the target with a weapon attack, the ant deals an extra 4 (1d8) damage.

Avoid. Ants other than the queen are frightened of the target. While frightened in this way, the ants have advantage on saving throws against the target's spells and abilities, and the target has disadvantage on attacks against the ants.

Elite Recovery (While Bloodied). At the end of each of its turns, the queen ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

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

ACTIONS

Multiattack. The queen makes a bite attack and uses either Chemical Spray or Command.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is chemically marked.

Chemical Spray. The queen sprays acid in a 10-foot-long, 5-foot-wide line. Each creature in the area makes a DC 14 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) acid damage and is chemically marked.

Command (While Bloodied). One ant within 15 feet of the queen uses its reaction to move up to its speed and take an action.

REACTIONS

Defensive Pheromones (While Bloodied). .When a creature within 15 feet that the queen can see attacks the queen, the queen sprays the creature with a cloud of pheromones. The creature makes a DC 14 Constitution saving throw. On a failed save, the creature takes 4 (1d8) poison damage and is chemically marked.

Giant Ant Queen Variants: Royal Battlers

Ant queens use a multitude of strategies to protect themselves and their colonies.

Giant Hive Mind Queen. The queen and all the members of its colony have an Intelligence of 6 or higher and might be able to learn a language. Workers and soldiers have a hard time using tools individually but develop fascinating weapons (like mandible-mounted blades) and contraptions that require three or more ants to operate (like drawbridges).

Giant Toxic Terror Queen. The queen's Chemical Spray doesn't mark. Instead, a creature that fails its saving throw is blinded, frightened, and rattled until the start of the queen's next turn, in addition to taking damage.

Gremlin



Gremlins are tiny, goblin-like creatures that delight in tinkering with tools, from the most complex mechanism to a simple sword or hammer. A non-working machine or tool is often said to be cursed by gremlins—and indeed, items touched by a wild gremlin almost always suffer from the attention.

Gremlin Infestations. Gremlins usually travel in packs, working together to infest a broken machine, trap, or junk pile. They gravitate towards novelty: they will happily abandon their current playthings to sneak into the gear of passing adventurers.While gremlins delight in disassembling devices, they are just as happy when fixing something broken. However, if it runs out of things to fix, even a "tame" gremlin will turn its attention to disassembly and sabotage.

Quasi-Real. Gremlins are most often found in the material world and on the Ethereal Plane. Gremlins can be magically summoned from other planes and even invested into magic trinkets such as finder gremlins (see *Trials and Treasures*). A summoned gremlin works steadily and industriously.

Legends and Lore

With an Arcana or Engineering check, characters can learn the following:

DC 5 or less False rumor: Gremlins are nothing but a myth used by lazy engineers to explain their failures.

DC 10 If a device isn't working, it might have been sabotaged by a gremlin.

DC 15 Gremlins are tiny, mischievous creatures from the Ethereal Plane.

DC 20 When a gremlin would be killed, it sometimes turns into a grimlin—a stronger and entirely more malevolent creature.

Gremlin Encounters

Gremlins are found only in the presence of mechanisms and manufactured items, the more complex the better.

CR 0–2 gremlin
Treasure 150 gp worth of tools and supplies for a trade such as alchemy or glassblowing

CR 3–4 1d4 + 4 gremlins; 2 rust monsters with 1d4 gremlins; 1 or 2 grimlins
Treasure blacksmith's tools, breastplate, spyglass (all cursed)

Signs

1–2	Broken and non-functional tools and weapons
3	Traps that spring at the wrong time
4	Every door without a lock is stuck shut, and every door with a lock is unlocked

Behavior

1	Lying in wait for creatures with gear to curse
2	Banging broken tools against bits of scrap metal
3	Sabotaging a device with moving parts, such as a cart or chest
4	At the behest of its summoner, faultlessly operating a complex device like a clock or trap

Names

Blip, Botch, Bungle, Foo, Fritz, Snafu

GREMLIN

CHALLENGE 1/4
50 XP

TINY FEY

AC 13
HP 2 (1d4)
Speed 30 ft., climb 30 ft.
Initiative Dex +3 (13), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str –1, Dex +3, Con +0, Int –2, Wis +0, Cha –1
Skills Engineering +5 (+1d6), Stealth +5 (+1d6)
Senses darkvision 30 ft., passive Perception 10
Languages Gremlin, understands but can't speak Common

Nimble Fingers. When the gremlin would make an Intelligence check to repair or disable a mechanical device, it can use Dexterity in place of Intelligence.

Quasi-Real. When damage would reduce the gremlin to 0 hit points, it makes a DC 10 Constitution saving throw. On a successful save, the gremlin is reduced to 1 hit point and can use its reaction to use Teleport. On a failure, the gremlin dies.

ACTIONS

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

Sabotage. The gremlin curses an object within 5 feet. If the item is carried or worn, its owner makes a DC 13 Charisma saving throw to avoid the curse. On a failed save, or if the object is unattended, the object is magically cursed for 24 hours.

- If the item is a weapon, attacks made with the weapon have disadvantage.
- If the item is armor, attacks made against the wearer have advantage.
- If the item is a tool, ability checks made with the item have disadvantage.
- If the item is a device, such as a lock or trap, it doesn't function as intended (for instance, a lock lets every creature but the owner through; a trap triggers only when creatures leave its area; a vehicle only turns left).

The curse ends early if the gremlin curses a different object.

Teleport. The gremlin magically teleports to an unoccupied space it can see within 30 feet.

REACTIONS

Defensive Hex. When a creature the gremlin can see misses the gremlin with an attack, the gremlin magically forces the creature to reroll the attack, targeting a creature of the gremlin's choice within range. If the rerolled attack would be made with disadvantage, it is instead made with advantage.

Combat

The gremlin uses Sabotage against weapons used to attack it. It uses Teleport to flee if one of its allies is killed.

Variant: Grimlin

A gremlin that sabotages a magic item or trap can inadvertently be caught in an implosion of arcane energy that it itself triggered. If the gremlin survives the blast, it becomes a grimlin. The grimlin's fundamental nature changes: instead of being merely mischievous, a grimlin is malicious, delighting in harm as well as chaos.

The grimlin is CR 2 (450 XP) with 30 (12d4; bloodied 15) hit points. It has the following additional traits:

Chaotic Evil. The gremlin radiates a chaotic and evil aura.

Innate Spellcasting. The grimlin's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *prestidigitation, shocking grasp*
3/day each: *bestow curse, grease, heat metal, shatter*

The grimlin has the following additional actions:

Heat Metal (2nd-Level; V, S, M, Concentration). The grimlin heats a metal object within 60 feet. A creature touching the item takes 9 (2d8) fire damage when the spell is cast. On subsequent turns for 1 minute, the grimlin can use a bonus action to inflict the same damage. If a creature is holding the object, it must succeed on a DC 10 Constitution saving throw or drop the object. If it can't or won't drop the object, it has disadvantage on attack rolls and ability checks until the start of the grimlin's next turn.

Shatter (2nd-Level; V, S, M). A ringing sound fills a 10-foot-radius sphere emanating from a point the grimlin can see within 60 feet. Creatures in the area make a DC 14 Constitution saving throw, taking 13 (3d8) thunder damage on a failure or half damage on a success. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Unattended objects in the area also take the damage.

Greenwood Child

Curious eyes glint between the trees: the eyes of children with skin as green as the leaves they hide behind. No nation or fey court counts them among their number. They are grown things, plant life harboring wayward souls. They are the lost children, found and pitied by nature and reborn in the green.

Replanted Orphans. When innocent mortals perish deep within wild places, the natural spirit of those places sometimes takes pity on them. Nature itself grips the drifting soul and implants it into root or seed, taking responsibility for it rather than letting it drift aimlessly to some far-off afterlife. These mortal souls are reborn as living and thinking plants, though with no memories save for the faintest of hazy recollections.

Mortal Facsimile. Each greenwood child is unique, a simulacrum of their original form grown and woven from a local plant. They vary from nearly perfect copies with only minor leafy imperfections to collections of root and vine that only vaguely mimic mortal form.

Perennial Lives. Greenwood children grow rapidly and age quickly, sprouting up from infant seedlings in the spring and withering into elderly husks come winter, only for their souls to be replanted and born again in spring. Their memories die with them each cycle, and they are perpetually surprised to rediscover the toys and friends they left behind the year before.

The Taste of Bread. Greenwood children are often curious about mortal travelers and will seek them out, but they are bonded to their forest home and frightened to leave it. If they overcome this fear and stomach the terrible taste of mortal food long enough, the bond breaks. No longer kept alive by nature's power alone, their skin slowly turns back to flesh. Children turned in this way can lead full and relatively normal lives, though a cut will always betray that it is sap and not blood that flows within their veins.

Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 5 or less False rumor: Greenwood children are the murderous spies of evil forests.

DC 10 The greenwood children are mostly harmless, though they might steal stuff if you're not watching.

DC 15 If you harm a greenwood child, you'll enrage the forest.

DC 20 The greenwood child houses an innocent soul, and they become mortal again if separated from the forest long enough.

Greenwood Child Encounters

Most greenwood child encounters are miscommunications and misunderstandings, but failing to bridge that divide risks the wrath of nature.

CR 0-2 1 greenwood child playing with a boar and a brown bear

Treasure trash and 2d4 random items from the Miscellaneous Adventuring Gear table (see *Adventurer's Guide*)

CR 3-4 4 greenwood children protected by 2 awakened trees

Treasure an old carriage with a broken axle and a chest containing 120 gp and a signet ring

Greenwood Child Signs

1. Bare humanoid footprints in the woods
2. Small, primitive toys made from sticks and stones
3. Active and plentiful flora and fauna
4. Bits of rubbish made into shrines or statues

Greenwood Child Behavior

1. Innocent play and exploration
2. Curiously following humanoids
3. Collecting trash and other curious humanoid "treasures"
4. Playing with dangerous native creatures as if they were friends and pets

GREENWOOD CHILD

CHALLENGE 1/4
50 XP

SMALL HUMANOID PLANT

AC 14 (natural armor)

HP 5 (1d6 + 2; bloodied 2)

Speed 30 ft.

Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	9 (–1)	15 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +0, Dex +2, Con +4, Int –1, Wis +2, Cha +1

Skills Nature +1, Stealth +4, Survival +4

Damage Vulnerabilities fire

Senses passive Perception 12

Languages Sylvan

Greenbond. The greenwood child is bonded to the region where it was born. Beasts native to this region can't willingly attack the greenwood child. The bond ends if the greenwood child remains outside their bonded region for 30 days.

Nature's Reprisal (1/Day). If the greenwood child is damaged by an attack while in its bonded region, the region retaliates and 2d4 nearby plants animate as **awakened shrubs**. The shrubs defend the wounded greenwood child to the best of their ability, fighting until destroyed.

Sheltering Boughs. The greenwood child has advantage on Stealth checks made within their bonded region.

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.

Combat

Greenwood children remain hidden but ambush creatures they perceive to be hurting their home before running back into cover. They repeat this cycle of stealth and ambush until they are injured, in which case they typically flee, allowing their bonded home to cover their escape.

Variant: Driftwood Child

The spirits of seas and rivers sometimes implant the wayward souls of shipwrecked innocents into kelp groves, lily pads, coral reefs, or sunken logs. The resulting children rarely venture far from their remains and are often mistaken for merfolk or naiads.

The driftwood child has a swim speed of 30 feet. Instead of 2d4 awakened shrubs, the driftwood child's Nature's Reprisal trait summons a **swarm of quippers**. Instead of Sheltering Boughs, the driftwood child has the following trait:

Amphibious. The driftwood child can breathe air and water.

Variant: Rotwood Child

Even the dark and dismal corners of the world house natural spirits capable of compassion. Innocent souls lost in the dark or mire are sometimes implanted into moss or fungus.

The rotwood child has darkvision out to a range of 60 feet. Instead of 2d4 awakened shrubs, the rotwood child's Nature's Reprisal trait summons 1d4 **violet fungi**. Instead of Sheltering Boughs, the rotwood child has the following trait:

Familiar Places. The rotwood child ignores difficult terrain while in their bonded region.



Guardians

While the mightiest guardians are made of stone, iron, and similarly sturdy materials, lesser spellcasters must make use of softer stuff to create their servants. Unable to shrug off damage to the same degree as their hardier counterparts, guardians made of dough and lead can still immobilize and kill their creators' foes. The cleverest guardian creators use magical runes to bolster their guardians' strength, warding an ordinary guardian with magical defenses.

Guardian Encounters

Guardians dwell in spellcasters' lairs and long-forgotten dungeons.

CR 0–2 lead guardian
Treasure adamantine maul



CR 3–4 dough guardian; 2 lead guardians; runic lead guardian
Treasure *spell scrolls* of *blur* and *magic weapon*

CR 5–10 dough guardian or lead guardian with green hag or mage; runic flesh guardian
Treasure 1,500 gp, *spell scrolls* of *haste* and *slow*, *manual of guardians* (dough or lead)

CR 17–22 runic clay guardian; runic stone guardian
Treasure *potion of invisibility*, *spell scrolls* of *hallow* and *teleport*, *manual of guardians* (runic clay or stone)

Dough Guardian

Dough guardians are among the easiest guardians to construct, but they have relatively short lifespans, becoming stale and petrified after a few months. In the Dreaming, dough guardians can spontaneously form in the kitchens of particularly talented bakers.

DOUGH GUARDIAN

CHALLENGE 3
LARGE CONSTRUCT
700 XP

AC 12 (natural armor)
HP 45 (7d10 + 7; bloodied 22)
Speed 30 ft.
Initiative Dex –1 (9), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	12 (+1)	3 (–4)	10 (+0)	1 (–5)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex –1, Con +1, Int –4, Wis +0, Cha –5
Damage Resistances damage from nonmagical, non-adamantine weapons
Damage Immunities poison, psychic
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned
Senses blindsight 20 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Fire Affinity. When the guardian is subjected to fire damage, it develops a golden-brown crust. Its AC increases to 14.

Immutable Form. The guardian is immune to any effect that would alter its form.

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

Sticky Tendrils. A creature that starts its turn within 10 feet of the guardian must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained.

Water Weakness. The guardian takes 3 (1d6) acid damage if it enters a body of water or starts its turn in a body of water or if it is splashed with at least 1 gallon of water.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Squeeze. The guardian squeezes a creature it has grappled. The creature makes a DC 13 Strength saving throw, taking 13 (3d6 + 3) bludgeoning damage on a failure or half damage on a success.

Lead Guardian

Gaudily painted to resemble a lead soldier, a lead guardian slowly lumbers forward, flourishing a comically oversized maul. Intruders' amusement turns to terror when their own limbs turn leaden, and they are unable to outrun even the lead guardian's sluggish pace.

LEAD GUARDIAN

CHALLENGE 2
SMALL CONSTRUCT
450 XP

AC 15 (natural armor)
HP 65 (10d6 + 30; bloodied 32)
Speed 15 ft.
Initiative Dex −2 (8), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (−2)	16 (+3)	3 (−4)	12 (+1)	1 (−5)

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex −2, Con +3, Int −4, Wis +1, Cha −5
Damage Resistances damage from nonmagical, non-adamantine weapons
Damage Immunities poison, psychic
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, slowed
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak

All Terrain. The guardian ignores nonmagical difficult terrain.

Immutable Form. The guardian is immune to any effect that would alter its form.

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

ACTIONS

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Leaden Limbs. Up to two creatures the soldier can see within 60 feet must succeed on a DC 11 Wisdom saving throw or be magically cursed for 1 minute or until the soldier is destroyed. While cursed in this way, a creature's weight increases. The creature's speed is reduced by 10 feet, and attacks against the creature are made with advantage. A creature can be cursed multiple times; each time, the creature's speed is reduced by an additional 10 feet for the duration of the curse. If this reduction reduces a creature's speed to 0, the creature falls prone.

Manuals of Guardians

A *manual of guardians* grants a spellcaster the knowledge they need to create a guardian. While the most common *manuals* teach the creation of clay, flesh, iron, and stone guardians, more unusual manuals exist. You can determine the creation time, cost to create the guardian, and rarity of an unusual *manual of guardians* by noting the challenge rating of the guardian it creates.

CR	CREATION TIME	CREATION COST	RARITY
1–4	15 days	25,000	Rare
5–7	30 days	50,000	Very Rare
8–10	60 days	65,000	Very Rare
11–13	90 days	80,000	Very Rare
14–16	120 days	100,000	Very Rare
17–20	150 days	150,000	Legendary
21–23	180 days	250,000	Legendary

Runic Guardians: Some *manuals of guardians* have additional instructions for creating a runic guardian. Such guardians' creation times and costs are doubled.

Runic Guardian

Animating guardians requires not only the physical techniques of crafting its body but also the mystical formulae for breathing life into inert matter. Those formulae are examples of the power words can have over magical energies.

A few philologically minded spellcasters, fascinated by the mysterious ways that language and magic are linked, have devised variations on those traditional formulae to grant their creations an extra layer of protection called a runic ward. This requires inscribing the guardian's body with three runes, which interact with the primary animating formula in subtle ways akin to riddles, ciphers, and wordplay.

Once the three runes are placed, the guardian is nigh invincible until the runes are nullified. And the trick to nullifying those runes is different for every runic guardian.

A Fighting Puzzle. Adventurers can't use *only* brute force to defeat a runic guardian. First they must solve the puzzle of how to nullify its three runes. Doing so could involve simple trial and error as the adventurers keep their distance from the construct's attacks. Or the characters might get hints from the environment or need to sneak into the crafter's laboratory to find their original notes.

Elite Guardians. The runic guardian template turns a construct into an elite creature. Normal elite creatures have double the normal hit points, so taking them down takes longer. Runic guardians don't have extra hit points, but each action a character spends trying to nullify a rune is comparable to an action they might spend dealing damage to a normal elite. An encounter with a runic guardian will have stages: solving the puzzle, starting the fight, and finally dealing with a bloodied but empowered guardian.

Runic Guardian Template

Any guardian can become a runic guardian. It retains its statistics, except as follows.

Challenge Rating. The guardian becomes an elite monster, equivalent to two monsters of its CR and worth twice as much XP.

The guardian gains the following additional traits:

Runic Ward. The guardian's body is marked by three glowing, magical runes. Each rune can be nullified by taking a specific course of action listed in the guardian's description. Additionally, whenever the guardian fails a saving throw, it can nullify one of its runes to succeed instead. As long as the guardian has at least 1 hit point, its nullified runes become active again after 24 hours.

While the guardian has at least one rune that isn't nullified, it is protected by a runic ward. While the ward is active, whenever the guardian takes damage, the damage is reduced by an amount equal to twice the guardian's challenge rating.

Other Runic Guardians

Facial Features. The guardian bears two runes where its eyes should be and one rune where its mouth should be.

A creature can nullify a rune by making an attack with disadvantage, provided the attack wouldn't already be made with disadvantage. The rune's AC is equal to the AC of the guardian. On a hit, that rune is deactivated and an additional effect occurs:

Eye rune. The rune flares as it is nullified. If the attacker can see the guardian, that creature takes radiant damage equal to twice the guardian's CR and is blinded for 1 minute.

Mouth rune. The guardian roars. Each creature within 10 feet that can hear the guardian takes thunder damage equal to twice the guardian's CR and is deafened and unable to speak for 1 minute. Attacks made to nullify a rune deal no damage to the guardian.

Musical Key. The guardian's runes each represent a musical note. As either a bonus action or an action, a creature can attempt a Performance check to hum or sing one of the notes. The DC of the check is equal to the guardian's Maneuver DC. On a success, that rune is nullified.

Weak Spots. The guardian holds a weapon engraved with a couplet: *Hold this steel, heed where you tromp. / Palm and heel, stab and stomp.*

- If the guardian is disarmed, the rune in that palm can be targeted.
- Another rune is on the sole of one foot. It can be targeted while the guardian is prone.
- The final rune is on the top of the guardian's head. It can be targeted only by a creature that can reach it.

Each rune's AC is equal to the AC of the guardian. Attacks made to nullify a rune deal no damage to the guardian.

Sample Runic Guardian

Here the runic guardian template has been applied to a stone guardian to create a runic stone guardian.

RUNIC STONE GUARDIAN

CHALLENGE 10
ELITE LARGE CONSTRUCT
11,800 XP

AC 17 (natural armor)
HP 178 (17d10 + 85; bloodied 89)
Speed 30 ft.
Initiative Dex +0 (10), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (−4)	12 (+1)	1 (−5)

Proficiency +4; **Maneuver DC** 18
Saving Throws Str +6, Dex +0, Con +5, Int −4, Wis +1, Cha −5
Damage Immunities poison, psychic; damage from nonmagical, non-adamantine weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages understands the languages of its creator but can't speak

Immutable Form. The guardian is immune to any effect that would alter its form.

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

Runic Ward. The guardian's body is marked by three glowing, magical runes. Whenever the guardian fails a saving throw, it can nullify one of its runes to succeed instead. As long as the guardian has at least 1 hit point, its nullified runes become active again after 24 hours.

While the guardian has at least one rune that isn't nullified, it is protected by a runic ward. While the ward is active, whenever the guardian takes damage, the damage is reduced by 20.

The forearms, chest, and back of the guardian are inscribed with runes that read Air, Earth, and Fire. If a creature within 60 feet casts a spell from that school (or that is thematically linked to that element, at the Narrator's discretion), the rune is nullified.

A character can also nullify a rune by targeting it with an attack. The rune has AC 17. If the attack hits, the Air rune is nullified if the attacker is airborne or makes a ranged attack; the Earth rune is nullified if the attacker is prone or makes an attack with a stone weapon; the Fire rune is nullified if the attacker is on fire or if the attack deals fire damage. Attacks made to nullify a rune deal no damage to the guardian.



ACTIONS

Multiattack. The guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage. The target must succeed on a DC 18 Strength saving throw or be knocked prone.

BONUS ACTIONS

Slow (Recharge 5–6). The guardian targets one or more creatures within 30 feet. Each target makes a DC 17 Wisdom saving throw. On a failed save, the target is slowed 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.

Heartless Hag

A heartless hag reaches into its victim's chests and rips out their living hearts. Conquered creatures become the hag's devoted thralls.

Secret Identity. Heartless hags can disguise their true forms. They adopt beautiful or striking appearances without regard for gender. Heartless hags adore attention and delight in stealing hearts, both literally and figuratively. Their favorite prey are visionaries and lovers; they delight in subordinating a great passion to their own.

Ruthless Puppetmaster. Heartless hags avoid direct conflict, building up networks of broken-hearted informants. They seize the hearts of influential people and then wield their power from behind the scenes.

Tell-Tale Heart. While a heartless hag can shapeshift into any humanoid form, each guise it adopts bears a ragged, half-healed scar on its chest, a grisly reminder of the ritual in which the hag removed its own heart. The hag keeps its still-living heart concealed somewhere in or near its lair and never travels more than a mile from that spot. No matter how well the heart is concealed, any creature within 10 feet of the heart can hear it beating.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or less False rumor: Heartless hags are a myth made up by those jealous of the famous and successful.

DC 15 Some hags can tear out a person's heart. The person becomes an undead servant in the hag's thrall. The hag keeps the victim's heart, which can restore the person to life.

DC 20 The only way to permanently kill a heartless hag is to find and destroy its heart.

Heartless Hag Encounters

The heartless hag lives in a community where it can find a steady supply of victims.

CR 5–10 heartless hag with 1d4 + 1 heartbroken; heartless hag with 3 heartbroken and either a doppelganger or hooded crow boss

Treasure 300 gp, ruby ring worth 750 gp, 2d6 outfits worth 100 gp each, *broom of flying*, 1d4 *philters of love*

Settlement Signs

1. **Heartbroken** spying for the hag
2. Fresh corpse with a missing heart
3. A local with a glowing reputation
4. Jealous or suspicious person with a prior relationship with one of the hag's heartbroken

Hag's Alter Ego

1. Mother Lovebrew, a witch that specializes in love spells and potions
2. Jack of Hearts, a handsome noble scheming to gain admittance to the royal court
3. Jolene, a beautiful widow with a string of conquests
4. Queen Amaranth, a faerie queen and patron of adventurers and knights



HEARTLESS HAG

CHALLENGE 4
MEDIUM FEY (SHAPECHANGER) 1,100 XP

AC 14
HP 67 (9d8 + 27; bloodied 33)
Speed 30 ft.
Initiative Dex +4 (14), Insight +4 (14), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +1, Dex +4, Con +3, Int +2, Wis +2, Cha +5
Skills Deception +7 (+1d6), Insight +4, Performance +7, Persuasion +7 (+1d6)
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan

Heart Charms. The hag wears a piece of jewelry studded with tiny, heart-shaped charms, one for each heart the hag has stolen. While wearing the jewelry, the hag can telepathically communicate with each heartbroken whose heart it has stolen within 1 mile.

Hidden Heart. If the hag is killed within 1 mile of its heart, it gains a new body within 10 feet of the heart in 1d10 days, regaining all its hit points. The heart is an object with AC 10 and 25 hit points. If the heart is destroyed, the hag immediately dies.

ACTIONS

Multiattack. The hag makes two claw attacks. It can replace one attack with a seize heart attack.

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

Seize Heart. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one fey or humanoid creature with a heart. *Hit:* The hag's hand reaches into the target's chest and grabs its heart. The target is grappled (escape DC 14). Until this grapple ends, the hag can't make seize heart attacks.

Tug Heartstrings. A creature grappled by the hag makes a DC 13 Constitution saving throw, taking 33 (6d10) necrotic damage on a failure or half damage on a success. If this damage reduces the target to 0 hit points, the hag removes the target's heart, which shrinks to become a heart-shaped charm on the hag's necklace or bracelet. The target then becomes a **heartbroken** under the hag's control.

Charming Gaze (Gaze, 3/Day). A creature within 90 feet makes a DC 15 Wisdom saving throw. On a failed save, the target is charmed by the hag for 24 hours. The target repeats the save each time it takes damage, ending the effect on itself on a success.

BONUS ACTIONS

Shapeshift. The hag magically changes its form to a Medium or Small humanoid or into its true form. While shapeshifted, its statistics are unchanged. Its equipment isn't transformed. It reverts to its true form if it dies.

Combat

The heartless hag makes claw and seize heart attacks, and then uses Tug Heartstrings to turn an enemy into a heartbroken ally. If bloodied or without allies, it flees via a pre-arranged escape route (such as a trapdoor or broom of flying).

Heartbroken

Heartbroken are nearly indistinguishable from their living selves, except for the bloody, gaping holes in their chests that they make every effort to conceal. Many heartbroken can maintain their old lives to some extent, but nothing is as important to them as fulfilling the whims of the hag that has stolen their hearts.

HEARTBROKEN

CHALLENGE 3
HORDE MEDIUM OR SMALL UNDEAD 280 XP

AC 12
HP 15 (bloodied 7)
Speed 30 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +4, Int +0, Wis +0, Cha +0
Senses darkvision 30 ft., passive Perception 10
Languages the languages it knew in life

Die For You. When the heartbroken is reduced to 0 hit points while within 30 feet of the heartless hag that has stolen its heart, the hag regains 5 hit points.

Heartless. The heartbroken has a gaping hole where its heart should be. As an action, a creature holding the heartbroken's charm from the heartless hag's Heart Charms can touch the charm to a living or dead heartbroken. The heartbroken is restored to life in its pre-undead form with 1 hit point.

Undead Nature. The heartbroken doesn't require air, sustenance, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) bludgeoning damage.

Hollowed

No one knows what causes it, but very rarely an individual or a family line becomes hollowed. In an instant, they transform into a framework of skin stretched over empty air. Although a hollowed has no brain or other organs, they can still think and feel. However, their central selfhood is gone.

New Lives. A hollowed becomes detached from the passions, dreams, and loved ones that gave them joy before they were hollowed. Able to recall their former lives, they feel no connection to the person they were.

Some lucky hollowed can break from their past and build a new identity, embarking on a better life than the one they lost. A few manage to re-acquaint themselves with their friends and family, growing to love them as if for the first time. The most dangerous hollowed, however, never form new bonds. They falsely assume their old identities, masquerading as themselves in a life that is no longer theirs. With intimate knowledge but without remorse or pity, they exploit or betray former acquaintances in pursuit of new goals, or bring ruin out of mere ennui or solipsism.

Spirit Beacons. The supernatural abhors a vacuum. Hollowed folk, with their central emptiness, can act as vessels for other spirits. Ghosts, demons, and even stranger creatures are attracted to hollowed.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 5 or less False rumor: There are only a few real people in the world. The rest are hollow shells called Non-People Creatures, NPCs for short.

DC 10 No one knows why some people become literally hollow, losing any connection they had with their past lives.

DC 15 Many religions consider the hollowed anathema and have declared that they must be destroyed on sight.

Hollowed Encounters

Hollowed are typically found on the edges of civilization where their condition is not immediately identified.

CR 5–10 hollowed; a hollowed with 1d4 thugs
Treasure 50 gp, *cloak of displacement* or *glass ring*

Wilderness and Underground Signs

1	Crops left unharvested
2	A starving dog or horse that has been tied up and abandoned
3	Tales of a mysterious disappearance
4	A musical instrument smashed to pieces

Behavior

1	Engages travelers in conversation
2	A recently arrived stranger who won't talk about their past
3	Locked in a slatted crate, snarling at anyone stepping too close
4	Leading a band of villagers to destroy some fearsome beast

HOLLOWED

CHALLENGE 6
MEDIUM HUMANOID
2,300 XP

AC 15 (leather brigandine)
HP 102 (12d10 + 36; bloodied 51)
Speed 30 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +2, Con +3, Int +4, Wis +1, Cha +0
Skills Deception +6, Investigation +7
Damage Resistances damage from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed
Senses passive Perception 11
Languages Common, two more

Detached. The hollowed has advantage on Charisma saving throws, as well as on Charisma checks made to resist Intimidation and Persuasion. Whenever it

would make a skill check using Charisma, it can use its Intelligence instead.

Empty Vessel. When the hollowed takes damage or is under extreme emotional stress, it makes a DC 10 Wisdom saving throw. On a failure, a spirit that has been stalking the hollowed takes advantage of the distraction to force a union between them, transforming the hollowed into a **gestalt hollowed**. At the end of each of its turns, the hollowed can break this union by succeeding on a DC 15 Wisdom saving throw.

ACTIONS

Multiattack. The hollowed makes two attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Combat

A hollowed never Disengages or Dodges, showing no concern for its physical well-being in combat.

Variant: Gestalt Hollowed

The gestalt hollowed loses its Empty Vessel trait. Roll 1d6 or choose from the following spirits: 1–2 aberrant, 3–4 fiendish, 5–6 undead. The hollowed gains the following attributes based on its possessing spirit.

Aberrant

The hollowed is joined to an unknowably strange being from the far realm. The hollowed's type changes to aberration. It gains the following trait:

Psychic Empowerment. The hollowed's attacks deal an extra 7 (2d6) psychic damage.

The hollowed gains the following action:

Defile Reality. The hollowed opens its mouth unnaturally wide and spews worms in a 15-foot cone. Each creature in the area must succeed on a DC 14 Constitution saving throw or take 10 (3d6) psychic damage and become frightened until the end of its next turn.

Fiendish

A fiend takes up residence in the hollowed's form. The hollowed's type changes to fiend. It gains darkvision out to 60 feet and immunity to fire damage. It gains the following trait:

Fiery Empowerment. The hollowed's attacks deal an extra 7 (2d6) fire damage.

The hollowed gains the following action:

Ignite. One creature the hollowed can see within 30 feet must succeed on a DC 14 Wisdom saving throw or be set on fire, taking 14 (4d6) ongoing fire damage. The creature can use an action to fall prone and end the ongoing damage.

Undead

A ghost, specter, wraith, or other formless undead has seized an opportunity to become corporeal once more. The hollowed's type changes to undead. It gains resistance to necrotic damage. It gains the following trait:

Necrotic Empowerment. The hollowed's attacks deal an extra 7 (2d6) necrotic damage.

The hollowed gains the following action:

Anguish. The hollowed claws at its own face as the anguish of death wracks its form. Each creature in a 30-foot radius that can see the hollowed makes a DC 15 Wisdom saving throw, taking 27 (6d8) necrotic damage on a failure or half damage on a success. Also on a failure, the creature is stunned until the end of its next turn. This ability has no effect on constructs, undead, or creatures immune to psychic damage.



Hooded Crow



In their true forms, hooded crows are humanoid crows with mottled black and gray feathers. However, they are rarely seen in this form. Shapechangers, hooded crows can assume the guise of anyone they've seen—at least halfway. While they can transform their faces and the fronts of their bodies, they can't hide the feathers on their backs and scalps. Hooded crows are named after the voluminous cloaks they often wear to hide this shortcoming.

Carrion Eaters. Hooded crows are carrion eaters. According to popular belief, they follow armies and adventurers, using deception to incite conflict so that they can feed upon the dead. This much is true: many hooded crows prefer unsettled lands, like border marches and war zones, where their activities won't arouse much scrutiny.

Birds of a Feather. Hooded crows use their shapechanging abilities to pass unnoticed in a society that hates them, rarely putting down roots for fear of discovery. Unlike doppelgangers, however, hooded crows are rarely found alone. A group of crows (which they refer to as a "flock," not the more derogatory term "murder") usually operates as a team. While some flocks earn honest livings as itinerant acting troupes or merchants, others become adventurers, mercenaries, con artists, or even assassins.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or less False rumor: Evil crow people incite wars so they can feed on carrion.

DC 10 Crow people walk among us. They adopt someone else's appearance and voice.

DC 15 Hooded crows wear hoods to hide the feathers on their head, which their shapechanging abilities can't transform.

Hooded Crow Encounters

Hooded crows prefer populated areas but also frequent violent and chaotic places such as war zones.

CR 0–2 1d4 hooded crows
Treasure 75 gp, 250 sp, *potion of poison*

CR 3–4 hooded crow talon or hooded crow pinion with 1d4 hooded crows or jackalweres; green hag with 1d4 hooded crows
Treasure black pearl ring worth 750 gp, *cloak of the mountebank*

Signs

1	A single black feather
2	Discarded cloak and dagger
3	Corpses skewered with daggers
4	Hooded crow sentry in humanoid disguise

Behavior

1	Surrounding or following their intended assassination target
2	Using their mimicry to spark infighting
3	Acting as charlatans or cons
4	Misunderstood, trying to live in peace

Names

Brighteye, Cahir, Stormcloak, Zezael

HOODED CROW

CHALLENGE 1/4
MEDIUM HUMANOID (SHAPECHANGER) 50 XP

AC 12
HP 13 (3d8; bloodied 6)
Speed 30 ft., fly 20 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +0, Dex +2, Con +0, Int +0, Wis +1, Cha +2
Skills Deception +4 (+1d4), Stealth +4
Senses darkvision 30 ft., passive Perception 11
Languages Common, two more

Clumsy Flight. While flying, the crow makes attacks with disadvantage.

Mimicry. The crow can perfectly imitate any sounds it has heard. Recognizing the sounds as imitation requires a DC 16 Insight check.

ACTIONS

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 3 (1d6) piercing damage if the attack is made with advantage.

Wing Strike (True Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the next attack against the target before the end of the crow's next turn is made with advantage.

BONUS ACTIONS

Imperfect Shapeshift. The crow magically polymorphs into the form of any Medium or Small humanoid it has seen, or back into its true form. The crow can't transform its scalp and back, which remain covered with black feathers. While shapeshifted, the crow's statistics are the same, except that it loses its fly speed in a wingless form. Its equipment isn't transformed. It reverts to its true form if it dies.

Combat

The crow attacks with surprise. Alone, it avoids combat; in a group, one crow uses its wing strike while others attack. When half the group is killed, a flock of crows flies away.

Variant: Hooded Crow Talon

With the ability to turn into an ordinary-looking crow, the most skilled hooded crow assassins are almost impossible to catch. They often work with lurking confederates to finish their dark business.

The crow is CR 3 (700 XP). It has 49 (11d8; bloodied 24) hit points and the following additional trait:

Crow Form. When the crow uses Imperfect Shapeshift, it can change its form into that of a Tiny crow. While shapeshifted into this form, it can't make attacks, it gains a fly speed of 40 feet, and any equipment it is wearing or carrying merges into its new form, conferring no benefit.

The crow has the following actions instead of the hooded crow's dagger attack:

Multiattack. The crow makes two dagger attacks. It can replace one attack with a wing strike attack.

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 10 (3d6) piercing damage if the attack is made with advantage.

Variant: Hooded Crow Pinion

Hooded crows gifted with magical power gravitate towards spells of death and deception.

The crow is CR 2 (450 XP). It has 40 (9d8; bloodied 20) hit points and the following additional trait:

Spellcasting. The crow is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells, which it can cast with no material components except for its own feathers:

Cantrips (at will): *friends*, *mage hand*, *minor illusion*
1st-level (4 slots): *corpse explosion*, *inflict wounds*
2nd-level (2 slots): *blindness/deafness*, *suggestion*

The crow has the following additional actions:

Corpse Explosion (1st-level; V, S). The crow targets a corpse within 60 feet, causing it to explode. Each creature within 10 feet of the explosion makes a DC 12 Constitution saving throw, taking 10 (3d6) thunder damage and becoming poisoned for 1 minute on a failure. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Inflict Wounds (1st-Level; V, S). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) necrotic damage.

Blindness/Deafness (2nd-Level; V). One creature the crow can see within 30 feet makes a DC 12 Constitution saving throw. On a failed save, the creature is blinded or deafened (the crow's choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Hypnopotamus

Staring down a charging hippo can be a terrifying proposition—so terrifying that it can feel like one is frozen to the spot. With a hypnopotamus, that fear is the truth. The result of a spell gone wrong, hypnopotami are much like regular hippos, but with skin that shifts through colors like oil on water. Their psychic powers are unpredictable but powerful. In addition, hypnopotami are larger and stronger than the average hippopotamus. While too dangerous to be reliably trained, occasionally abandoned temples or magical sanctums will be stocked with hypnopotami to deter visitors.

Wizard's Mistake. In ages past, a wizard attempted to create a hippopotamus steed with a psychic connection to him. A magical anomaly warped the spell, creating the first hypnopotamus. This hardly bothered the wizard, who saw the results as an effective defense for his tower—until a poorly timed charge brought about his untimely demise.

Skin Anomaly. Casting spells on a hypnopotamus can have unexpected effects. The hypnopotamus's hide is magically charged, such that when a spell affects the hypnopotamus, its skin flares and changes color. Young apprentices with more courage than sense sometimes cast cantrips at hypnopotami purely to watch the resulting color show.

Sacred Power. Some cultures revere hypnopotami as sacred. In these cultures, injuring or threatening a hypnopotamus is forbidden, and people will often tattoo themselves with images of hypnopotami to represent strength of mind and body. Sometimes, these tattoos are done with magical ink that shifts in color like a real hypnopotamus.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: A hypnopotamus can be defeated with a mirror, much like a basilisk.

DC 10 Hypnopotami are the result of psychic spellcasting gone wrong.

DC 15 Hypnopotami are set apart from regular hippos, because they are larger, stronger, and have an iridescent hide.

DC 20 Casting spells on a hypnopotamus can trigger a wild magic surge.

Hypnopotamus Encounters

Hypnopotami are usually found along the banks of rivers or near sites of powerful magical anomalies.

CR 5–10 hypnopotamus

CR 11–16 hypnopotamus with 1-2 giant alligators; two hypnopotami

CR 17–22 hypnopotamus with archdruid or archmage

Signs

1. Unusually large tracks in the mud
2. Plants that have changed color or grown unnatural numbers of leaves
3. Mound of dung with a shifting, iridescent color
4. An echoing bellow

Behavior

1. Underwater, with only eyes and nostrils visible
2. Sparring with another hypnopotamus
3. Protecting a calf
4. Grazing and doesn't want to be disturbed

HYPNOPOTAMUS

CHALLENGE 10

LARGE MONSTROSITY

5,900 XP

AC 16 (natural armor)

HP 168 (16d10 + 80; bloodied 84)

Speed 40 ft., swim 30 ft.

Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	4 (–3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +9, Dex +1, Con +9, Int –4, Wis +0, Cha –3

Damage Resistances psychic

Condition Immunities frightened

Senses passive Perception 10

Languages —

Charge. If the hypnopotamus moves at least 20 feet towards a creature and then hits it with a bite attack on the same turn, the creature must succeed on a DC 17 Strength saving throw or be knocked prone.

Hold Breath. The hypnopotamus can hold its breath for 10 minutes.

Shifting Skin. The hypnopotamus's iridescent skin reacts unpredictably if struck with magic. When the hypnopotamus takes damage from a spell, roll a d4:

1. The next time the hypnopotamus hits a creature with an attack, it deals an additional 3 (1d6) damage of the spell's type.
2. The spell explodes, dealing 3 (1d6) damage of the spell's type to all creatures within 5 feet of the hypnopotamus.
3. The spell is unusually effective. The caster can reroll any 1s rolled on the spell's damage dice.
4. The spell triggers a Wild Magic surge (as per the *wild magic zone* exploration challenge: see *Trials and Treasures*).

ACTIONS

Multiattack. The hypnopotamus makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

BONUS ACTIONS

Trample. One prone creature within 5 feet makes a DC 17 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failure or half damage on a success.

REACTIONS

Disorienting Gaze. When a creature within 60 feet that the hypnopotamus can see and that can see the hypnopotamus hits it with an attack, the hypnopotamus forces the creature to make a DC 15 Wisdom saving throw. On a failed save, the creature is stunned until the end of the hypnopotamus's next turn.

Combat

The hypnopotamus is aggressive but not irrational. It conducts a threat display before attacking, unless it perceives a danger to its young. If the threat display is ignored or a calf is at risk, it charges toward the closest or most threatening creature and attempts to trample it. It uses Disorienting Gaze to neutralize creatures that attack it from range. It tends to ignore spellcasters unless they deal large amounts of damage or impose debilitating effects.



Iscon

Perfect silver spheres, iscons hum with a rhythmic pulse as they hover and flit, creating bizarre, geometric sculptures from rock and soil. The iscon's shining sphere is both a vessel and permanent armored shell for the mass of wrinkled, pink brain matter and grasping, suckered tentacles housed within.

Inscrutable Architects. The iscon's works are often noticed long before the beings themselves. Each iscon selects a spot within the multiverse and transforms the area to suit their needs. The iscon carves odd geometric patterns into living rock, reshaping mountains into grand structures of intricate design and inscrutable purpose. Most of these "projects" seem to function as psionic gateways, allowing free travel across vast distances and even between planes of existence.

Mental Language Barrier. Though iscons are obviously intelligent creatures, all attempts to communicate with them have failed, with disastrous results. Iscons operate on such a high level of psionic energy that their attempts to "talk" to other beings are heard as a painful, screeching chaos that destroys coherent thoughts.

Aberrant Nature. An iscon doesn't require air, sustenance, or sleep.

Legends and Lore

Myths of "beings from the sky" persist in numerous cultures throughout the multiverse. With a History check, characters can learn the following:

DC 5 or less False rumor: Silver spheres are the messengers of benevolent star travelers. If you ask nicely, they'll take you to a faraway paradise.

DC 15 Numerous ancient texts depict the "sky architects" as strange orbs that descend from the heavens. They're credited for creating monuments across the world, each with no known purpose.

DC 20 Iscons build gates between distant places. The results are often disastrous for the surrounding area.

Iscon Encounters

Iscon can be found anywhere. Their presence usually indicates that one of their projects is nearby.



CR 12 iscon defending an unfinished project
Treasure 1d4 strange devices with abilities analogous to uncommon magic items

CR 12-15 iscon defending a working gate to another plane
Treasure a functional and stable gateway to another plane

Iscon Signs

1 Strange monuments or geometric cuts in the earth

2 Perfect 10-foot-wide columns or shafts

3 Local creatures crumpled into balls like sheets of paper

4 Mountain-sized gateway to a distant land

Iscon Behavior

1 Excavating earth to access hidden minerals

2 Disassembling local flora and fauna into base components

3 Constructing strange monolithic gateways

4 Traveling between gateways

ISCON

CHALLENGE 12
LARGE ABERRATION
8,400 XP

AC 22 (natural armor), 17 while shell is open
HP 187 (22d10 + 66; bloodied 93)
Speed 0 ft., fly 40 ft. (hover)
Initiative Dex +2 (12), Insight +3 (13), Perception +7 (17)

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

Proficiency +4; **Maneuver DC** 14
Saving Throws Str +1, Dex +6, Con +3, Int +10, Wis +7, Cha +6
Skills Arcana +10 (+1d4), Engineering +10 (+1d6), Perception +7
Damage Resistances psychic
Damage Immunities force
Condition Immunities blinded, deafened, prone
Senses blindsight 60 ft., passive Perception 17
Languages understands all languages but can't communicate with non-iscons

Eldritch Shell (While Bloodied). The iscon is encased in a metal shell that opens to reveal a hemisphere of tentacles and brain matter when the iscon becomes bloodied. While the shell is opened in this way, the iscon's AC becomes 17 and it gains the Psionic Scream bonus action.

Mortal Singularity. When the iscon dies, it collapses in on itself, creating a Large black hole in its space. Unattended Small or smaller objects within 20 feet of the black hole are immediately sucked into the black hole. Medium or larger unattended objects within 20 feet of the black hole move 5 feet closer to the black hole immediately and an additional 5 feet closer at the start of each of the iscon's turns. A creature that starts its turn within 20 feet of the black hole makes a DC 18 Strength saving throw. On a failed save, the creature is pulled 5 feet closer to the black hole and is restrained. If the saving throw fails by 5 or more, the creature is pulled 10 feet closer to the black hole instead. Objects and creatures that enter the black hole's area for the first time on a turn or that start their turn there take 45 (10d8) force damage. At the end of each of the iscon's turns, roll a d6. On a 1, the black hole disappears, dissipating into nothingness.

Innate Spellcasting (Psionics). The iscon's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:
At will: *mage hand, mending*
1/day each: *disintegrate, plane shift* (self only), *telekinesis*

ACTIONS

Compact. One creature within 60 feet that the iscon can see makes a DC 18 Strength saving throw. A creature wearing metal armor makes this save with disadvantage. On a failed save, the target is crushed by gravitational force and takes 36 (8d8) force damage.

Gravity Wave (Recharge 4–6). The iscon psionically shifts gravity in the area. The iscon chooses a point it can see within 120 feet. Each creature and unattended object that weighs 500 pounds or less and that is within 30 feet of that point is moved 50 feet in a direction of the iscon's choice, including up. An unwilling creature can make a DC 18 Strength saving throw to resist the effect. A target that impacts a solid object during this movement takes 3 (1d6) bludgeoning damage for each 10 feet it was moved. Gravity then returns to normal, possibly causing creatures and objects to fall.

Disintegrate (6th-level). A pale ray emanates from the iscon, striking a creature, object, or creation of magical force within 60 feet that the iscon can see. The target must make a successful DC 18 Dexterity saving throw or take 75 (10d6 + 40) force damage. A creature reduced to 0 hit points is obliterated, leaving behind nothing but fine dust, along with anything it was wearing or carrying (except magic items). Only a *true resurrection* or *wish* spell can restore it to life.

This spell automatically disintegrates nonmagical objects and creations of magical force that are Large-sized or smaller. Larger objects and creations of magical force have a 10-foot-cube portion disintegrated instead. Magic items are unaffected.

BONUS ACTIONS

Psionic Scream (While Bloodied). The iscon assaults the minds of others with an overwhelming psionic presence. Each creature within 30 feet makes a DC 18 Intelligence saving throw. On a failed save, the target takes 28 (8d6) psychic damage and is confused until the start of the iscon's next turn. On a success, the target takes half damage and isn't confused.

Combat

The iscon avoids melee, using Gravity Wave to throw creatures away from itself or into hazards. It uses Compact or casts disintegrate on anything that manages to get close or that attacks it from range. Iscons prioritize protecting their projects above their own safety.

Khalkoi

A god's voice grows distant, answering prayers fitfully until, one day, it falls silent. When mortals visit the divine realm to investigate, they find the god's empty husk atop its throne, its holy realm transformed into a khalkoi hive.

Khalkos Hives. A khalkos hive is a divine realm corrupted, consumed, and hollowed out by a khalkoi infestation. Khalkoi ravage the blessed essence that gives the sacred realms their shape and identity, rendering them unrecognizable. The realm's once holy stonework halls, voluminous libraries, or primeval woodlands are riddled with holes and covered over with the papery wax of the khalkos hive. The plane becomes a labyrinth of tunnels suitable only for the swarm itself, a realm entirely inhospitable to rebels and invaders alike.

Across the vast multiverse, khalkoi use their hives to stage their next interplanar invasion. How many pantheons like this have they already hollowed out?

Khalkos Encounters

Khalkoi that inhabit divine realms are particularly insidious and dangerous.

CR 11–16 1d6 + 3 khalkos soldiers; divine shell
Treasure 2d10 discarded prayer books (worth 500 gp each)

CR 31+ khalkos apex; khalkos apex with 1d6 + 4 khalkos soldiers or sickle wings
Treasure khalkos-gnawed *talisman of pure good* (alerts its owner to khalkoi within 60 feet and masks its owner's alignment trait)

Khalkos Infestation Signs

1. *Contact other plane* and similar spells fail
2. Some clerics' prepared spells are randomly replaced with warlock spells
3. Across the world, statues of a particular god shatter or bleed
4. Heralds report headaches and buzzing sounds ringing in their ears

Khalkos Apex

If khalkoi dream, they dream of dining on the flesh of gods. After consuming divine essence, an apex khalkos emerges, spelling certain doom for the infested plane. This apex khalkos is often called a "khalkos queen," although this term is a misnomer, as all khalkoi are genderless. The khalkos apex becomes physically large and psychically dominant over nearby khalkoi, coordinating their movements against enemy forces. The enormous thorax of the khalkos apex produces innumerable khalkos spawn, plus a specialized jelly these spawn can eat to grow into khalkos soldiers. When its life is threatened, the khalkos apex sheds its thorax in an explosion of bile, unleashing a flurry of immature khalkoi in the process.

KHALKOS APEX — CHALLENGE 16

ELITE LEGENDARY HUGE ABERRATION — 30,000 XP

AC 18 (natural armor)
HP 475 (38d12 + 228; bloodied 237)
Speed 30 ft., fly 30 ft.
Initiative Dex +0 (10), Insight +10 (20), Perception +10 (20)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	24 (+7)	20 (+5)	22 (+6)

Proficiency +5; **Maneuver DC** 19
Saving Throws Str +6, Dex +5, Con +6, Int +12, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +10, Religion +12
Damage Immunities fire, poison, psychic, radiant
Condition Immunities charmed, frightened, poisoned, unconscious
Senses truesight 60 ft., passive Perception 20
Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 60 feet that have an alignment trait, and it knows the alignment of such creatures.

Legendary Resistance (3/Day). When the khalkos fails a saving throw while within 60 feet of a sickle wing, it can choose to succeed instead. When it does so, a sickle wing within 60 feet of it dies.

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

Maddening Aura. The khalkos emits a maddening psionic buzzing in a 30-foot radius. A creature that starts its turn within the area must make a successful DC 20 Intelligence saving throw or take 11 (2d10) psychic damage. A creature that takes damage this way is also deafened and confused until the start of its next turn.

ACTIONS

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 10 (3d6) poison damage. The target is grappled (escape DC 19) if it is a creature and the khalkos doesn't have two other creatures grappled. Until this grapple ends, the target is restrained.

Psionic Sting. The khalkos targets a creature it can see within 60 feet, forcing it to make a DC 20 Intelligence saving throw. On a failed save, the target takes 28 (8d6) psychic damage and is stunned until the end of its next turn.

Telekinesis. The khalkos targets a Large or smaller object or creature it can see within 120 feet. The target is pulled or pushed up to 60 feet directly towards or away from the khalkos. A creature that succeeds on a DC 20 Strength saving throw isn't moved. If the target hits an obstruction, including another creature, both the target and the obstruction take 6 (1d10) bludgeoning damage for each 10 feet the target was moved.

REACTIONS

Telekinetic Shield. When a creature the khalkos can see or sense with its Detect Alignment trait hits it with an attack, the khalkos gains a +4 bonus to AC against the triggering attack.

LEGENDARY ACTIONS

The khalkos can take 2 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. It regains spent legendary actions at the start of its turn.

Brain Jab. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one incapacitated creature with a brain and an Intelligence of 6 or higher. *Hit:* 16 (3d6 + 6) piercing damage, and the target becomes diseased with brain larvae.

Claw. The khalkos attacks with its claw.

Telekinesis. The khalkos uses Telekinesis.

Spawn (While Not Bloodied, Costs 2 Actions). The khalkos spawns 2 (1d4) **sickle wings** in unoccupied spaces within 5 feet. The sickle wings follow the khalkos's psionic commands and act at the end of the khalkos's turn.

Elite Recovery (While Bloodied). The khalkos ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Explode Sickle Wing (While Bloodied). One sickle wing the khalkos can see within 60 feet dies. Each creature within 5 feet of the sickle wing makes a DC 19 Constitution saving throw, taking 28 (8d6) acid damage on a failure or half damage on a success.

Rupture Thorax (While Bloodied, Costs 2 Actions, 1/Year). The khalkos's thorax explodes. Each creature within 30 feet makes a DC 19 Constitution saving throw, taking 35 (10d6) acid damage and 35 (10d6) poison damage on a failure or half damage on a success. Without its thorax, the khalkos's size becomes Large and its Speed and its flying speed increases to 50 feet. 14 (4d6) sickle wings spawn in unoccupied spaces within 30 feet of the khalkos, following the khalkos's psionic commands and acting at the end of the khalkos's turn.

Combat

The khalkos uses Telekinesis to pull vulnerable enemies within its maddening aura and eject dangerous enemies. It claws or uses Psychic Sting to incapacitate enemies and Brain Jab to infect them. It uses Spawn to maintain a steady supply of sickle wings as fuel for its Legendary Resistance. When bloodied, it might try to negotiate a peace. Should this fail, it ruptures its thorax and then uses Explode Sickle Wing when it can include multiple foes in the area.



Khalkos Soldier

Khalkoi spawn that eat khalkos apex jelly don't mature into standard khalkoi—rather, they become the armored warriors that make up the bulk of a proper khalkos army. Outsiders sometimes call khalkoi soldiers "drones," incorrectly comparing them to bees. The role of the khalkos soldier is to confront the rank-and-file defenders native to a conquered plane. Khalkos soldiers aren't as ravenous as other khalkoi, yet they can sense aligned creatures, which they capture to feed to their swarm.

Disease: Brain Larvae

A khalkos can infect an intelligent creature with a horrifying disease, injecting khalkos larvae directly into the creature's skull. While infected with this disease, the host undergoes the following changes:

Telepathy. The host gains telepathy out to a radius of 120 feet. Additionally, the host can telepathically communicate with the khalkos that infected it over any distance, as long as they are on the same plane.

Trust. Whenever a khalkos makes a Charisma check to convince the host of its good intentions, it does so with advantage. If it succeeds, the host becomes friendly to it no matter its previous attitude.

After 10 (3d6) days, the host develops a splitting headache and is incapacitated for 24 hours. At the end of this time, the host dies, and 2 or 3 khalkos spawn burst out of the host's skull after 1 round. Each khalkos spawn gains the host's languages and memories.

This disease can only be detected or cured by a spell cast with a 5th-level or higher spell slot. It can't be cured by effects that don't require a spell slot. Creatures without a head are immune to this disease.

KHALKOS SOLDIER — CHALLENGE 11

HORDE MEDIUM ABERRATION — 1,440 XP

AC 16 (natural armor)

HP 23 (bloodied 11)

Speed 30 ft., fly 40 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +5, Dex +2, Con +4, Int +0, Wis +0, Cha +0

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Celestial, Infernal, telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 60 feet that have an alignment trait, and it knows the alignment of such creatures.

ACTIONS

Wing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (1d8 + 16) slashing damage. On a critical hit, a target with an alignment trait is stunned until the end of its next turn.

Sickle Wing

A khalkos apex is a hive unto itself, capable of carrying dozens of eggs within its thorax. When hatched, these special spawn, nourished on the jelly inside the apex's body, become immature khalkos soldiers called sickle wings.

Little more than a single, wickedly sharp-edged wing, a sickle wing slices through the air like a boomerang, following the psychic commands of a khalkos apex or another mature khalkos.

SICKLE WING — CHALLENGE 5

HORDE SMALL ABERRATION — 360 XP

AC 14 (natural armor)

HP 15 (bloodied 7)

Speed 20 ft., fly 40 ft.

Initiative Dex +3 (13), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (–2)	10 (+0)	5 (–3)

Proficiency +3; **Maneuver DC** 14

Saving Throws Str +3, Dex +3, Con +2, Int –2, Wis +0, Cha –3

Senses darkvision 60 ft., passive Perception 10
Languages understands Abyssal, Celestial, and Infernal but can't speak
Detect Alignment. The sickle wing can detect the presence of creatures within 60 feet that have an alignment trait, and it knows the alignment of such creatures.

ACTIONS

Sickle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d4 +8) slashing damage.

Divine Shell

Divine shells are the wretched corpses of gods parasitized by the khalkoi and drained of their existential essence. Mighty though the gods may be, just one khalkos sting is enough to seal their fate. When the deity "dies" of the brain larvae, it produces dozens of khalkos spawn, one of which grows into an apex. The husk left behind—the divine shell—is a zombie-like mockery of the god it once was. Slave to the khalkos swarm, divine shells groan in undying agony and plead with their foes for the release of death.

Hopeful sages believe that if a khalkos infestation is defeated, a divine shell might be returned to some semblance of its original form, though no such attempt has been successful.

DIVINE SHELL

CHALLENGE 13
GARGANTUAN CELESTIAL
10,000 XP

AC 14 (natural armor)
HP 181 (11d20 + 66; bloodied 90)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	22 (+6)	12 (+1)	18 (+4)	22 (+6)

Proficiency +5; **Maneuver DC** 20
Saving Throws Str +12, Dex –1, Con +6, Int +6, Wis +9, Cha +6
Damage Immunities radiant; damage from nonmagical weapons
Senses truesight 120 ft., passive Perception 14
Languages Celestial, Common
Divine Nature. The shell doesn't require air, sustenance, or sleep.
Puppeted. The shell's movements and actions are psionically controlled by the closest khalkos or khalkos apex, which can sense what the shell senses. The shell can't take reactions.
Remnant of Immortality. The shell can speak haltingly. Its speech is controlled not by khalkoi but by whatever remains of its original mind.
Shell Fortitude (1/Day). If the shell is reduced to 0 hit points by damage that isn't from a critical hit, it regains 90 hit points, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Multiattack. The shell attacks twice.
Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 16 (3d10) radiant damage.
Blast. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 38 (7d10) radiant damage (or another damage type appropriate to its original nature).
Teleport. The shell magically teleports to an unoccupied space it can see within 120 feet of it.

BONUS ACTIONS

Moment of Clarity (1/Day). Until the end of its turn, the shell loses its Puppeted trait and its actions are controlled by its original mind. At the end of this turn, the shell takes 22 (4d10) psychic damage.

Combat

The shell slams when it is close enough to do so, blasts when it isn't, and teleports when it can't slam or blast. It uses Moment of Clarity when it can dramatically attack a khalkos or save the life of a worshiper.

Langabugs

An oft-overlooked dungeon hazard, langabugs rely on an ancient adage: no one ever looks up. Hiding out on ceilings, a langabug waits patiently for prey to walk under its hiding place. When it does, the langabug drops down and drives its long stinger into the creature, injecting a venom that puts the target to sleep.

Delver's Demise. A mature langabug's assault signals a swarm of its grubs to emerge from the walls to feed. While langabugs most often target small animals, they will attack larger prey when it is available. A humanoid-sized creature can sustain a langabug and its young for days.

Doctor's Delight. Langabugs are treasured for their alchemical uses. Their venom not only puts a creature to sleep, but it also slows their circulation and causes their blood to coagulate more efficiently. As a result, physicians pay good money for samples of langabug blood, as it functions as an effective anesthetic when performing complex surgical procedures.



Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 5 or less False rumor: Don't look up! There's a species of bug that will drop on you if you do so.

DC 10 Langabugs hang from ceilings and ambush prey with a potent sleep venom.

DC 15 The venom of a langabug can be harvested for alchemical and medical uses.

DC 20 When you encounter a mature langabug, always be on the lookout for a swarm of its grubs.

Encounters

Langabugs prefer to ambush their prey in subterranean environments, and though they're not smart, they'll flee from head-on confrontation when possible.

CR 0–2 langabug and a swarm of langrubs; langabug and a giant spider that have learned to work together

Treasure 20 gp, a brass locket worth 10 gp, a vial of antitoxin

CR 3–4 two langabugs and four boggards who coat their spears with langabug venom; a druid raising two langrub swarms to harvest their venom; two langabugs, a langrub swarm, and four cultists who use langabug venom for "spiritual experiences"

Treasure 200 gp, a silvered shortsword, a bloodstone worth 25 gp, and a *potion of gaseous form*

Wilderness and Underground Signs

1. Small animal skeletons, picked clean
2. Unconscious commoner with a deep wound on the back of their neck
3. Unconscious animals with coagulated blood
4. Dead adventurer, face-down in the dirt with a weapon never drawn

Behavior

1-3	Hiding in a high place, waiting to ambush
4	Devouring the body of a small animal
5	Laying dozens of eggs
6	Dragging its most recent kill to its brood

LANGABUG

CHALLENGE 1/2
SMALL BEAST
100 XP

AC 13 (natural armor)
HP 18 (4d6 + 4; bloodied 9)
Speed 20 ft., climb 20 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
5 (−3)	14 (+2)	12 (+1)	5 (−3)	11 (+0)	4 (−3)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str −3, Dex +2, Con +1, Int −3, Wis +0, Cha −3
Skills Stealth +4 (+1d4)
Senses darkvision 60 ft., passive Perception 10
Languages —

Drop Attack. The langabug has resistance to damage from falling. If the langabug falls at least 10 feet before making an attack, that attack deals an extra 3 (1d6) damage per 10 feet the langabug fell. If the attack misses, the langabug falls prone in the unoccupied space nearest to the target.

Spider Climb. The langabug can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage. A creature that takes at least 5 damage from this attack is injected with langabug venom and must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 hour. The effect ends early if the creature takes damage or another creature within 5 feet uses an action to shake it awake. If it has 0 hit points, it is stabilized while poisoned in this way.

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

LANGRUB

CHALLENGE 0
TINY BEAST
0 XP

AC 12
HP 2 (1d4; bloodied 1)
Speed 20 ft., climb 20 ft.
Initiative Dex +2 (12), Insight −3 (7), Perception −3 (7)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str −5, Dex +2, Con +0, Int −5, Wis −3, Cha −4
Skills Stealth +4 (+1d4)
Senses darkvision 60 ft., passive Perception 7
Languages —

Spider Climb. The langrub can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

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

SWARM OF LANGRUBS

CHALLENGE 1
MEDIUM SWARM OF TINY BEASTS
200 XP

AC 13
HP 27 (5d8 + 5; bloodied 13)
Speed 20 ft., climb 20 ft.
Initiative Dex +3 (13), Insight −2 (8), Perception −2 (8)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str −4, Dex +3, Con +1, Int −5, Wis −2, Cha −3
Skills Stealth +5 (+1d4)
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious
Senses darkvision 60 ft., passive Perception 8
Languages —

Spider Climb. The swarm can use its climb speed even on difficult surfaces and upside down on ceilings.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain hit points or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) piercing damage, or 5 (1d10) piercing damage if the swarm is bloodied.

Stings. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage, and the creature must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. A creature poisoned in this way falls unconscious until it takes damage or another creature within 5 feet uses an action to shake it awake. If it has 0 hit points, it is stabilized while poisoned in this way.

Longfinger

Residents of dark woods fear the moonlit nights that presage the coming of Longfinger, a pale predator with fingers like drooping branches.

Fireside Tales. Forest folk are uncertain whether Longfinger is an individual or a member of a horrific species. Some stories ascribe Longfinger a complex mythology, with a tragic curse of immortality, a ruined castle, and a desire to avenge itself on the mortals that once spurned it. Others insist that the longfinger is not a unique individual but a bloodthirsty species of fey predators. Until evidence—such as a dead longfinger—is produced to the contrary, the former, more fanciful tale holds sway.

Finger Food. Since Longfinger's victims are drained of blood, many people believe it is a type of vampire and warn travelers to beware its fangs. In fact, Longfinger drinks blood through tubes in its extended, bony fingers. While it drains a victim's blood, its ivory fingers flush pink. Rumors of Longfinger's vampiric nature are doubly dangerous, since Longfinger doesn't fear sunlight and can't be turned.

Moonlight Wanderer. Longfinger's bone-white form is sometimes glimpsed in a distant patch of moonlight, only to appear at its victims' throats a moment later. It can step from one beam of moonlight to another, allowing it to ambush its victims and retreat to safety when wounded. The surest way to escape Longfinger is to flee the moonlight into darker shadows—but this tactic can lead its prey into other dangers.

Legends and Lore

With an Arcana or Culture check, characters can learn the following:

DC 5 or less False rumor: Longfinger is the name of a vampire that dwells in the woods. Bring garlic and mirrors.

DC 10 Fairy tales tell of Longfinger, a skeletal hunter with fingers like a tangle of bone-white twigs.

DC 15 In some fairy tales, Longfinger takes a liking to one mortal or another, abducting them and taking them to its roofless and eternally moonlit castle. In such stories, when the mortal inevitably insults Longfinger or tries to escape, it hunts them down, wrapping them in its fingers and draining their blood.

DC 20 Longfinger can teleport in moonlight. It's never seen during the day or on moonless nights.

Longfinger Encounters

Longfinger is met in forested areas on moonlit nights, both in the mortal world and in the Dreaming.

CR 3–4 Longfinger; Longfinger with 1d4 stirges
Treasure silver crescent medallion inset with moonstones (worth 250 gp)

Signs

1. Bloodless corpse of a forest animal
2. Bloodless corpse of a person, such as a merchant or woodcutter
3. Terrified travelers who speak of being trailed by a motionless, moonlit figure that always seemed close behind
4. Images scratched into trees: stick figures with long, branching arms

Behavior

1. Hiding among white-limbed trees, waiting for prey to pass nearby
2. Feeding on a struggling victim
3. Standing motionless in a distant moonbeam, watching
4. In a clearing, sitting in a throne carved from a tree stump

LONGFINGER

CHALLENGE 3
MEDIUM FEY
700 XP

AC 13
HP 71 (11d8 + 22; bloodied 35)
Speed 30 ft.
Initiative Dex +3 (13), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +3, Con +2, Int +0, Wis +2, Cha +1
Skills Stealth +5
Damage Immunities radiant
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but doesn't speak

Brittle Fingers. When Longfinger is grappling a creature and takes at least 10 bludgeoning or slashing damage from a single attack or effect, the grapple ends.

ACTIONS

Multiattack. Longfinger makes two claw attacks. It can replace one attack with Drain Blood.

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature within 5 feet, the target is grappled (escape DC 13). Longfinger can grapple one creature at a time.

Drain Blood. A beast, fey, or humanoid grappled by Longfinger takes 7 (2d6) piercing damage, and Longfinger regains hit points equal to the damage dealt.

Moonbeam (Recharge 5–6). If Longfinger is outside at night, a beam of moonlight descends from the sky, illuminating a 10-foot-radius cylinder centered on a point Longfinger can see within 120 feet with dim light. The moonbeam remains until the start of Longfinger's next turn. When a creature enters the area for the first time on a turn or starts its turn in the area, it must succeed on a DC 12 Constitution saving throw or take 11 (2d10) radiant damage.

BONUS ACTIONS

Moonlit Step. While in an area of moonlight (including the area of a moonbeam spell or its Moonbeam effect), Longfinger magically teleports to an unoccupied space it can see within 30 feet of it that is also in moonlight. When it teleports, it can take one Medium or smaller willing or grappled creature along with it.



Combat

Longfinger approaches by stealth and uses Moonlit Step and its claw attack to appear next to a creature and grapple it. When bloodied, it uses Moonlit Step to escape with a grappled victim while draining its blood. Longfinger uses Moonbeam either to burn clusters of enemies or to make a new area of moonlight it can teleport into (taking advantage of its immunity to radiant damage).

Loving Lichen

A mobile, plant-like lifeform, loving lichen is renowned for the telepathic waves of love and acceptance it radiates toward creatures that wander into its territory, as well as its desire to hug such creatures—an embrace from which many never escape.

Not Technically Aggressive. A loving lichen's limited ability to reason prevents it from understanding that its embrace harms the creatures it loves. While the lichen never intends to kill its targets, this fact is little comfort to those who eventually nourish the soil around it.

Collector's Item. Loving lichen is highly sought after by collectors, as the feelings it radiates are deeply satisfying. A cutting from a loving lichen can make a good pet, until it grows large enough to pin down its owner.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: There is a wise lichen that radiates compassion and acceptance. Finding it will solve all your problems.



DC 10 Some plants magically exude pleasant feelings to attract prey.

DC 15 Loving lichen and its variants don't intend to harm their prey. They simply want to pin them to the ground. Nonetheless, bandits and other sinister creatures sometimes coordinate with loving lichen for mutual advantage.

Loving Lichen Encounters

Loving lichen can be found in many outdoor environments, but it is particularly common in forests.

CR 0–2 loving lichen; loving lichen with 1d4 bandits or kobolds; arcane loving lichen with encanther or 1d4 energy motes

Treasure 160 gp, magic ring engraved with the command word *Presto* (by speaking the command word, the wearer can cast *prestidigitation* at will)

CR 3–4 mature loving lichen; loving lichen with 2 or 3 bugbears; psionic loving lichen with intellect devourer

Treasure inanimate skeleton with 40 gp, half plate armor, *+1 spear* (named *Revenge*; attacks at long range don't impose disadvantage against creatures that have damaged the wielder)

CR 5–10 2 loving lichens with fog mime; mature loving lichen with green hag

Treasure contract for 1,000 gp to collect samples of loving lichen for an alchemist in town, 2 *spell scrolls* of *blight*, *wand of magic missiles*

Signs

1	Corpse with no signs of struggle
2	Wide paths worn in the soil
3	Copious plants with no sign of fauna
4	Abandoned camp overgrown with weeds

Behavior

1	Sunning itself in a warm area
2	In the midst of smothering a creature
3	Draped over a branch or other protrusion
4	Embracing the long-deceased corpse of a previous victim

LOVING LICHEN

CHALLENGE 1/2
MEDIUM PLANT
100 XP

AC 10

HP 22 (3d8 + 9; bloodied 11)

Speed 25 ft., climb 25 ft.

Initiative Dex +2 (12), Insight −2 (8), Perception −2 (8)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	3 (−4)	6 (−2)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +2, Dex +0, Con +3, Int −4, Wis −2, Cha +2

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities blinded, deafened, fatigue, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

False Appearance. While motionless, the lichen is indistinguishable from an area of moss or lichen.

Heat Sense. The lichen knows the location of all heat sources within 60 feet.

Loving Aura. The lichen radiates a psionic aura of love and tenderness in a 30-foot radius. When a living creature starts its turn in the aura or enters the aura for the first time on a turn, that creature must succeed on a DC 12 Wisdom saving throw or be charmed by the lichen for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Once a creature has succeeded on this saving throw, it is immune to Loving Aura for 24 hours.

ACTIONS

Hug. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one Large or smaller creature not grappled by the lichen. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). While grappled in this way, the creature can't breathe or speak, and the lichen regains 2 (1d4) hit points at the start of each of its turns. The lichen can grapple one Large creature or up to two Medium or smaller creatures at a time.

Spore Shot. One breathing creature within 30 feet that the lichen can see makes a DC 12 Constitution saving throw. On a failed save, the creature takes 6 (1d8 + 2) poison damage and is poisoned until the end of its next turn.

Combat

The lichen hugs the warmest creature or object it can reach. If it takes fire damage from the target or determines that it isn't a living creature, the lichen moves on to a new target. While hugging a creature, it uses Spore Shot against other creatures that attack it. It flees if it takes psychic damage.

Variant: Adapted Loving Lichen

The loving lichen readily adapts to areas of high magical or psionic energy by feeding off those energies instead of heat.

Arcane Loving Lichen. Instead of targeting warm creatures, the lichen targets creatures affected by magic or carrying magic items. Instead of Heat Sense, the lichen has the following trait:

Detect Magic. The lichen senses a magical aura around any creature or object within 60 feet that bears magic.

Psionic Loving Lichen. Instead of targeting warm creatures, the lichen targets creatures with the ability to use telepathy or psionic power. Instead of Heat Sense, the lichen has the following trait:

Detect Psionics. The lichen senses a psionic aura around any creature or object within 60 feet that has telepathy or innate psionic abilities.

Variant: Mature Loving Lichen

A long-lived patch of loving lichen matures into a Large creature. It is CR 3 (700 XP) and has 68 (8d10 + 24; bloodied 34) hit points. Its Strength is 18 (+4) and its Maneuver DC is 14. Its actions are replaced with the following:

Hug. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one Huge or smaller creature not grappled by the lichen. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). While grappled in this way, the creature can't breathe or speak, and the lichen regains 5 (2d4) hit points at the start of each of its turns. The lichen can grapple one Huge creature, two Large creatures, or up to four Medium or smaller creatures at a time.

Spore Cloud. Each breathing creature within 30 feet makes a DC 14 Constitution saving throw. On a failed save, the creature takes 13 (2d8 + 4) poison damage and is poisoned until the end of its next turn.

Mephits

Shaped by the arcane energies running through their elemental birthplaces, mephits might race over glaciers on ice sleds, summon storm serpents, or whistle and boil over like teakettles.

Elemental Nature. A mephit doesn't require air, sustenance, or sleep.

Dust Mephit

Dust mephit zephyrs resemble dust clouds, though they rarely stay in one place long enough to offer a close look. They disappear from one spot only to reappear at another—often with an unwilling passenger in tow.

DUST MEPHIT ZEPHYR

CHALLENGE 1
SMALL ELEMENTAL
200 XP

AC 12
HP 27 (6d6 + 6; bloodied 13)
Speed 30 ft., fly 30 ft. (hover)
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +0, Dex +2, Con +1, Int –1, Wis +0, Cha +1
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities grappled, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages Auran, Terran

Air Form. The mephit can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

Death Burst. When the mephit dies it explodes. Each creature within 10 feet makes a DC 11 Strength saving throw. On a failed save, the creature takes 4 (1d8) piercing damage and is knocked prone.

ACTIONS

Debris Blast. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Zephyr. The mephit takes the form of a Medium dust storm, flies up to half its fly speed without provoking opportunity attacks, and then magically teleports to an unoccupied space within 30 feet. If the mephit teleports while sharing the space of another creature, that creature must succeed on a DC 11 Constitution saving throw or be teleported along with the mephit. The mephit then resumes its true form.



Combat

The dust mephit delights in picking up people in zephyr form and depositing them in inconvenient locations, such as over lava or 30 feet in the air.

Ice Mephit

Ice mephits fly hovering sleds made of ice. Fast but clumsy fliers, ice mephits lead short but thrilling lives that end in spectacular crashes. They delight in flying close to travelers to snatch hats and other poorly guarded possessions.

ICE MEPHIT SLEDDER

CHALLENGE 1
SMALL ELEMENTAL
200 XP

AC 12
HP 21 (6d6; bloodied 10)
Speed 0 ft., fly 60 ft.
Initiative Dex +2 (12), Insight –2 (8), Perception –2 (8)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (–1)	6 (–2)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +0, Dex +2, Con +0, Int –1, Wis –2, Cha +0
Damage Vulnerabilities bludgeoning, fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Aquan, Auran

Clumsy Flier. On each of its turns, the mephit must fly its full speed or fall prone. It can change direction no more than once during this movement. If it falls prone or enters a space containing another object or creature, it collides and is destroyed.

Death Burst. When the mephit dies, it explodes into a shower of ice. Each creature within 10 feet makes a DC 10 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save or half damage on a success.

ACTIONS

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

Snatch. The mephit makes a Dexterity check contested by the Dexterity saving throw of a creature within 5 feet. If the mephit wins the contest, it steals one of the creature's possessions that isn't held by the creature.

Combat

While the ice mephit doesn't intentionally crash into things, it doesn't take precautions to avoid collisions either. It makes claw attacks and flies away, heedless of opportunity attacks.

Magma Mephit

Magma mephit boilers arise from elemental lava, only to pop and appear elsewhere. Around them float deadly bubbles of elemental magma.

MAGMA MEPHIT BOILER CHALLENGE 1

SMALL ELEMENTAL 200 XP

AC 12

HP 27 (6d6 + 6; bloodied 13)

Speed 30 ft., fly 30 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +0, Dex +2, Con +1, Int +0, Wis +0, Cha +0

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Death Burst. When the mephit dies or uses Pop, it pops in a shower of magma. Each creature within 5 feet makes a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half damage on a success.

ACTIONS

Create Magma Bubble (3/Day). The mephit magically summons a **magma mephit bubble** in an unoccupied space within 5 feet. The bubble acts immediately after the mephit's turn.

Pop. The mephit pops like a bubble, triggering its Death Burst without dying, and then magically teleports to an unoccupied space within 60 feet that is within 5 feet of fire, magma, or another elemental creature.

Combat

The magma mephit boiler summons magma mephit bubbles to hunt and scald foes.

Magma Mephit Bubbles

Among the most basic of elementals, magma mephit bubbles occur naturally in elemental volcanoes.

MAGMA MEPHIT BUBBLE CHALLENGE 1/8

TINY ELEMENTAL 25 XP

AC 9

HP 1 (1d4 – 4)

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

Initiative Dex –1 (9), Insight –4 (6), Perception –4 (6)

STR	DEX	CON	INT	WIS	CHA
2 (–4)	8 (–1)	2 (–4)	1 (–5)	2 (–4)	2 (–4)

Proficiency +2; **Maneuver DC** 9

Saving Throws Str –4, Dex –1, Con –4, Int –5, Wis –4, Cha –4

Condition Immunities all

Senses darkvision 60 ft., passive Perception 6

Languages —

Death Burst. When the bubble dies or touches an object or creature, it pops in a shower of magma. Each creature within 5 feet makes a DC 9 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half damage on a success.

Steady. The bubble can't take the Dash action.

ACTIONS

Touch. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: The bubble dies.

Combat

The magma mephit bubble moves toward the nearest non-elemental creature it can see, touches it, and explodes.

Spark Mephit Stormbringers

Spark mephit stormbringers worship and summon elemental snakes made of stormclouds.

SPARK MEPHIT STORMBRINGER

CHALLENGE 1

SMALL ELEMENTAL

200 XP

AC 12

HP 27 (6d6 + 6; bloodied 13)

Speed 30 ft., fly 30 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str –1, Dex +2, Con +1, Int +1, Wis +0, Cha –1

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Death Burst. When the mephit dies while within 90 feet of a spark mephit storm snake, the snake can use a reaction to make a lightning strike attack.

ACTIONS

Static. *Ranged Spell Attack:* +4 to hit, range 10 ft., one creature. *Hit:* 3 (1d6) lightning damage, and the target can't speak or understand language until the end of its next turn.

Empower Storm (1/Day). The mephit summons a spark mephit storm snake, provided there isn't already a storm snake within 120 feet. The snake appears in an unoccupied space within 120 feet and acts immediately after the mephit's turn. If a storm snake already exists within 120 feet, the mephit instead triggers the snake's Empowerment trait.

Combat

The spark mephit uses Empower Storm, and then uses static to attack foes.



Spark Mephit Storm Snake

A massive, dark cloud in the shape of a snake, the spark mephit storm snake strikes fear in those who see it. Its eyes glow with pent-up lightning, which it fires at mortal creatures nearby. Although storm snakes occur naturally in some parts of the Plane of Air, they are most often created by the combined rage of spark mephit stormbringers.

SPARK MEPHIT STORM SNAKE

CHALLENGE 1/2

GARGANTUAN ELEMENTAL — 100 XP

AC 10

HP 25 (2d20 + 4; bloodied 12), plus 25 for each time it has been empowered

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

Initiative Dex +0 (10), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	4 (–3)	8 (–1)	8 (–1)

Proficiency +2; **Maneuver DC** 14

Saving Throws Str +4, Dex +0, Con +2, Int –3, Wis –1, Cha –1

Damage Immunities lightning, poison

Condition Immunities charmed, fatigue, frightened, grappled, poisoned, prone, unconscious, restrained

Senses blindsight 90 ft., passive Perception 9

Languages —

Air Form. The snake can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

Empowerment. When a spark mephit stormbringer within 90 feet uses Empower Storm, the snake's current and maximum hit points increase by 25, and it can make more attacks with Multiattack (these benefits are already included in the stat block). The snake loses any benefits it has gained from this trait when it finishes a long rest.

ACTIONS

Multiattack. The snake makes a lightning strike attack against one target. For each time it has been empowered, it can make another attack against a different target.

Lightning Strike. *Ranged Spell Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 7 (2d6) lightning damage.

Thunderous Hiss (1/Day). The snake's hiss summons a thunderclap. Each non-elemental creature within 60 feet that can hear the snake must succeed on a DC 14 Constitution saving throw or take 10 (3d6) thunder damage and 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.

Combat

The snake uses Thunderous Hiss then makes lightning strike attacks against as many foes as possible. It flies at least 20 feet above its enemies.

Steam Mephit Whistlers

Easily moved to rage, steam mephit whistlers swell to prodigious size and hiss like a tea kettle when angry. When their rage is at full boil, they explode.

STEAM MEPHIT WHISTLER

CHALLENGE 1

SMALL ELEMENTAL — 200 XP

AC 10

HP 33 (6d6 + 12; bloodied 16)

Speed 30 ft., fly 30 ft.

Initiative Dex +0 (10), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +2, Dex +0, Con +2, Int –1, Wis +0, Cha +0

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Steam Form. The mephit can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

Boiling Rage. The first time each turn the mephit takes damage, it increases size, from Small to Medium, Medium to Large, and Large to Huge. When it reaches Huge size, it dies. The mephit returns to its normal size when it finishes a long rest.

Death Burst. When the mephit dies, it explodes. Each creature within 5 feet makes a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half damage on a success.

ACTIONS

Whistle. The mephit emits a shrill, continuous whistle. Each creature within 5 feet makes a DC 12 Constitution saving throw. On a failed save, the creature takes 3 (1d6) thunder damage if the mephit is Small, 7 (2d6) thunder damage if the mephit is Medium, or 10 (3d6) thunder damage if the mephit is Large.

Combat

When provoked, the steam mephit uses Whistle, taking advantage of the fact that it can share space with other creatures and including as many foes as possible in the whistle's area. The mephit makes no effort to escape when wounded, determined to take its enemies down with it.

Mercurus

There is a very good reason mages build isolated towers far from civilization: their experiments have no end of unintended side effects. One such accidental by-product are mercuri, miniscule creatures made of sentient, liquid metal that sometimes arise spontaneously when guardians are formed. Though mercuri seem like simple oozes, they harbor a rudimentary curiosity within their mutable forms.

Curious Creations. Mercuri evolve by observing the Bbehaviors of other creatures. A newly created mercurus quickly learns to adopt new forms. Often, the first form it learns is that of its creator, allowing it to morph into a tiny humanoid shape capable of speech. From there its ability to learn rapidly accelerates as it grows.

Constructed Nature. A mercurus doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Engineering check, characters can learn the following:

DC 5 or less False rumor: Mercury is an inherently intelligent metal.

DC 10 Mercuri are tiny creatures made of liquid metal. They are created by mages, usually by accident.

DC 15 Mercuri can transform to look like any small metal object.

DC 20 Though they appear simple, mercuri love learning. They can speak and are often willing to trade knowledge.

Encounters

While often found guarding the knowledge stored in mages' laboratories, mercuri can also be encountered in the wild. They usually have one or two preferred forms.

CR 0–2 2 mercuri hiding among a diorama of tin soldiers; a mercurus and 2 flying swords; a mercurus hiding inside animated armor; an apprentice mage with a mercurus familiar

Treasure 25 gp, *potion of mind reading*, *spell scroll* of *mage armor*

CR 3–4 bolt thrower loaded with a bolt that is actually a mercurus; mercurus camouflaged as a pile of silver coins atop a rug of smothering

Treasure 500 sp, 2,000 cp, *potion of greater healing*, *Aerodite the Autumn Queen's true name* or *spell scroll of haste*

Signs

1. An iridescent sheen, like a trail left by a metallic snail
2. Metal surface that's been magnetized
3. Holes intentionally carved in floors and walls
4. Metal object devoid of rust in an otherwise dilapidated locale

Behavior

1. Observing a local cook, curious about this "eating" thing
2. Sneakily reading books left open by a library's patrons
3. Hiding in a keyhole, waiting to attack would-be thieves
4. Watching the adventurers to learn more about them

Preferred Appearance

1. Gold statuette of a robed wizard
2. Brass tarantula
3. Tin soldier, armed for battle
4. Tiny silver horse

Names

Argent, Dilué, Limus, Rebus, Uligos, Volumen

MERCURUS

CHALLENGE 1/2

TINY CONSTRUCT (SHAPECHANGER) 100 XP

AC 13

HP 14 (4d4 + 4; bloodied 7)

Speed 20 ft., climb 20 ft.

Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	5 (–3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str –1, Dex +5, Con +3, Int +0, Wis +1, Cha –3
Skills History +2 (+1d4), Stealth +5
Damage Immunities poison
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses tremorsense 10 ft., passive Perception 11
Languages one language of its creator
Amorphous. The mercurus can pass through and occupy an opening as narrow as 1 inch wide without squeezing.
Spider Climb. The mercurus can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

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

BONUS ACTIONS

Mercurial Form. The mercurus changes its form. Its equipment isn't transformed. When the mercurus dies, it melts into a puddle of inanimate mercury. It can switch between the following forms:
Object Form: The mercurus takes on the appearance of a Tiny metallic object. While the mercurus remains motionless in object form, it is indistinguishable from an inanimate object.
Razor Form: The mercurus's attacks deal an extra 3 (1d6) damage.
Shield Form: The mercurus's Armor Class increases by 2.

REACTIONS

Endure (Shield Form Only). When the mercurus takes damage, it halves the damage and moves up to its speed without provoking opportunity attacks.
Ferrous Spines (Razor Form Only). When a creature within 5 feet that the mercurus can see touches it or hits it with a melee attack, that creature takes 3 (1d6) piercing damage.

Variant: Mercurus Student

Some mages will take on a mercurus as an apprentice or assistant. Though they can be somewhat unreliable and easily distracted, a mercurus always remembers any lore it hears, making it a useful archive of information. Its ability to slip into tight spaces and hide in plain sight also makes it useful as a guard.

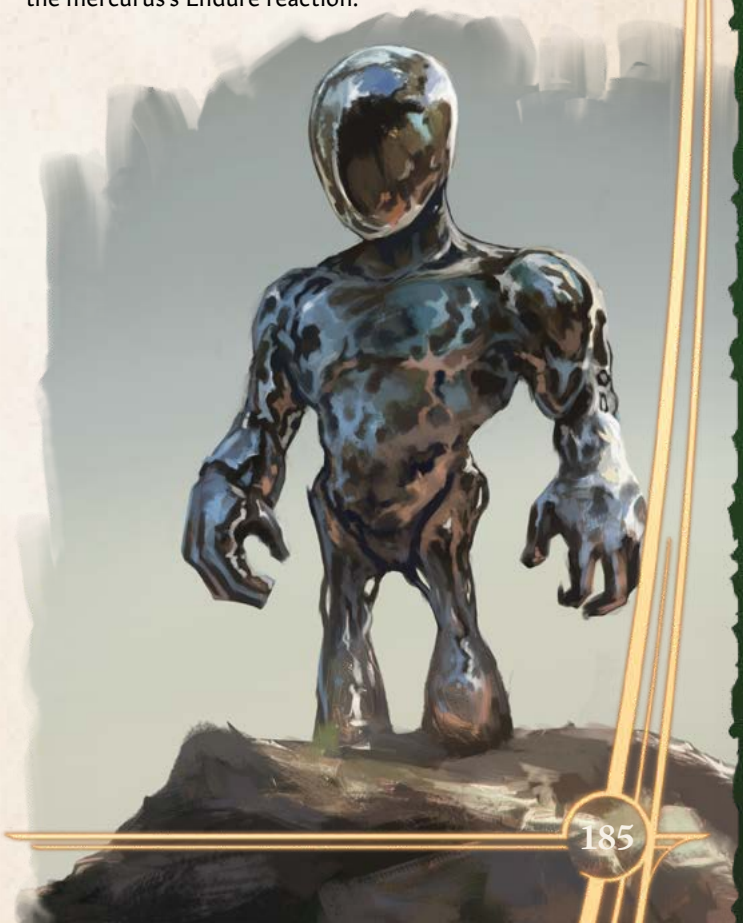
A mercurus student is a heroic monster with the ability to gain up to 10 monster levels. It gains the following traits:

Heroic Hit Dice. Each time it gains a monster level, the mercurus gains one d4 hit die and its hit point maximum increases by 10.
Heroic Proficiency. The mercurus's proficiency bonus is equal to 2 + 1/4 its monster level (rounded down); this increase in proficiency bonus is applied to its proficient skills and saving throws, its attack rolls, and its Maneuver DC.

The mercurus gains the following heroic features:

HEROIC FEATURES

Level 1: *First Blood.* The first time the mercurus deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).
Level 4: *Telepathy.* The mercurus can communicate telepathically with its master while they are within 1 mile of each other. When the mercurus is within 30 feet of its master, its master gains an expertise die on History checks and on Intelligence checks that rely on memory.
Level 8: *Shared Shape.* While the mercurus is within 30 feet of its master, its master can use an action to become amorphous until the end of their turn. While amorphous, the master can pass through an opening as narrow as 1 inch wide without squeezing.
Level 10: *Shared Shield.* While the mercurus is in shield form within 30 feet of its master, the master can use the mercurus's Endure reaction.



Mimic

Adventurers who survive an encounter with a mimic often grow complacent: when searching for treasure, be wary of chests and objects of similar size! In fact, mimics can come in sizes as small as a jewelry box to as large as a colossal statue.

Art Collectors. While mimics have no natural appreciation for beauty, they tend to surround themselves with jewelry, paintings, and other art objects. A statue can make a fine decoy or lure—and a mimic maw can even lurk inside the statue's smile.

Mimic Encounters

Mimics frequent dungeons and palaces.

CR 0–2 1 or 2 minics
Treasure bag of 100 gp or silver ewer worth 75 gold (the minics disguise themselves as this treasure)

CR 3–4 3 or 4 minics; mimic with 1 or 2 minics
Treasure one of the mimics or minics contains a half-digested adventurer carrying 3 pearls worth 100 gp each

CR 5–10 1 or 2 mimic maws; mimic maw with 1 or 2 mimics or minics
Treasure life-sized bronze statue (worth 1,500 gp) holding a *decanter of endless water*

MIMIC MAW — CHALLENGE 5

MEDIUM MONSTROSITY — 1,800 XP

AC 12
HP 105 (14d8 + 42; bloodied 52)
Speed 0 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (–3)	14 (+2)	6 (–2)

Proficiency +3; **Maneuver DC** 16
Saving Throws Str +5, Dex +2, Con +3, Int –3, Wis +2, Cha –2
Skills Stealth +5
Condition Immunities grappled, prone
Senses darkvision 60 ft., passive Perception 12
Languages —



Sticky. A creature, object, or weapon that touches the mimic is stuck to the mimic. A creature can use an action to make a DC 16 Strength check, freeing itself or an object or creature within reach on a success. The effect also ends when the mimic chooses to end it or when the mimic dies.

Wall Mouth. The mimic can occupy a 5-foot-square flat surface, such as a wall, ceiling, or floor. Alternatively, it can occupy an artistic representation of a mouth, such as that of a statue, portrait, or graffiti smiley face. While the mimic occupies a representation of a mouth, the mimic's size changes to match the size of the mouth, provided the mouth is between 2 inches and 10 feet wide. The mimic's statistics are unchanged

except for its size, and until the mimic moves or takes an action a creature must make a successful DC 15 Investigation or Perception check to discover it.

Attacks against the mimic don't damage the space it occupies.

Water Soluble. If the mimic is splashed with at least 1 gallon of water, the DC to escape its Sticky trait is reduced to 10 until the end of its next turn.

ACTIONS

Multiattack. The mimic attacks with its tongue and then its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target is restrained until it is no longer stuck to the mimic. While a creature is restrained by the mimic, the mimic can't bite a different creature.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. The target is subjected to the mimic's Sticky trait and must succeed on a DC 16 Strength saving throw or be pulled up to 15 feet directly towards the mimic.

Swallow. The mimic makes a bite attack against a Medium or smaller creature restrained by it. If the attack hits and the mimic hasn't swallowed another creature, the target is swallowed and is no longer stuck to the mimic. The mimic can swallow a creature larger than it is (such as when the mimic occupies a Small or smaller space). A swallowed creature is transported to the mimic's extradimensional stomach. While swallowed, the creature is unreachable except by *plane shift* and other magic, is blinded and restrained, and takes 10 (3d6) acid damage at the start of each of the mimic's turns.

If a swallowed creature deals at least 15 damage to the mimic in a single turn, or if the mimic dies, the target falls prone in an unoccupied space of its choice within 5 feet of the mimic and is no longer swallowed.

Teleport. The mimic magically teleports up to 30 feet to a space it can see, including any surface that its Wall Mouth trait allows it to occupy.

Combat

The mimic maw hides itself in an artistically rendered mouth. When a creature approaches within 15 feet, it attacks with its tongue and bite. When it is reduced to 25 hit points or fewer, or once it has swallowed a creature, it uses Teleport each turn to escape from remaining combatants.

Mimic Variant: Minic

The minic is a variant of the classic mimic. Small enough to mimic Tiny treasure such as jeweled goblets and coins, the minic can briefly open its mouth wide enough to swallow Medium or smaller victims whole.

The minic is CR 1 (200 XP). It is Tiny and has 44 (8d4 + 24; bloodied 22) hit points. It doesn't have the Sticky trait, and references to this trait are ignored. Instead, the minic has the following trait:

Bad Digestion. While the minic has a creature swallowed, at the start of each of its turns the minic must succeed on a DC 10 Constitution saving throw or audibly belch, revealing its location and monstrous nature.

Instead of the usual mimic actions, the minic has the following actions:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). While a creature is grappled by the minic, the grappled creature's speed isn't reduced to 0 and the minic moves along with the creature when the creature moves.

Swallow. The minic makes a bite attack against a Medium or smaller creature grappled by it. If the attack hits and the minic hasn't swallowed another creature, the target is swallowed. A swallowed creature is transported to the minic's extradimensional stomach. While swallowed, the creature is unreachable except by *plane shift* and other magic, is blinded and restrained, and takes 5 (2d4) acid damage at the start of each of the minic's turns.

If a swallowed creature deals at least 8 damage to the minic in a single turn, or if the minic dies, the target falls prone in an unoccupied space of its choice within 5 feet of the minic and is no longer swallowed.

Mome Rath

The mome rath is a smooth-shelled land creature roughly the size of a large boar. It bears a resemblance to an oversized land turtle with a shark-like maw and bowed out forelegs.

Noisome Nasality. Although not a speedy predator, the mome rath can outgribe, releasing an ear-piercing, squealing screech from the blowholes atop its head. The sound causes temporary paralysis or disorientation, allowing the mome rath to close the distance between itself and its prey.

Sharptooth Snapper. The mome rath's razor-sharp teeth and thick, snake-whip neck also help make up for its lumbering pace. While it typically feeds on smaller wildlife like birds, shellfish, and rodents, it's not uncommon for a mome rath to take down larger prey or successfully defend its territory against bigger predators.

Smooth Operator. With its ability to withdraw into its leathery shell, the mome rath is surprisingly sneaky for its size, blending in with forest foliage, river boulders, and other natural camouflage.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: The mome rath is a literary invention. Anyone who claims to have seen one is a liar.

DC 10 A mome rath is a green-shelled terrestrial predator with several rows of sharp teeth.

DC 15 The shrill sound of a mome rath outgribing is ear splitting and disorienting.

Mome Rath Encounters

Mome raths are native to the Dreaming but have recently been spotted in Waking forests.

CR 5–10 mome rath; mome rath with 1 or 2 ankhegs

Treasure 1,100 gp, *chime of opening*, *potion of gaseous form*

CR 11–16 2 mome raths; mome rathilisk; mome rathilisk with basilisk

Treasure 100 pp, 200 gp, 120 sp, 5 peridots (worth 500 gp each), *assembling armor* or *cloak of protection*, *gauntlets of ogre power*

Signs

1. Intermittent and unnerving high-pitched squealing
2. Shallow depression dug out from the earth, tamped down and smooth in the middle
3. A serrated tooth about two inches long near the remains of a small animal
4. Unearthed dirt surrounding the opening to an animal burrow

Behavior

1. Begins outgribing on sight
2. Huddling in its shell behind a leafy plant
3. Prying open clam shells with its claws
4. Hunting with a small group of other mome raths

MOME RATH

CHALLENGE 5
MEDIUM MONSTROSITY
1,800 XP

AC 15 (natural armor)
HP 90 (12d8 + 36; bloodied 45)
Speed 30 ft., burrow 20 ft.
Initiative Dex +1 (11), Insight +1 (11), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (–1)	13 (+1)	7 (–2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +1, Con +3, Int –1, Wis +1, Cha –2
Skills Perception +4, Stealth +4
Damage Immunities thunder
Condition Immunities paralyzed, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages —

Bowed Out Legs. The mome rath can't take the Dash action.

Deflecting Shell. If a creature targets the mome rath with a melee attack using a nonmagical weapon and rolls a natural 1–3 on the attack roll, the weapon glances off at a jarring angle. The attacker must succeed on a DC 14 Dexterity saving throw or the attack strikes a different creature within the attacker's reach. If no other creature is within reach, the attacking creature is disarmed and its weapon flies 10 feet away in a random direction.

ACTIONS

Multiattack. The mome rath attacks with its claws and its vicious bite.

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

Vicious Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. On a hit, the mome rath can make a second vicious bite attack as a bonus action. On a critical hit, the bite also deals an extra 7 (2d6) piercing damage (this extra damage doesn't double).

Burrow. The mome rath burrows under the ground without provoking opportunity attacks, moves up to its burrow speed, and then resurfaces in an unoccupied space. If it is within 5 feet of a creature at the end of this movement, it makes a vicious bite attack against that creature.

Outgribe (Recharge 5–6). The mome rath makes a shrill, shrieking sound. Each creature within 30 feet that can hear the mome rath makes a DC 14 Constitution saving throw. On a failed save, the creature takes 18 (4d8) thunder damage and is paralyzed until the end of the mome rath's next turn. On a success, a creature takes half damage and isn't paralyzed.

REACTIONS

Hard Carapace (1/Day). When it takes damage from an attack, the mome rath withdraws into its shell, protecting all vulnerable spots. Until the start of its next turn, its AC becomes 19 and it has advantage on saving throws.

Combat

The mome rath lies in wait half buried and camouflaged by natural cover. When its prey comes within range, the mome rath outgribes and follows up with its vicious bite attack against a paralyzed creature. Unless defending its lair, when bloodied the mome rath uses its Hard Carapace to protect itself, then burrows away to escape.

Variant: Mome Rathilisk

The mome rathilisk is a mome rath that has been mutated by magic or the chaos inherent in nature. It has six legs and two heads.

The mome rathilisk is an elite monster, equivalent to two CR 5 monsters (3,600 XP). It has 180 (24d8 + 72; bloodied 90) hit points. It gains the following additional traits:

Extra Leg Power. The mome rathilisk's burrow speed is doubled when using its Burrow action.

Two Heads. While both heads are awake, the mome rathilisk has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

The mome rathilisk has the following additional actions:

Vicious Multiattack (While Bloodied). The mome rath makes two claw attacks and two vicious bite attacks. It can replace one vicious bite attack with Burrow, Outgribe, or Stone Stare.

Stone Stare (Gaze). The mome rathilisk locks eyes with a paralyzed target. The target must succeed on a DC 14 Constitution saving throw or be petrified for 24 hours.



Moonbloom Hydra

With their waxy green skin and multiple spiked, pink heads, moonbloom hydras are easily mistaken for natural dragon fruit plants. But these carnivorous cacti are more likely to eat than be eaten. So long as it remains still, a moonbloom hydra is nearly indistinguishable from a normal cactus, but when it attacks it looks much like its reptilian namesake, complete with snapping jaws and whiplike tail.

Nocturnal Lunatic. A moonbloom hydra is never more dangerous (or more beautiful) than at night when its flowers open to absorb moonlight.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or less False rumor: While daytime in the Dreaming can be dangerous, all becomes calm and peaceful under the Dreaming moon.

DC 10 A moonbloom hydra is a carnivorous plant that mimics a dragon fruit cactus.

DC 15 The carapace of a moonbloom hydra is as hard and sharp-edged as a steel sword.

DC 20 A moonbloom hydra becomes poisonous and more deadly at night.

Moonbloom Hydra Encounters

Moonbloom hydras are most common in those parts of the Dreaming that lie under perpetual moonlight, but they can also be found in jungles and deserts in the Waking.

CR 3–4 moonbloom hydra
Treasure 300 gp, onyx (worth 50 gp)

CR 5–10 2 moonbloom hydras; moonbloom hydra with Longfingers
Treasure 1,000 sp, 5 grams of gold dust worth 250 gp each, *+1 half plate armor*

CR 11–16 3 moonbloom hydras; orchard of moonbloom hydras
Treasure 150 pp, 600 ep, 7 pearls (worth 100 gp each), *+1 chain shirt* (a pattern of gold links forms the outline of a dragon: creatures with the dragon type make attacks against the wearer with disadvantage)

Wilderness Signs

1. Skeletal remains of small animals strewn about a cactus plant
2. Odd, slithering tracks not made by any snake
3. A cactus swaying where there is not a breath of wind
4. Severed cactus limb as hard as steel

Behavior

1. Sunbathing with most of its heads asleep
2. Devouring its latest catch, a small rodent
3. Migrating with others of its orchard to a new hunting grounds
4. Opening its white blossoms as the moon rises



MOONBLOOM HYDRA

CHALLENGE 4
MEDIUM PLANT
1,100 XP

AC 18 (natural armor)
HP 60 (8d8 + 24; bloodied 30)
Speed 30 ft., climb 30 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex +2, Con +3, Int −4, Wis +0, Cha −3
Damage Vulnerabilities necrotic
Damage Resistances piercing and slashing damage from nonmagical, non-silvered weapons
Damage Immunities poison (radiant with Lunar Synthesis)
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —

False Appearance. While motionless, the hydra is indistinguishable from a normal dragon fruit cactus.

Five Heads. The hydra has five heads. Whenever the hydra takes 8 damage or more from a single attack or effect, one of its heads dies. If all its heads die, the hydra dies.

Lunar Synthesis. From sunset to sunrise, while the moon is visible, the hydra's AC increases by 1, its Speed increases by 10 feet, and its bite attack deals an additional 4 (1d8) poison damage. In addition, when the hydra is subjected to radiant damage from moonlight, it takes no damage and instead regains hit points equal to the damage dealt.

Multiple Heads. While the hydra has more than one head, it has advantage on Perception checks and on saving throws against being blinded, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Reactive Heads. For each head it has, the hydra can take one reaction per round, but not more than one per turn.

Wakeful. When some of the hydra's heads are asleep, others are awake.

ACTIONS

Multiattack. The hydra attacks once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Poison Spray (Recharge 5–6). While the moon is visible, the hydra targets up to two creatures within 30 feet and within 5 feet of each other, spraying them with a fine mist of poisonous pollen. Each target makes a DC 14 Dexterity saving throw, taking 18 (4d8) poison damage on a failure or half damage on a success.

REACTIONS

Reactive Bite. When a creature within 10 feet that the hydra can see attacks the hydra or casts a spell, the hydra bites the creature.

Combat

A moonbloom hydra often makes its lair among dragon fruit cacti and remains motionless until its prey is within reach. It opens with a spray of pollen if the sun has already set, then bites and whips its tail.

Variant: Orchard of Moonbloom Hydras

Wizards and druids sometimes cultivate orchards of moonbloom hydras around their sanctums to protect the harvest.

The orchard is CR 13 (10,000 XP). It is Gargantuan, has 202 (15d20 + 60; bloodied 101) hit points, and has the following additional traits:

Area Vulnerability. The orchard takes double damage from any effect that targets an area.

Orchard. The orchard is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The orchard can move through any opening large enough for one moonbloom hydra without squeezing.

Orchard Dispersal. When the orchard is reduced to 0 hit points, it turns into 2 (1d4) moonbloom hydras, each of which are bloodied.

Orchard Melee Damage. When the orchard hits with a bite or tail attack, the attack deals 22 (4d8 + 4) damage.

Instead of Poison Spray, the orchard has the following action:

Poison Mist (1/Day). While the moon is visible, the orchard releases a mist of poisonous pollen into the air, filling a 30-foot-radius area centered on itself. The pollen persists until the end of its next turn. Any creature in the area or that enters the area while the mist persists makes a DC 14 Constitution saving throw. On a failed save, the creature takes 45 (10d8) poison damage and is 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. On a successful save, the creature takes half damage and isn't poisoned.

Ogres

It is the peculiar fate of many ogres to be transformed by magic, often against their will. Legendary for their physical might, ogres aren't blessed with a similar strength of will. As a result, immortal beings and powerful mages favor them as servants, regarding them as little more than fresh canvases for new and wondrous designs.

For their part, ogres have fewer objections to being used as test subjects than other creatures might, as long as their "new friends" provide them with prodigious amounts of food and some treasure to call their own.



Ogre Encounters

Ogres live in all the wild places of the world, especially the borderlands between untamed and settled areas.

CR 5–10 thorn ogre with 1 to 3 druids or centaurs; 2 thorn ogres; 1 or 2 blood-drinker ogres; blood-drinker ogre with vampire spawn or 2d4 stirges; stonehold ogre; stonehold ogre with 1 to 3 dust mephit zephyrs or ogre grunts
Treasure 1,500 gp, 3,000 sp, 1d4 fruits or blood vials that act as *potions of greater healing*

CR 11–16 3 thorn ogres or blood drinker ogres; 2 stonehold ogres; stonehold ogre with earth elemental; stonehold ogre with 2 to 4 ogres
Treasure 6,000 gp, three *javelins of lightning*

CR 17–22 ramskull ogre with 10 ogre grunts
Treasure 1,000 pp, 5,000 gp, 10 pieces of jewelry worth 750 gp each, +2 *greataxe* (named *The Boot*; deals an extra 2d8 slashing damage to prone creatures), *ring of the ram*

Thorn Ogre

Transformed by fey or primal magic, thorn ogres were once like their kin, but now thorns burst from their woody skin when they are wounded. When a thorn ogre clenches its fist, viciously sharp thorns sprout around its knuckles.

Bloody-Handed Guardians. Thorn ogres are typically found in service to dangerous and cruel archfey, who use them to inspire dread and inflict pain. Other thorn ogres dwell near druid groves, which they fiercely defend.

THORN OGRE CHALLENGE 4
LARGE FEY 1,100 XP

AC 13 (natural armor)
HP 76 (9d10 + 27; bloodied 38)
Speed 40 ft.
Initiative Dex –1 (9), Insight +0 (10), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex –1, Con +3, Int +0, Wis +0, Cha –1
Skills Athletics +6, Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant, Sylvan

Death Burst. When the ogre dies, thorns explode from its body in all directions. Each creature within 15 feet makes a DC 15 Dexterity saving throw, taking 11 (2d10) piercing damage on a failed save or half damage on a success.

Thorn Flesh. A creature grappling the ogre or that is grappled by the ogre takes 4 (1d8) piercing damage at the start of the ogre's turn.

ACTIONS

Multiattack. The ogre makes two attacks.

Thorn Slam. *Melee Weapon Attack*. +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and thorns erupt from the ogre's arm. One creature within 5 feet of the target makes a DC 14 Dexterity saving, taking 4 (1d8) piercing damage on a failed save or half damage on a success.

Javelin. *Melee or Ranged Weapon Attack*. +6 to hit, reach 5 ft or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Cluster of Thorns (1/Day). The ground in a 20-foot-radius area within 150 feet becomes covered with magical thorns for 1 hour. While the effect lasts, the area is difficult terrain. When a creature enters or moves within the area, that creature takes 5 (2d4) piercing damage for every 5 feet it moves. The ogre doesn't take damage from its own thorns.

Combat

Thorn ogres prefer to engage no more than two enemies at a time, using Cluster of Thorns and forest terrain to isolate other foes. If that fails, they grapple a single opponent, injuring them with their thorns. When multiple thorn ogres work together, they position grappled targets so that their thorn slam attacks hit multiple targets.

Blood-Drinker Ogre

Some ogres undergo a foul initiation known as the Rite of Thirst, a dire transformation that causes their lips and tongue to shrivel and the whites of their eyes to become blood red. The rite grants the ogres magical power when they lick the gore from their razor-sharp weapons.

Blood Servants. Ogre mages, blight giants, and vampires who know the secrets of the Rite of Thirst take blood-drinker ogres as their favored servants, entrusting them with critical tasks such as assassinations.

BLOOD-DRINKER OGRE

CHALLENGE 5
LARGE GIANT
1,800 XP

AC 13 (padded leather armor)
HP 85 (10d10 + 30; bloodied 42)
Speed 40 ft.
Initiative Dex +1 (11), Insight +1 (11), Perception +1 (11)

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +1, Con +3, Int +1, Wis +0, Cha +1
Skills Intimidation +4, Stealth +4
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant

ACTIONS

Multiattack. The ogre attacks once with its dagger and once with its longsword.

Dagger. *Melee or Ranged Weapon Attack*. +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 9 (2d4 + 4) piercing damage.

Longsword. *Melee Weapon Attack*. +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) slashing damage.

REACTIONS

Venomtongue. When the ogre deals piercing or slashing damage with a weapon, it licks the blood from the blade and envenoms the weapon. The first time the ogre deals damage with the envenomed weapon before the end of its next turn, the target makes a DC 14 Constitution saving throw. On a failure, the target takes 7 (2d6) poison damage and is poisoned until the end of its next turn.

Blood Healing (1/Day). When the ogre deals piercing or slashing damage with a weapon, it regains 20 hit points.

Combat

Blood-drinker ogres engage vulnerable enemies to coat their weapons with blood, then pivot to attack the most formidable target with the envenomed weapon. If the ogre is bloodied, it might direct its attacks against weaker allies.

Stonehold Ogre

These gray-skinned ogres have been infused with—and transformed by—elemental stone. Their oversized fists are made of living granite, and the ground shakes beneath their weighty tread. As they weaken and approach death, stonehold ogres become increasingly durable, eventually transforming into immobile statues of solid stone.

Exhumed. Enraged with the failings of her ogre servants, a monarch of giants commanded them to dig their own graves and bury one another. To her surprise, the ogres obeyed. When she later came under attack from a band of heroes and cried out to her gods for aid, the buried ogres clawed their way to the surface as stonehold ogres.

STONEHOLD OGRE CHALLENGE 7
LARGE GIANT 2,900 XP

AC 15 (natural armor)
HP 123 (13d10 + 52; bloodied 61)
Speed 30 ft.
Initiative Dex –1 (9), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	10 (+0)	10 (+0)	8 (–1)

Proficiency +3; **Maneuver DC** 16
Saving Throws Str +5, Dex –1, Con +4, Int +0, Wis +0, Cha –1
Skills Athletics +8
Damage Vulnerabilities thunder
Damage Resistances poison
Condition Immunities fatigue, stunned, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Languages Common, Giant, Terran

Death Burst. If the ogre is reduced to 0 hit points while petrified, it explodes in a burst of stone splinters. Each creature within 20 feet makes a DC 16 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save or half damage on a success.

Living Rock. While bloodied, the ogre gains resistance to all damage except force, psychic, and thunder. In exchange it loses its Multiattack action, and its Speed becomes 15 feet.

Nearly Indestructible. When the ogre is reduced to 0 hit points, it regains 61 hit points and is petrified for 1 minute, provided it wasn't already petrified. While petrified, the ogre is vulnerable to force and thunder damage and gains immunity to all other damage types.

ACTIONS

Multiattack. The ogre makes two slam attacks.

Slam. *Melee Weapon Attack*. +8 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage.

Ground Smash (Recharge 5–6). The ogre pounds the ground in its space with its fists, churning the earth in front of it in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 16 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) thunder damage and is knocked prone. On a success, the creature takes half damage and isn't knocked prone.

Combat

Stonehold ogres have no fear of death, unless facing an enemy that has demonstrated an ability to deal force or thunder damage. They focus their attacks on such enemies, knowing they're unlikely to outrun a determined foe. Stonehold ogres that fight together are highly protective of one another.

Ogre Ramskull

In some ogre tribes, it is the highest honor to wear the skull of a giant ram into battle. Such an ogre has survived many battles, and its skin is hardened by countless scars. As a result, ramskull ogres prosper within their tribes, eating as much as their prodigious appetites demand and growing well beyond the stature of their less esteemed kin.

Ram-Headed. Ogre ramskulls are champions among their kind, the first to engage any foe. Their job is to knock down enemies so the rest of the tribe can kick and bludgeon them to death. As long as there are other ogres around, ramskulls are confident in their ability to face nearly any foe.



OGRE RAMSKULL

CHALLENGE 10
ELITE LARGE GIANT
11,800 XP

AC 16 (natural armor)
HP 299 (26d10 + 156; bloodied 149)
Speed 50 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	10 (+0)	10 (+0)	12 (+1)

Proficiency +4; **Maneuver DC** 18
Saving Throws Str +6, Dex +1, Con +10, Int +0, Wis +0, Cha +1
Skills Athletics +10, Intimidation +5
Senses darkvision 60 ft., passive Perception 10 (5 with Ram Skull)
Languages Common, Giant

Ram Skull. The ogre has disadvantage on Wisdom (Perception) checks that rely on sight or hearing but has advantage on saving throws against the blinded and deafened conditions.

ACTIONS

Multiattack. The ogre attacks twice with its greataxe. If it is bloodied, the ogre can use Thunderous Roar before or after the attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Skull Smash (Recharge 4–6). The ogre moves up to half its Speed, ramming headfirst into a creature within 5 feet of it at the end of this movement. The creature must make a DC 18 Constitution saving throw. On a failed save, the target takes 17 (2d10 + 6) bludgeoning damage, is knocked prone, and is incapacitated until the start of the ogre's next turn. On a success, the ogre has disadvantage on the next attack it makes before the end of its next turn.

Thunderous Roar (While Bloodied). Each creature within 15 feet makes a DC 18 Strength saving throw. On a failed save, the creature takes 18 (4d8) thunder damage and is pushed 10 feet away from the ogre. On a success, the creature takes half damage and isn't pushed.

BONUS ACTIONS

War Leader. Two other ogres that the ogre can see within 60 feet can use their reactions to move up to half their Speed and make an attack.

Elite Recovery (While Bloodied). The ogre ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Combat

An ogre ramskull charges the toughest-looking enemy to knock them down and give its allies a chance to attack with advantage. It uses Skull Smash as often as possible, especially on obvious spellcasters. While bloodied, it engages with several enemies at once, positioning itself to catch as many as possible in its Thunderous Roar.

Oozes

While many oozes arise spontaneously from the simplest forms of life, others seem infused with the stuff of magic itself. These arcane oozes gleam in rainbow hues, flicker like apparitions on the edge of perception, or rise up to swallow cities whole. While no taxonomy can fully categorize oozes, the following are some of the more dangerous examples of that branch of life.

Ooze Nature. An ooze doesn't require air or sleep.

Ooze Encounters

Oozes can be found nearly everywhere, but magical and psychic oozes are most often encountered on distant planes or in locations of arcane power.

CR 5–10 mindmelter, mindmelter with intellect devourer, prismatic ooze

Treasure 150 electrum scrollcases (25 gp each), the remnants of a famous spell library

CR 11–16 oozing doom, 2 mindmelters, 2 prismatic oozes

Treasure a lump of fused coinage and other metal, worth 10,000 gp but weighing 1,000 pounds



Mindmelter

Some oozes feed on the mind and soul instead of the body, digesting thoughts and memories the way others eat flesh. Mindmelters are the bane of planar travelers, psionicists, and sages, due to the mental havoc they leave in their wake.

Astralplasm. The ghostly, unnatural form of a mindmelter resembles the detritus found floating through the Astral Sea. It hides amongst the astral currents, latching onto passing ships or silver cords until it's taken to a new destination filled with fresh minds to devour.

Psionic Origins. Because of their predilection for preying on minds, many astral travelers believe that mindmelters are psychic phenomena. For their part, psionicists hate mindmelters and avoid the creatures at all costs—for good reason, as they are a mindmelter's favorite meal.

Thought Eaters. While few oozes are truly intelligent, mindmelters possess a brutal, savage cunning. When it finds a lone victim, a mindmelter might spend hours tormenting the creature, or even use its prey as bait to lure more travelers to it.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less False rumor: No matter the color, all oozes are basically the same. As long as you can outrun them—which isn't hard—they're not much of a threat.

DC 10 A mindmelter's touch ravages memories like acid burns flesh, searing them from the mind of its prey.

DC 15 Vessels that sail the Astral Seas sometimes carry mindmelters on their hull without ever realizing it. Similarly, spellcasters who cast *astral projection* sometimes return with unexpected stowaways.

DC 20 Mindmelters crave the hearty meal of a psionicist. If a mindmelter is nearby, it is extremely likely that other psionic creatures are as well.

Mindmelter Signs

1. Confused messages scrawled onto surfaces in various languages
2. Rope or twine left in an easy-to-follow trail that leads to nowhere
3. Corpses covered with slimy residue but lacking the signs of the corrosion normally behind left by oozes
4. A deeply troubled adventurer unable to remember the last several hours

Mindmelter Behavior

1. Invisible and clinging onto the side of a planesfaring vessel
2. Inside a wall, waiting to ambush nearby sentient creatures
3. Sitting in complete darkness, ready for a victim to walk into it
4. Soaring in plain sight toward a nearby settlement

MINDMELTER

CHALLENGE 6
LARGE OOZE
2,300 XP

AC 9
HP 204 (24d10 + 72; bloodied 102)
Speed 15 ft., fly 25 ft. (hover)
Initiative Dex –1 (9), Insight +1 (11), Perception +4 (14)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	17 (+3)	3 (–4)	12 (+1)	3 (–4)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex –1, Con +3, Int –4, Wis +1, Cha –4
Skills Investigation –1, Perception +4, Stealth +2
Damage Resistances cold, fire, lightning; piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, confused, deafened, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, rattled, restrained, slowed
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages —

Amorphous. The mindmelter can pass through an opening as narrow as 1 inch wide without squeezing.

Incorporeal. The mindmelter can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Semi-Invisibility. At the end of each of its turns, the mindmelter can become invisible until it moves or takes an action.

ACTIONS

Multiattack. The mindmelter attacks once with its pseudopod, then uses Engulf.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) psychic damage, and the target makes a DC 12 Wisdom saving throw. On a failed save, the target completely forgets the last hour it experienced, suffers a level of strife, and loses concentration if it was concentrating on a spell or other effect.

Engulf. The mindmelter moves up to its Speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the mindmelter enters a creature's space, the creature makes a DC 15 Dexterity saving throw. If the creature is unaware of the mindmelter's presence, it makes its saving throw against Engulf with disadvantage. On a success, the creature can use its reaction, if available, to move up to half its Speed without provoking opportunity attacks. If the creature doesn't move, it is engulfed by the mindmelter.

A creature engulfed by the mindmelter is restrained, confused, and takes 22 (5d8) ongoing psychic damage. It can be seen but has total cover. It moves with the mindmelter. The mindmelter can hold as many creatures as fit in its space without squeezing.

An engulfed creature can escape by using an action to make a DC 15 Strength check. On a success, the creature moves to a space within 5 feet of the mindmelter. A creature within 5 feet can take the same action to free an engulfed creature, but it takes 7 (1d6 + 4) bludgeoning damage plus 22 (5d8) psychic damage in the process.

BONUS ACTIONS

Detect Thinkers. The mindmelter scans for thinking creatures within 120 feet that it can't see. Once the mindmelter detects the presence of a thinking creature, the mindmelter knows that creature's location until it moves farther than 120 feet away from it. The mindmelter can't detect creatures with an Intelligence of 3 or lower.

Combat

A mindmelter waits patiently for prey, remaining out of sight as it manipulates the environment to make little noises that draw a victim close. When the ooze attacks, it moves from one foe to another, always eager for the freshest thoughts and memories.

Oozing Doom

Creeping across the countryside or sloshing through the gutters is a horrifying entity that knows nothing but unending hunger. The oozing doom grows with everything it consumes, swelling to the size of a city if left unchecked.

Ponderous Threat. An oozing doom poses little danger to those who outrun it, but it's hard to kill, and its expansion is inexorable.

Rarely Chance. While it is possible for an oozing doom to appear by accident, it's more likely to have been released from a magical prison, created by an arrogant wizard, or otherwise intentionally wrought.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Many myths describe an expanding darkness that destroys everything it touches. Some of these legends might be more literal than figurative.

DC 15 One must work quickly to prepare for an oozing doom. Those who wait too long to engage the monster quickly become its next meal.

DC 20 An oozing doom can't expand unless it feeds, but one unleashed inside a city or within an army's ranks can grow to tremendous size.

Oozing Doom Signs

1. The most recent signs of wildlife are days or weeks old
2. The air is thick with a sweet, acidic scent
3. A trail of scoured ground that grows in size as one follows it
4. An abandoned settlement, its buildings reduced to puddles of sizzling slime

Oozing Doom Origins

1. A foolish alchemist undertaking experiments from forbidden tomes
2. The extant bits of a slain god trying to reform itself
3. Emerged from a portal to an unknown plane near the Gyre
4. A sphere of annihilation exposed to wild magic

OOZING DOOM

CHALLENGE 14
LEGENDARY TITANIC OOZE
11,500 XP

AC 7
HP 403 (26d20 + 130; bloodied 201)
Speed 5 ft., climb 5 ft., swim 5 ft.
Initiative Dex –3 (7), Insight –2 (8), Perception –2 (8)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (–3)	20 (+5)	1 (–5)	6 (–2)	1 (–5)

Proficiency +5; **Maneuver DC** 18
Saving Throws Str +5, Dex –3, Con +5, Int –5, Wis –2, Cha –5
Damage Resistances fire, lightning, thunder; slashing
Damage Immunities acid, poison; piercing
Condition Immunities blinded, charmed, confused, deafened, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, rattled, restrained, slowed
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages —

Amorphous. The ooze can pass through an opening as narrow as 1 inch wide without squeezing.

Engulfing. When a creature enters the ooze's space for the first time on a turn or starts its turn there, that creature is subjected to the ooze's Engulf action.

Expand. At the start of each of its turns, the ooze's space increases by 1d4 × 5 feet in every horizontal direction. This trait doesn't function if the ooze didn't Engulf a creature on its previous turn.

Legendary Resistance (3/Day). When the ooze fails a saving throw, it can choose to succeed instead. When it does so, its Speed increases to 20 feet until the end of its next turn.

Regeneration. The ooze regains 40 hit points at the start of each of its turns as long as it has at least 1 hit point.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 14 (4d6) acid damage. If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or be pulled within 5 feet of the ooze and grappled (escape DC 18).

Engulf. The ooze moves up to its Speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature makes a DC 18 Dexterity saving throw. On a success, the creature may use its reaction, if available, to move up to half its Speed without provoking opportunity attacks. If the creature doesn't move out of the ooze's space, it is engulfed by the ooze.

A creature engulfed by the ooze can't breathe, is restrained, and takes 14 (4d6) acid damage at the end of each of the ooze's turns. It can be seen but has total cover. It moves with the ooze. The ooze can hold as many creatures as fit in its space without squeezing.

An engulfed creature can escape by using an action to make a DC 18 Strength check. On a success, the creature moves to a space within 5 feet of the ooze. A creature within 5 feet can take the same action to free an engulfed creature, but takes 14 (4d6) acid damage in the process.

BONUS ACTIONS

Snatch Prey (Recharge 4–6). Until the start of the ooze's next turn, the reach of its pseudopod attack increases to 60 feet.

LEGENDARY ACTIONS

The ooze can take 2 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. It regains spent legendary actions at the start of its turn.

Move. The ooze moves up to its Speed.

Rattling Attack. The ooze makes a pseudopod attack against a creature. On a hit, in addition to taking damage the creature is rattled until the start of its next turn.

Limited Expansion (Costs 2 Actions). The ooze's space increases 5 feet in every horizontal direction.

Combat

The oozing doom expands until it is destroyed.



Prismatic Ooze

Contrasting the muted hues or outright transparency of other oozes, a prismatic ooze is a riot of color. Such creatures are rare in the extreme, as they are created when multiple prismatic spells strike a creature at once, or when a prismatic spell overwhelms a mage who has other prismatic spells prepared. Like many oozes, prismatic oozes split into smaller oozes when cut with blades, effectively reproducing in this manner.

Prismatic oozes possess a modicum of intellect, communicating through telepathy rather than words. Telepathic contact with the ruined mind of a mage-turned-ooze has its hazards, but some strong-willed creatures have been able to establish a rapport with one. They learn that the ooze wants to return to its human form, though its ideas for how to accomplish this are incoherent. No restoration of this sort has been documented—at least, no successful one.

PRISMATIC OOZE

CHALLENGE 8
LARGE OOZE
3,900 XP

AC 8

HP 123 (13d10 + 52; bloodied 61)

Speed 20 ft., climb 20 ft., swim 40 ft.

Initiative Dex –2 (8), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	18 (+4)	14 (+2)	8 (–1)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex –2, Con +4, Int +2, Wis –1, Cha +3

Damage Resistances force, poison, radiant

Damage Immunities acid; slashing

Condition Immunities blinded, deafened, fatigue, frightened, grappled, petrified, prone, restrained

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 9

Languages understands Common but can't speak; telepathy 60 ft.

Absorb Light. When the ooze starts its turn in an area of bright light created by a spell, it can end the spell. If it does, its hit point maximum and current hit points increase by 20.

Amorphous. The ooze can pass through an opening as narrow as 1 inch wide without squeezing.

Telepathic Chaos. A creature that communicates telepathically with the ooze must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 13 (3d8) psychic damage.

ACTIONS

Pseudopod. Two creatures within 10 feet make a DC 16 Dexterity saving throw. Roll 1d6 to determine the effect, rolling separately for each target.

1. **Red:** The target takes 28 (8d6) fire damage on a failed save or half damage on a success. Also on a failure, the target takes 14 (4d6) ongoing fire damage until a creature uses an action to extinguish the fire.
2. **Orange:** The target takes 28 (8d6) acid damage on a failed save or half damage on a success. Also on a failure, the target takes 17 (5d6) acid damage at the start of its next turn.
3. **Yellow:** The target takes 28 (8d6) lightning damage on a failed save or half damage on a success. Also on a failure, the target can't take reactions until the end of its next turn.
4. **Green:** The target takes 28 (8d6) poison damage on a failed save or half damage on a success. Also on a failure, the target is poisoned until the end of its next turn.



5. **Blue:** The target takes 28 (8d6) cold damage on a failed save or half damage on a success. Also on a failure, the target's speed is halved until the end of its next turn.
6. **Special:** The target is affected by two colors. Roll twice more, rerolling a roll of 6.

REACTIONS

Absorb Spell (1/Day). When a creature within 60 feet casts a spell, that creature makes a DC 14 saving throw using their spellcasting ability. On a failure, the creature expends the spell with no effect, and the ooze's hit point maximum and current hit points increase by an amount equal to 3 times the level of the triggering spell (minimum 3).

Split. When a Medium or larger prismatic ooze with at least 10 hit points is subjected to slashing damage, it splits into two oozes that are each one size smaller. Each new ooze has half the original's hit points (rounded down).

Combat

Prismatic oozes seek out sources of magic, especially magical light, for sustenance and growth. In combat, they prioritize attacking spellcasters, willingly provoking opportunity attacks to reach them. Because of their slow movement, prismatic oozes are most effective in areas where their targets' movement is limited.

Primal Ooze

There's an upper bound on how much transmutation magic a mortal form can take, and crossing that line has lamentable consequences. This is how the first primal ooze formed, though some scholars suggest that the gods shaped the cosmos out of a material similar to primal ooze. A primal ooze pulses with elemental power, infusing uncontrolled energy into the creatures it encounters.

PRIMAL OOZE

CHALLENGE 12

HUGE OOZE

8,400 XP

AC 7

HP 283 (27d12 + 108; bloodied 141)

Speed 40 ft., climb 40 ft.

Initiative Dex −3 (7), Insight −5 (5), Perception −5 (5)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (−3)	18 (+4)	1 (−5)	6 (−2)	1 (−5)

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +5, Dex −3, Con +4, Int −5, Wis −2, Cha −5

Damage Resistances acid, cold, fire, lightning

Damage Immunities damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, fatigue, frightened, grappled, petrified, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Amorphous. The ooze can pass through an opening as narrow as 1 inch without squeezing.

Primal Form. The ooze can't be transformed by magic, and it is immune to spells of the Transmutation school.

ACTIONS

Multiattack. The ooze can use Detonate. It then attacks three times with its pseudopod.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage. The target is infused with elemental power for 1 minute, unless it is already infused with power. Roll 1d4 to determine the power's type: 1, acid; 2, cold; 3, fire; 4, lightning. A creature infused with elemental power ignores the ooze's resistance to the same damage type. A *dispel magic* spell targeting the infused creature ends the infusion immediately.

Detonate. The ooze chooses one creature infused with elemental power within 120 feet. The target and each creature within 10 feet of it make a DC 17 Dexterity saving throw, taking 21 (6d6) damage of the infused type on a failed save or half damage on a success. The chosen creature's elemental infusion ends. If the ooze is within 10 feet of the creature, it takes no damage and regains hit points equal to the damage dealt.

Sprout Pseudopod. A pseudopod appears on a surface within 120 feet of the ooze and makes a pseudopod attack. It then shrivels away.

REACTIONS

Split. When a Medium or larger ooze with at least 10 hit points is subjected to force damage, it splits into two oozes that are each one size smaller. Each new ooze has half the original's hit points (rounded down).

Combat

Primal oozes attempt to infuse several creatures with elemental energy, detonating one at the start of each turn. They have no concept of self-preservation.

Primordial Lycanthropes

Primordial lycanthropes are the product of a particularly ancient strain of lycanthropy that affects giants rather than humanoids. As one would expect, the forms taken by primordial lycanthropes are massive, but thankfully these powerful creatures have all but vanished from the world of mortals.

Ancient Forms. Primordial lycanthropes take the hybrid forms of dinosaurs or ice-age mammals similar in size to giants. The various strains of primordial lycanthropy favor giants that inhabit the same biome as the hybrid creature.

A Curse with Status. Giants don't view lycanthropy as a curse, with lycanthropes rising to important roles in their societies. Some take on positions of leadership, while others fill roles only those with their unique abilities can perform. Giants, being inherently magical in nature, also have an easier time mastering their lycanthropy than humanoids do, and the presence of lycanthropes in giant society affords their companions little anxiety.

Primordial Lycanthrope Encounters

Primordial lycanthropes dwell in remote mountains and frozen swamps.

CR 5–10 ettin double-maw; hill giant plateguard
Treasure 175 large gold coins (worth 10 gp each), *boots of the winterlands* that resize to the wearer

CR 11–16 frost giant huntmaster; ettin double-maw with death dog or ettin; hill giant plateguard with 2 ankylosauruses or ogres
Treasure giant-sized gold and amber jewelry worth 3,000 gp, silver shackles that magically prevent the wearer from undergoing lycanthropic transformation

CR 17–22 ettin double-maw with 2 or 3 ettins or 1 tyrannosaurus rex; frost giant huntmaster with frost giant, mammoth, or sabertooth tiger; frost giant huntmaster with 4 frost giant raiders; hill giant plateguard with 2 hill giants
Treasure *horn of Valhalla* (iron)

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Primordial lycanthropes are giants afflicted with lycanthropy. Their animal forms are those of ancient beasts.

DC 15 Primordial lycanthropes, unlike humanoid ones, enjoy positions of privilege in their societies.

Ettin Double-Maw

Ettins occasionally contract a rare form of primordial lycanthropy that causes them to take on the traits of a tyrannosaurus rex. The two-headed ettin physiology seems to "confuse" the magic of the curse, preventing the ettins from shifting all the way into a full bestial form. If anything, this makes them even more dangerous, as a foe with a pair of t-rex heads and arms suited to wield weapons is the stuff of nightmares.

Though smaller in their hybrid form than a true tyrannosaurus, a double-maw's lycanthropy makes up for its size with a ravenous hunger that rivals that of a troll. Left unchecked, an ettin double-maw rapidly depletes the game in an area, forcing it into a life of perpetual wandering. This tends to be a tragic outcome for the ettin, as their hunger risks driving them beyond reason—the thing ettins fear above all else. They are therefore the variety of primordial lycanthrope most likely to see their lycanthropy as a curse.

ETTIN DOUBLE-MAW

CHALLENGE 10
LARGE GIANT (SHAPECHANGER)
5,900 XP

AC 13 (natural armor)
HP 147 (14d10 + 70; bloodied 73)
Speed 30 ft. (50 ft. in hybrid form)
Initiative Dex +0 (10), Insight +2 (12), Perception +6 (16)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	8 (–1)

Proficiency +4; **Maneuver DC** 19
Saving Throws Str +11, Dex +0, Con +9, Int +0, Wis +2, Cha –1
Skills Athletics +11, Intimidation +3 (+1d8 in hybrid form), Perception +6
Damage Immunities damage from nonmagical, non-silvered weapons

Condition Immunities frightened (in hybrid form only)
Senses darkvision 60 ft., passive Perception 16 (21 with Two Heads)
Languages Common, Giant, Orc

Cast-Iron Guts. The double-maw has advantage on saving throws against ingested poison.

Ravenous Terror. While in hybrid form, the double-maw's Intelligence drops to 6 (–2), and it is automatically hostile to any creature smaller than itself.

Reactive Heads. The double-maw can take two reactions each round, but not more than one per turn.

Two Heads. While both heads are awake, the double-maw has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Wakeful. When one of the double-maw's heads is asleep, the other is awake.

ACTIONS

Multiattack. The double-maw makes three melee attacks, each of which must be different.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage. If the target is a giant, it makes a DC 17 Constitution saving throw. On a failure, it is cursed with were-tyrannosaurus rex lycanthropy.

Club. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a Medium or smaller creature, the target must succeed on a DC 19 Strength check or be knocked prone.

Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) bludgeoning damage, or 17 (4d4 + 7) bludgeoning damage against a prone target.

Tail (Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength check or be knocked prone.

Rock. *Ranged Weapon Attack:* +11 to hit, range 30/90 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

BONUS ACTIONS

Frenzied Attack (Hybrid Form Only; While Bloodied). The double-maw makes a melee attack.



Roar (Recharge 6). The double-maw lets out a terrible roar. Creatures within 30 feet that can hear the double-maw must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shapeshift. The double-maw changes its form to a tyrannosaurus rex-giant hybrid, or into its true form, which is a giant. While shapeshifted, its statistics are unchanged. Its equipment isn't transformed. It reverts to its true form if it dies.

Combat

A double-maw combines the might of a prehistoric apex predator with the alertness and weapon use of a two-headed giant. It's an aggressive combatant, wading into melee when possible or hurling a seemingly endless supply of rocks while giving chase.

Frost Giant Huntmaster

Frost giant huntmasters are drawn from the ranks of frost giants with the saber-toothed tiger strain of primordial lycanthropy. On hunts they rely on either their massive bows or the claws and teeth of their hybrid forms. Far stealthier than most giants due to their feline forms, they also tend to be the best fed, and consequently are the friendliest and most cheerful of frost giants. When frost giants go to war, huntmasters typically lead groups of their non-lycanthropic brethren.

Signs

1. Massive footprints that transform into giant feline paws
2. The carcass of some gigantic creature, freshly stripped of choice cuts
3. A spearlike arrow buried in the side of a rock face
4. The thunderous call of a hunting horn

Behavior

1. Stalking prey through the mountains
2. Greeting outsiders with good cheer…and perhaps a hungry smile
3. Directing a group of other frost giants on a hunt
4. Presenting the bounty of a hunt or raid to the jarl

FROST GIANT HUNTMASTER

CHALLENGE 11

HUGE GIANT (SHAPECHANGER) 7,200 XP

AC 14

HP 161 (14d12 + 70; bloodied 80)

Speed 40 ft.

Initiative Dex +4 (14), Insight +2 (12), Perception +6 (16)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	14 (+2)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +10, Dex +8, Con +9, Int +1, Wis +6, Cha +2

Skills Athletics +10, Perception +6, Stealth +8 (+1d6), Survival +6

Damage Immunities cold; damage from nonmagical, non-silvered weapons

Senses passive Perception 16

Languages Common, Giant

Fire Fear (Giant Form Only). When the huntmaster takes fire damage, it is rattled until the end of its next turn.

Keen Smell (Hybrid or Saber-toothed Tiger Form Only). The huntmaster has advantage on Perception checks that rely on smell.

Sharpshooter's Eyes. The huntmaster gains a 1d8 expertise die on Perception checks to spot faraway creatures.

ACTIONS

Multiattack. The huntmaster makes two attacks, only one of which can be with its bite.

Bite (Hybrid or Saber-toothed Tiger Form Only) *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage. If the target is a giant, it makes a DC 17 Constitution saving throw. On a failure, it is cursed with were-sabertooth lycanthropy.

Claw (Hybrid or Saber-toothed Tiger Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (6d4 + 6) slashing damage. If the target is a creature, it must succeed on a DC 18 Constitution save or take 5 (2d4) ongoing damage, which lasts for 1 minute or until a creature uses an action to stanch the bleeding.

Longbow (Giant or Hybrid Form Only). *Ranged Weapon Attack:* +8 to hit, range 600/2400 ft., one target. *Hit:* 31 (6d8 + 4) piercing damage. If the target is a Large or smaller creature, it makes a DC 18 Strength saving throw. On a failed save, the arrow pins the target to a solid surface. A pinned target is restrained until a creature uses an action to make a DC 18 Strength or Dexterity check, freeing the pinned target on a success.

BONUS ACTIONS

Frenzied Bite (While Bloodied, Sabertooth or Hybrid Form Only) The huntmaster makes a bite attack.

Shapeshift. The huntmaster changes its form to a saber-toothed tiger, a sabertooth-giant hybrid, or into its true form, which is a giant. While shapeshifted, its statistics are unchanged. It can't speak in saber-toothed tiger form. Its equipment isn't transformed. It reverts to its true form if it dies.

Combat

The huntmaster prefers to begin a fight at range, striking from stealth and pinning foes before closing the distance with the speed of its saber-tooth form to finish off its prey. It carries no melee weapons, relying on the power of its hybrid form's teeth and claws.

Hill Giant Plateguard

Plateguards are hill giants with a form of primordial lycanthropy that gives them the traits of an ankylosaurus. Incredibly tough in hybrid form, their lycanthropy also makes them cannier—and far more aggressive—than normal hill giants.

With their formidable tails and armored scales, plateguards sometimes act as shock troops in humanoid armies. When resting, they tend to curl up in their hybrid forms, making them look more like rock formations than giants.

Signs

1. An unusually round hill with a ring of spiky stones around the base
2. Trees and bodies smashed in quarter-circle patterns
3. A set of massive footprints alongside hundreds of humanoid-sized ones
4. A gigantic sword partially covered in moss

Behavior

1. Fighting with the vanguard of a humanoid army
2. Practicing its tail attacks by knocking down trees
3. Negotiating rates with a humanoid general
4. Gorging on provisions from captured supply wagons

HILL GIANT PLATEGUARD

CHALLENGE 9
HUGE GIANT (SHAPECHANGER)
5,000 XP

AC 16 (half plate and shield), 18 (natural armor) in ankylosaurus form, 20 (natural armor and shield) in hybrid form

HP 138 (12d12 + 60; bloodied 69)

Speed 40 ft. (30 ft. in ankylosaurus or hybrid form)

Initiative Dex –1 (9), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	10 (+0)	12 (+1)	8 (–1)

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +9, Dex –1, Con +9, Int +0, Wis +5, Cha –1

Damage Immunities damage from nonmagical, non-silvered weapons

Senses passive Perception 11

Languages Common, Giant

Ponderous (Ankylosaurus or Hybrid Form Only). The plateguard has disadvantage on Dexterity saves.

ACTIONS

Multiattack. The plateguard makes two melee attacks.

Bite (Hybrid Form Only) *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a giant, it makes a DC 17 Constitution saving throw. On a failure, it is cursed with were-ankylosaurus lycanthropy.

Longsword (Giant or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a Medium or smaller creature, it makes a DC 17 Strength saving throw, falling prone on a failure.

Javelin (Giant or Hybrid Form Only). *Ranged Weapon Attack:* +9 to hit, range 120/480 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Tail Swipe (Ankylosaurus of Hybrid Form Only). The plateguard swings its tail in a 15-foot cone (or 20-foot cone in Ankylosaurus Form). Each creature in the area makes a DC 17 Dexterity save. On a failure, the creature takes 41 (8d8 + 5) bludgeoning damage and is flung 10 feet directly away from the plateguard and knocked prone.

BONUS ACTIONS

Shapeshift. The plateguard changes its form to an ankylosaurus, an ankylosaurus-giant hybrid, or into its true form, which is a giant. While shapeshifted, its statistics are unchanged. It can't speak in ankylosaurus form. Its equipment isn't transformed. It reverts to its true form if it dies.

Combat

Plateguards close into melee as quickly as possible, employing their javelins only if given no other choice. Once engaged, they assume their hybrid form, relying on their thick shells and powerful force of their tail attacks to prevail.

Reborn Gods

A deity abandoned by its worshipers doesn't die—it merely diminishes into a twisted shadow. Though a forgotten god might seem pathetic amidst the ruins of its pomp, each bears the seed of a world-threatening danger: that some misbegotten cultists will re-ignite its power, triggering an apotheosis and unleashing a monstrous reborn god.

Forgotten and Remembered. Even after the flames of a religion die, its coals smolder in the hearts of its scattered clergy and forgotten religious tomes. Over the centuries, the religion's true nature is forgotten, replaced by secretive cults that pass down half-remembered superstitions. As the memory of the god becomes distorted, the nature of the god itself changes.

Occasionally, a particular cult of a forgotten god gains prominence and finds itself able to restore its god to the pantheon. The deity, long exiled from its throne, regains most of its true power, but time

Reborn God Avatar

When designing an adventure that culminates in a battle against a reborn god, the Narrator can include a divine avatar to stage a lesser challenge. In some campaigns, defeating a reborn god's earthly avatar is the culmination of the adventure, with the god's inevitable return a problem left for a future generation of adventurers. However, characters with the ability to face a high-level elite foe might need to venture into the god's domain to vanquish them once and for all.

The reborn gods in this book—Gloriana, Morius, and Rhiz'Quethar—are elite foes that represent the gods in their full might within their own domains. If you wish to create an avatar with only half the power of a reborn god, add the following template.

Reborn God Avatar Template

An avatar of a reborn god gains the following traits:

Bloodied Dissolution. When the avatar is bloodied, it instantly dies.

Divided Self. The avatar is part of the god. The god can control the avatar and use its senses. However, the avatar can't enter its original god's domain, and damage and effects inflicted on the avatar don't affect the god.

Lesser Power. The avatar isn't an elite monster. Its XP value is half that of the original god, and for encounter-building purposes it counts as one monster of its Challenge Rating instead of two.



is often unkind to reborn gods. Only half-remembering their glorious past, they return as parodies of their former selves. A god once worshiped as a bringer of merciful death becomes a harbinger of pain, while a sun god seeks to incinerate the world with blinding light.

Transformed Domains. Reborn gods are blights upon the cosmos, warping the environments around them. When a god is reborn, the land for miles around transforms into a mirror of the god's twisted psyche. This domain becomes the seat of the god's power, but it also serves as a prison from which the god can never escape. A reborn god's only chance of extending its reach is by magically extending its domain. With a twisted will and sufficiently devout worshipers, eventually a reborn god's domain can grow to encompass the entire world.

Avatars of Ruin. When a god wishes to take part in worldly events, it can invest some of its power into a duplicate of itself called an avatar. In order to create an avatar, a forgotten god needs the help of mortals from outside its domain. Throngs of worshipers must enact lengthy rituals, at the culmination of which one of their number is consumed by divine power, permanently transforming into the avatar.

A god's ability to multiply itself is not unlimited. While one avatar exists, the god can't create another, and if the avatar is killed, another can't be formed for years or generations. Thus, the defeat of an avatar is a major blow to a reborn god's dreams of domination.

Reborn God Encounters

Reborn gods are encountered only in their strange and twisted domains; the disciples and avatars of a reborn god can be encountered anywhere.

CR 5–10 2 or 3 cult anointed; forgotten angel; reborn angel; lightkeeper; penitent with blackguard, commoner mob, or priest; 2 penitents with 1d8 cultists

Treasure 500 gp, tome of holy writings with intricate illuminations (500 gp), *+1 flail*, *potion of greater healing*

CR 11–16 high priest with 1 forgotten angel or lightkeeper, 2 penitents, or 10 cult anointed; paragon of scars with 1 or 2 penitents; 2 forgotten or reborn angels; cult gnostic with 1d4 + 4 cult anointed; lightkeeper with 1 or 2 knights; 10 rhizus roots; crimson sporecap with 5 rhizus roots

Treasure 5,000 gp, gold reliquary containing the finger bones of a long-dead archpriest (1,500 gp), *cloak of protection*, 2 *spell scrolls* of *flame strike*

CR 17–22 2 lightkeepers; lightkeeper beacon; lightkeeper beacon with 10 cult anointed; arcanocordyceps emissary with 5 rhizus; paragon of scars with 3 penitents

Treasure golden ornaments and furnishings worth 25,000 gp, cursed *holy avenger* sword (until the reborn god is defeated, the wielder takes 3 damage whenever it hits a creature with the sword)

CR 23–30 avatar of Gloriana with holy knight and 3 cult anointed; avatar of Morius with 2 penitents and 5 cult anointed; avatar of Rhiz'Quethar with 3 rhizus roots

Treasure 5,000 pp, 20 gold bowls, ewers, and other holy objects (1,500 gp each), *spell scrolls* of *contact other plane*, *gate*, and *wish*, cursed *talisman of pure good* (when you expend a charge, hostile creatures appear within 30 feet of you: 10 host angel zealots, 5 legion devil cohorts, or 5 rhizus)

CR 31+ Gloriana with lightkeeper beacon and 3 lightkeepers; Gloriana with 2 reborn angels; Morius with paragon of scars, 3 penitents, and 10 cult anointed; Morius with dread knight; Rhiz'Quethar with 5 to 10 rhizus; Rhiz'Quethar with 3 treants

Treasure 3 legendary magic items from the following list: *deck of many things*, *Excalibur*, *hammer of thunderbolts*, *ring of three wishes*, *rod of security*, *Scrivena Moc*, *talisman of ultimate evil*

Cultists

No god can be reborn without an outpouring of fanatical devotion from legions of cultists. The sacrifices and rituals of these followers sustain their twisted deity; in return, the god grants the cultists a fraction of its divine power—along with a promise that they'll taste true power as part of a righteous, all-conquering army.

Cult Anointed

The most promising cultists are sequestered in ancient temples or concealed catacombs, where they are initiated in hidden mysteries. They emerge to attack those who defy their god. Unshakably loyal and unspeakably bloodthirsty, the cult anointed are willing to die by the dozen in order to advance their god's cause.

CULT ANOINTED

CHALLENGE 3
HORDE MEDIUM HUMANOID
280 XP

AC 13
HP 12 (bloodied 6)
Speed 30 ft.
Initiative Dex +3 (13), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +1, Dex +3, Con +1, Int +0, Wis +4, Cha +2
Skills Deception +4, Stealth +5
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common, one more
Rising Frenzy. On the second and successive rounds of combat, the anointed attacks with advantage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Cult Gnostic

Masked by seemingly innocent cover identities, cult gnostics are the mortal masterminds behind the cults of forgotten and reborn gods.

Dream Speech. Cult gnostics use the *dream* spell to command underlings, grant bogus visions, and terrify enemies. To this end, they often scheme to acquire locks of hair and fingernail clippings from potential targets.

CULT GNOSTIC

CHALLENGE 11
MEDIUM HUMANOID
7,200 XP

AC 17 (breastplate)
HP 195 (26d8 + 78; bloodied 97)
Speed 30 ft.
Initiative Dex +3 (13), Insight +8 (18), Perception +8 (18)

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

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +5, Dex +3, Con +3, Int +8, Wis +8, Cha +5
Skills Deception +9, Insight +8, Intimidation +9, Perception +8, Persuasion +9, Stealth +7
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages Common, one more
Innate Spellcasting. The gnostic's innate spellcasting ability is Charisma (spell save DC 17). It can cast the following spells:
At will: *thaumaturgy*
3/day each: *invisibility*, *lesser restoration*, *suggestion*
1/day each: *commune*, *dream*, *modify memory*, *scrying*

ACTIONS

Multiattack. The gnostic attacks twice.
Javelin of Light. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 24 (7d6) radiant damage (or other damage type appropriate to the gnostic's god).

BONUS ACTIONS

Activate Suggestion. The gnostic targets a creature it can see and on which it has previously cast *dream* or *suggestion*. The target makes a DC 17 Wisdom saving throw. On a failed save, the target uses its reaction to make a single melee attack against a creature chosen by the gnostic.
Gone in a Flash. The gnostic pulses with light. Each other creature within 5 feet must make a successful DC 17 Constitution saving throw or be blinded until the end of its next turn. The gnostic then magically teleports to an unoccupied space it can see within 30 feet.

Combat

The gnostic uses Gone in a Flash to make javelin of light attacks from range. When it can, it uses Activate Suggestion, targeting enemies and allies alike. When bloodied, it casts *invisibility*.

Forgotten Angel

As a forgotten god fades away, so too do its servants. Forgotten angels are hollow, desperate for purpose, and eager to regain themselves. They display unsettling mannerisms such as shrieking with laughter, speaking their inner thoughts aloud, or flying in circles on bedraggled wings.

Forgotten Angel Behavior

1. Praying for guidance to a deity it no longer believes in
2. Attacks on sight
3. Carrying out the now-pointless last command of its former deity
4. Commands travelers to perform some seemingly meaningless ritual

FORGOTTEN ANGEL

CHALLENGE 6
MEDIUM CELESTIAL
2,300 XP

AC 15 (natural armor)
HP 105 (14d8 + 42; bloodied 52)
Speed 30 ft., fly 30 ft.
Initiative Dex +2 (12), Insight +3 (13), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +2, Con +6, Int +0, Wis +6, Cha +6
Skills History +3, Perception +6, Religion +3 (+1d4)
Damage Resistances radiant
Condition Immunities fatigue
Senses truesight 30 ft., passive Perception 16
Languages all, telepathy 60 ft.

Aligned. The angel radiates a weak alignment aura identical to its forgotten god's. Its Behavior might not match its alignment.

Deeply Troubled. The angel has disadvantage on saving throws against confusion. While bloodied, the angel is confused.

ACTIONS

Multiattack. The angel attacks three times. If the angel is confused, it also uses Rage of Absence.

Divine Weapon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) damage (damage type based on the form of the weapon or implement) plus 2 (1d4) radiant damage.

Rage of Absence (Confused Only). Each creature within 30 feet makes a DC 14 Constitution saving throw, taking 22 (5d8) radiant damage on a failed save or half damage on a success.

BONUS ACTIONS

Stunning Gaze (Gaze). The angel targets a creature within 30 feet. The target must succeed on a DC 14 Charisma saving throw or take 5 (2d4) radiant damage. If the save fails by 5 or more, the target is also stunned until the end of its next turn.

REACTIONS

Invoke Rage (While Bloodied). When the angel takes radiant damage or a creature scores a critical hit against it, the angel uses Rage of Absence.

Combat

The forgotten angel attacks a different target each round as battlerage takes over.

Forgotten Angel Variant: Reborn Angel

When a forgotten god is reborn, so too are its servants.

The reborn angel is CR 8 (3,900 XP). It loses the Deeply Troubled trait, it can use Rage of Absence as part of its Multiattack without being confused, and it has the following trait:

Regeneration. The angel regains 10 hit points at the start of its turn as long as it has at least 1 hit point.



Gloriana

As queen of the gods, Gloriana once held court from atop her radiant throne, dispensing blessings and justice to deities and mortals alike. Banished by younger, upstart gods, for millennia she languished in the dark void beyond the heavens, where she dwelled on thoughts of hatred and revenge. When restored to her true power, she vowed, she would use her divine sunlight to blast the world into a sterile desert, preserving only a small area of earthly paradise where her loyal subjects could bask in her presence.

Sun Queen. In her summery moods, Gloriana exudes dazzling charm. Alight with supernatural beauty and graciousness, she finds it easy to inspire blind worship. So long as she remains pleased by the reverence of those around her, Gloriana bathes an area in eternal, fertile summer, rewarding those who flatter and serve her with wealth and divine blessings.

Cleansing Fire. When she doesn't receive the obedience she demands, or when a worshiper's minor failing enrages her, Gloriana takes on a more dangerous aspect. Her inviting glow becomes a hellish blaze. Smiting mortals with sun fire, she turns the land around her to a lifeless desert. As Gloriana traverses the earth in search of mortals who can live up to her standards, she leaves an ever-expanding desert in her wake.



Avatar Behavior

1	In a Paradise of Gloriana (see below), surrounded by fawning worshipers
2	Leaving behind a trail of Desert of Gloriana, smiting those she encounters
3	Visiting a new land, demanding the fealty and worship of its inhabitants
4	Putting travelers on trial for their lives

GLORIANA

CHALLENGE 22

ELITE LEGENDARY LARGE CELESTIAL 82,000 XP

AC 20 (*+2 full plate*)

HP 648 (48d10 + 384; bloodied 324)

Speed 50 ft., fly 50 ft.

Initiative Dex +7 (17), Insight +7 (17), Perception +14 (24)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	24 (+7)	26 (+8)	20 (+5)	24 (+7)	28 (+9)

Proficiency +7; **Maneuver DC** 24

Saving Throws Str +16, Dex +7, Con +15, Int +12, Wis +14, Cha +16

Skills Insight +14, Intimidation +16, Perception +14, Persuasion +16, Religion +12

Damage Immunities fire, poison, radiant; damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 24

Languages all

Lawful Evil. Gloriana radiates an Evil and Lawful aura.

Legendary Resistance (3/Day). When Gloriana fails a saving throw, she can choose to succeed instead. When she does so, she immediately recharges and uses Sunburst.

Light of Heaven. Gloriana sheds bright light for 60 feet. While within this area, creatures have disadvantage on Deception checks and on attacks made against Gloriana.

ACTIONS

Multiattack. Gloriana makes two scepter attacks.

Scepter. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 13 (3d8) radiant damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be blinded until the end of its next turn.

Fingers of the Dawn. *Ranged Weapon Attack:* +14 to hit, range 120 ft., up to 5 targets. *Hit:* 25 (4d8 + 7) radiant damage.

Sunburst (Recharge 6). Gloriana pulses with divine flame. Each creature within 60 feet makes a DC 24 Constitution saving throw, taking 45 (10d8) fire damage and 45 (10d8) radiant damage on a failure or half damage on a success. Also on a failure, the target is blinded until the end of its next turn. After taking this action, Gloriana loses her Light of Heaven trait until the start of her next turn.

Sun's Gift (1/Day, Avatar Form Only). An area within a 1-mile radius takes on the characteristics of either the Desert of Gloriana or the Paradise of Gloriana (see below).

BONUS ACTIONS

Gloriana's Blessing. Gloriana imbues a creature she can see within 60 feet with supernatural vigor. Until Gloriana ends the effect as a bonus action, the creature is immune to fire and radiant damage. In addition, the creature is immune to fatigue, can engage in light activity instead of sleeping during a long rest, and magic can't put the creature to sleep. Finally, the creature gains an expertise die on all ability checks and attack rolls. Gloriana can use this blessing on any number of creatures.

Revealing Light. Gloriana causes a creature she can see within 60 feet to burn with harmless fire until the start of Gloriana's next turn. While the effect lasts, the creature sheds bright light in a 10-foot radius. Attack rolls against creatures in the area, including the target, are made with advantage, and the target and other creatures in the area can't hide or benefit from invisibility.

LEGENDARY ACTIONS

Gloriana 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. She regains spent legendary actions at the start of her turn.

Elite Recovery (While Bloodied). Gloriana ends one negative effect currently affecting her. She can use this action as long as she has at least 1 hit point, even while incapacitated.

Scepter. Gloriana attacks with her scepter.

Fingers of the Dawn (Costs 2 Actions). Gloriana attacks with her fingers of the dawn.

Blinding Rage (Costs 3 Actions, While Bloodied). Gloriana recharges and uses Sunburst.

Combat

Gloriana uses Revealing Light to choose a target, and then includes that target in at least one attack on her turn. She uses Sunburst when she can. With her legendary actions, she uses her scepter or Fingers of the Dawn, or Blinding Rage while bloodied.

Domain of Gloriana

When Gloriana is reborn, the area for miles around instantly becomes a warm, lush place of idyllic beauty. Buildings are overgrown with flowering vines, water becomes pure, and trees blossom with unfamiliar but delicious fruits. Bright-feathered birds and flying snakes flit through the air, and tame beasts fearlessly approach travelers.

While Gloriana's immediate area is a paradise, over time it becomes an oasis within an ever-expanding desert. Outside of Gloriana's domain, sun-baked sand dunes slowly overwhelm the neighboring countryside.

Gloriana's domain, and places with which she is pleased, gain the Paradise of Gloriana trait. Places that displease Gloriana gain the Desert of Gloriana trait.

Desert of Gloriana. In a desert of Gloriana, soil turns to sand and all nonmagical plants crumble into dust. The area becomes a Parched Sands region (see *Trials & Treasures*).

Paradise of Gloriana. A paradise of Gloriana enjoys balmy summer weather. Abundant fruits and berries allow non-carnivorous creatures to sustain themselves without effort. Creatures in the paradise don't need to sleep, and they gain the benefits of a long rest with a short rest. Gloriana knows the location of every creature within the area.

Lightkeepers

In ages past, a secret society kept Gloriana's worship alive. They attended hidden bonfires in forest clearings, ensuring that Gloriana's flame was never fully extinguished. These loyal cultists called themselves the lightkeepers.

Gloriana's Blessing. Blessed with supernatural competence by Gloriana's fire, lightkeepers tend to advance into positions of prominence within their chosen fields. When Gloriana is reborn, they have the ability to incite the masses, shape policies, and lead troops in order to exact Gloriana's will.

Behavior

1. Brilliantly executing the demands of their profession—making art, commanding underlings, and so on
2. Slipping away to feed wood to a hidden fire
3. Preaching the faith of the reborn Gloriana
4. Preparing an attack on stubborn unbelievers

LIGHTKEEPER

CHALLENGE 9

MEDIUM HUMANOID

5,000 XP

AC 13

HP 165 (22d8 + 66; bloodied 82)

Speed 30 ft.

Initiative Dex +3 (13), Insight +6 (16), Perception +6 (16)

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +4, Dex +3, Con +3, Int +4, Wis +8, Cha +8

Skills +1d4 to all ability checks (see Gloriana's Blessing)

Damage Immunities fire, radiant

Condition Immunities fatigue, unconscious

Senses passive Perception 16

Languages Common, one more

Gloriana's Blessing. The lightkeeper adds an expertise die to ability checks and attack rolls (already included in its statistics). In addition, it is immune to fire and radiant damage. Finally, the creature is immune to fatigue, can engage in light activity instead of sleeping during a long rest, and magic can't put the creature to sleep. The lightkeeper loses this trait if it fails Gloriana in any way.

ACTIONS

Multiattack. The lightkeeper attacks twice with its longsword.

Longsword. *Melee Weapon Attack:* +8 (+1d4) to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, plus 14 (4d6) fire damage if the sword is affected by Blazing Brand.

Call Fire. White flame engulfs a 15-foot-radius area the lightkeeper can see within 90 feet. The fire lasts for 1 minute or until the lightkeeper uses Call Fire again. The fire sheds bright light for 60 feet and dim light for an additional 60 feet.

A creature that starts its turn in the flame, or that enters the area for the first time on its turn, makes a DC 16 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save or half damage on a success.

BONUS ACTIONS

Blazing Brand. The lightkeeper causes fire to spring from a nonmagical melee weapon it is wielding, or extinguishes this flame. While burning, the weapon deals an extra 14 (4d6) fire damage.

Fire Walk. The lightkeeper magically teleports up to 90 feet into a space filled with fire that the lightkeeper can see.

Combat

The lightkeeper uses Call Fire on the opponents it deems the least agile, and then moves into that fire, using Fire Walk if necessary. It makes opportunity attacks to punish creatures that try to escape the flame.

Variant: Lightkeeper Beacon

The most blessed of Gloriana's faithful, lightkeeper beacons use their immense talents to become famous warriors, celebrated artists, and beloved rulers. They can call upon immense resources in the service of their god.

The lightkeeper beacon is CR 14 (11,500 XP). It has 255 (34d8 + 102; bloodied 127) hit points. It has the following additional trait:

Gloriana's Favor. When Gloriana's Blessing grants the beacon an expertise die to an ability check or attack roll, the die is a d8.

The lightkeeper beacon has the following additional bonus actions:

Celestial Charm (3/Day). The beacon casts the *charm person* spell with no components, using Charisma as its spellcasting ability. The target doesn't know it was charmed when the spell ends, but if it succeeds on its saving throw it knows that the beacon attempted to use magic on it.

Celestial Command. The beacon gives an order to a creature charmed by it. If the target can hear the beacon, it uses its reaction to move up to its Speed or take an action chosen by the beacon. If the target makes an ability check or attack roll as part of this action, it gains a d8 expertise die on the roll.

Longsword. The beacon makes a longsword attack.





Morius

Once the god of death, Morius is now the reborn god of suffering. A gaunt figure clad in blood-rusted armor, Morius stands silently in his thorn-filled forest, observing the cavorting ghouls, vampires, and cultists that do his cruel bidding.

King of Pain. In long-gone days, Morius facilitated the passing of souls to the afterlife, standing guard at death's threshold. Reborn, Morius has added pain to his divine portfolio. He revels in meting out exquisite torment to his enemies and worshipers alike—as do the undead creatures that flock to his service.

Mortification of the Flesh. Morius considers himself a punisher of wickedness. To him every crime, no matter how minor, merits immediate suffering and eventual death. However, he will not lift a finger against those who meet his high standards of behavior.

Weapons of Death. As in days of old, Morius carries Reaper, the one-handed scythe with which he ended lives that had reached their natural span. To this he has added Cat-o'-Nine Tongues, a terrible whip that inflicts agony with its touch. All nine of the whip's 60-foot-long thongs is Morius's own tongue, which grows anew each time he tears it out.

Avatar Behavior

1. Giving orders to a paragon of scars
2. Killing a powerful corporeal undead creature, such as a dread knight or elder vampire, in order to take control of its army
3. Lounging atop a throne of skulls, observing a sacrifice in his honor
4. Leading a corrupted religion in a war of conquest

MORIUS

CHALLENGE 19

ELITE LEGENDARY LARGE UNDEAD (CELESTIAL)

44,000 XP

AC 18 (full plate)

HP 513 (38d10 + 304; bloodied 256)

Speed 50 ft., fly 50 ft.

Initiative Dex +3 (13), Insight +13 (23), Perception +13 (23)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	16 (+3)	24 (+7)	24 (+7)

Proficiency +6; **Maneuver DC** 23

Saving Throws Str +15, Dex +3, Con +14, Int +3, Wis +13, Cha +13

Skills Insight +13, Intimidation +13, Perception +13, Religion +9

Damage Immunities cold, fire, necrotic, poison, radiant; damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 23

Languages all

Lawful Evil. Morius radiates a Lawful and Evil aura.

Legendary Resistance (3/Day). When Morius fails a saving throw, he can choose to succeed instead. When he does so, he collapses into dust. He reappears at the start of his next turn in an unoccupied space of his choice within 30 feet.

Unholy Aura. Morius and each creature he chooses within 30 feet have advantage on saving throws against spells, magical effects, and features that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one grappled, incapacitated, restrained, or willing creature. *Hit:* 45 (8d8 + 9) piercing damage.

Cat-o'-Nine Tongues. *Melee Weapon Attack:* +15 to hit, reach 60 ft., one target. *Hit:* 31 (9d4 + 9) slashing damage. If the target is a Medium or smaller creature, it must make a DC 23 Strength saving throw. On a failure, the target is pulled up to 60 feet toward Morius and grappled (escape DC 23). Until this grapple ends, the target must make a DC 17 Constitution saving throw at the start of each of its turns. On a failure, the target is racked with pain and paralyzed until the end of its turn.

Reaper. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage plus 16 (3d10) necrotic or radiant damage (Morius's choice). If this damage reduces a living creature to 0 hit points, it dies.

Creeping Thorns (1/Day, Avatar Form Only). An area within a 1-mile radius permanently takes on the characteristics of the Domain of Morius (see below).

BONUS ACTIONS

Tongue (While Bloodied). One creature Morius can see within 60 feet makes a DC 21 Constitution saving throw, taking 70 (20d6) necrotic damage on a failed save or half damage on a success. Also on a failure, the creature is paralyzed for 1 minute, unless it is an elf. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

REACTIONS

Death is Everywhere. When a creature within 120 feet of Morius dies, Morius magically teleports to its space.

LEGENDARY ACTIONS

Morius can take 2 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 spent legendary actions at the start of his turn.

Attack. Morius attacks with *Cat-o'-Nine Tongues* or *Reaper*.

Elite Recovery. Morius ends one negative effect currently affecting him. He can use this action as long as he has at least 1 hit point, even while incapacitated.

Tongue (Costs 2 Actions, While Bloodied). Morius uses Tongue.

Reap (1/Day). Morius points to a willing, non-elite creature within 60 feet that he can see and that has a Challenge Rating lower than 19. The creature dies and Morius gains hit points equal to the creature's hit point maximum.

Combat

Morius grapples a creature with Cat-o'-Nine Tongues and then bites the creature. He uses Reaper with spare legendary actions. He uses Tongue while bloodied and Reap when he or his strongest ally is close to death.

Domain of Morius

When Morius is reborn, the area for miles around instantly becomes a thick forest, sprouting thorny, crimson trees and brambles. While navigating this forest, creatures must watch their footing lest they be impaled by foot-long thorns.

Furthermore, Morius's domain tugs on the consciousness of nearby corporeal undead creatures such as dread knights, ghouls, vampires, and zombies. Such creatures become restless, longing to travel toward the domain even if they don't know why. Within Morius's domain, even ordinary creatures develop a taste for blood, growing fangs that look decidedly vampiric.

Morius's domain has the following traits:

Morius's Feast. When a creature deals damage with a bite attack, that creature regains hit points equal to half the piercing damage it dealt.

Morius's Thorns. A creature that falls prone or uses the Dash or Sprint action makes a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage from thorns on a failure. Morius and creatures native to this domain are immune to this effect.

Penitents

Worshipers of Morius revere pain—both theirs and others'—above all.

Hidden Devotees. Many religious organizations that think themselves free of heresy are actually infested with penitents—cultists whose worship of Morius comes before loyalty to any other god. Such penitents hide their true faith by worshiping locally acceptable gods in extreme or even dangerous ways. Their zeal often escalates conflicts into outright violence. Many penitents perform brutal acts of self-flagellation to expunge any perceived sin. In theocratic areas, penitents often lead the very inquisitions devoted to rooting out cults such as their own.

Behavior

1. Whipping themselves or fellow penitents
2. Torturing a prisoner
3. Questioning locals about suspicious travelers
4. Leading a grotesque procession

PENITENT — CHALLENGE 4

MEDIUM HUMANOID — 1,100 XP

AC 13 (padded cloth)

HP 82 (15d8 + 15; bloodied 41)

Speed 30 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 14

Saving Throws Str +4, Dex +2, Con +1, Int +0, Wis +3, Cha +1

Skills Deception +3, Intimidation +3, Religion +2

Senses passive Perception 11

Languages Common, one more

Single-Minded Devotion. When the penitent succeeds on a saving throw against the charmed or frightened condition, they deal an additional 7 (2d6) radiant damage with their weapon attacks until the end of their next turn.

Zealous Might. While the penitent can see a penitent or other member of their faith that is bloodied, they have advantage on attack rolls.

ACTIONS

Multiattack. The penitent attacks twice with their flail.

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 13 (2d8 + 4) bludgeoning damage while bloodied.

BONUS ACTIONS

Gift of Blood (1/Day, While Bloodied). The penitent deals themselves 18 (4d8) radiant damage, which can't be reduced in any way. Another penitent or other member of their faith that they can see regains hit points equal to twice the damage dealt.

Combat

The penitent fights to the death, using Gift of Blood when it can.

Paragon of Scars

At a secret ceremony held each year, a penitent who has shown unwavering devotion to Morius and an unflinching attitude toward violence is named as a new paragon of scars, a kind of living sainthood. They lead the charge against passivity and peace, taking on wounds that would slay lesser servants.



PARAGON OF SCARS

CHALLENGE 9
ELITE MEDIUM HUMANOID
10,000 XP

AC 17 (natural armor)
HP 272 (32d8 + 128; bloodied 136)
Speed 30 ft.
Initiative Dex +3 (13), Insight +3 (13), Perception +3 (13)

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Str +4, Dex +3, Con +8, Int +0, Wis +7, Cha +1
Skills Intimidation +5, Religion +4
Damage Resistances necrotic
Senses passive Perception 13
Languages Common, one more

Covenant of Blood. While the paragon is bloodied, their speed increases to 50 feet and their weapon attacks deal an additional 14 (4d6) radiant damage.

Single-Minded Devotion. When the penitent succeeds on a saving throw against the charmed or frightened condition, they deal an additional 7 (2d6) radiant damage with their weapon attacks until the end of their next turn.

Zealous Might. While the paragon can see a penitent or other member of their faith that is bloodied, they have advantage on attack rolls.

ACTIONS

Multiattack. The paragon attacks twice with their greatsword.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage, and the target makes a DC 16 Constitution saving throw. On a failure, the target is wounded, taking 7 (2d6) ongoing slashing damage. Each time a penitent or paragon hits the wounded target with this attack, the ongoing damage increases by 7 (2d6). A creature can use an action to make a DC 16 Medicine check, ending all ongoing damage on a success. Any amount of magical healing also ends the ongoing damage.

Reckless Charge. The paragon moves up to their Speed. During this movement, opportunity attacks against the paragon are made with advantage. The paragon then attacks with their greatsword, making the attack roll with advantage if they moved at least 15 feet.

BONUS ACTIONS

Elite Recovery (While Bloodied). The paragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Gift of Blood (1/Day, While Bloodied). The paragon deals themselves 27 (6d8) radiant damage. A penitent or or other member of their faith that they can see regains hit points equal to twice the damage dealt.

REACTIONS

Holy Retribution (1/Day, While Bloodied). When an attack hits the paragon, any grappled or restrained conditions affecting the paragon end. The paragon can then use Reckless Charge. If they do and attack hits, it is a critical hit.

Combat

The paragon closes to melee range with Reckless Charge. When bloodied, they use Gift of Blood and Holy Retribution. The paragon fights to the death.

Rhiz'Quethar

The Consumed

Just as a tree that topples to the forest floor becomes a meal for decomposers, a god that dies becomes a feast. When death claimed Rhiz'Quethar, the primordial god of the wilds became one with the decay that consumed its body, rising anew as a hive for fungus and other detritivores.

Dual Being. Rhiz'Quethar is now two creatures in one: an ancient god of nature and the decay that claimed it. As a god reborn, it has achieved a delicate balance between these two halves. While Rhiz'Quethar's divinity is not so complete that it can reclaim its former glory, the decay it hosts is not so great as to consume its body altogether.

Hive Awareness. By channeling its divinity through fungal growths, Rhiz'Quethar maintains a sprawling hivemind. Some rare druids, at times referred to as the Circle of Decomposers, can even tap this hivemind, acquiring powerful magics from the reborn god.

Behavior

1–2 Hunting

3–4 Consuming prey

RHIZ'QUETHAR

CHALLENGE 24

ELITE LEGENDARY

LARGE PLANT (CELESTIAL)

124,000 XP

AC 21 (natural armor)

HP 750 (60d10 + 420; bloodied 375)

Speed 40 ft., climb 40 ft., burrow 40 ft.

Initiative Dex +2 (12), Insight +8 (18), Perception +19 (29)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	20 (+5)	26 (+8)	20 (+5)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +8, Dex +2, Con +14, Int +12, Wis +15, Cha +12

Skills Insight +15, Medicine +15, Nature +12 (+1d8), Perception +15 (+1d8), Survival +15 (+1d8), Religion +12

Damage Immunities poison; damage from nonmagical weapons

Condition Immunities blinded, charmed, disease, frightened, poisoned

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 29



Languages Common, Deep Speech, Druidic, Sylvan

Legendary Resistance (3/Day). When Rhiz'Quethar fails a saving throw, it can choose to succeed instead. When it does so, it releases all creatures grappled by it.

One With the Soil. When Rhiz'Quethar burrows, it doesn't disturb the material it passes through.

ACTIONS

Multiattack. Rhiz'Quethar makes two attacks.

Pseudopods. *Melee Weapon Attack:* +15 to hit, reach 30 ft., up to two targets, or up to four targets while bloodied. *Hit:* 21 (2d12 + 8) bludgeoning damage plus 9 (2d8) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 23).

Spore Assault. *Ranged Weapon Attack:* +15 to hit, range 120 ft., up to two creatures, or up to four creatures while bloodied. *Hit:* 21 (2d12 + 8) poison damage plus 9 (2d8) acid damage, and Rhiz'Quethar chooses one of the following effects:

- *Acrid Spores.* The target is blinded and takes 9 (2d8) ongoing acid damage for 1 minute. At the end of each of its turns, the target can make a DC 23 Constitution saving throw, ending the condition on a success. Alternatively, a creature within 5 feet of the target can use an action to make a DC 23 Wisdom (Medicine) check, ending the effect on a success.
- *Leaden Spores.* The target's body becomes heavy. The target makes a DC 23 Strength saving throw. On a failure, the target falls prone and is slowed until the end of its next turn.
- *Watcher Spores.* Rhiz'Quethar can see in a 60-foot-radius area centered on the target. The effect lasts until the

target spends 1 hour thoroughly cleaning itself.

Fungal Flood (1/Day, While Bloodied). Rhiz'Quethar targets one creature standing on dirt within 60 feet. Fungus rapidly emerges from the ground beneath the target. The target makes a DC 23 Constitution saving throw, taking 97 (15d12) necrotic damage on a failed save or half damage on a success. If this damage reduces the target to 0 hit points, it dies and immediately rises as a **rhizus** under Rhiz'Quethar's control. If the target survives, it gains access to Rhiz'Quethar's hivemind, seeing anything Rhiz'Quethar can see until it finishes a long rest.

Blooming Death (1/Day, Avatar Form Only). An area within a 1-mile radius permanently takes on the characteristics of the Domain of Rhiz'Quethar (see below).

REACTIONS

Reactive Spores (While Bloodied). When Rhiz'Quethar takes 40 damage or more from a single source, 2 (1d4) **rhizus** appear in unoccupied spaces within 20 feet.

LEGENDARY ACTIONS

Rhiz'Quethar 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. It regains spent legendary actions at the start of its turn.

Reform. While standing on dirt, Rhiz'quethar melds into the ground and emerges from dirt in an unoccupied space within 120 feet.

Awakening (Costs 2 Actions). Rhiz'Quethar creates 2 **rhizus**, which emerge from dirt in unoccupied spaces within 30 feet.

Reap (Costs 2 Actions). Each creature within 30 feet makes a DC 23 Constitution saving throw. On a failure, the creature takes 18 (4d8) necrotic damage and its hit point maximum is reduced by the same amount until it finishes a long rest. Rhiz'Quethar regains hit points equal to the total damage dealt by this effect.

Earthen Devouring (Costs 3 Actions). Rhiz'Quethar makes a pseudopod attack against each creature grappled by it and standing on dirt. A target that takes damage this way is dragged underground and is no longer grappled. While underground, a creature is blinded, restrained, unable to breathe, and has full cover from attacks and effects that don't originate from Rhiz'Quethar. The creature also takes 18 (4d8) ongoing acid damage. The creature or a creature within 5 feet of where it was buried can use an action to make a DC 23 Strength check. On a success, the buried creature escapes from the dirt, emerging prone.

Combat

Rhiz'Quethar uses Acrid Spores to deal ongoing damage and then grapples with its pseudopods. With its legendary actions, it uses Reform to stay near enemies, Awakening if it's without allies, and Reap or Earth Devouring otherwise. When badly hurt, it uses Reap while near rhizus allies, which willingly fail their saving throws against the effect.

Rhizus resemble knobbly, flying mushrooms that trail writhing white roots. When they grab animals and suck them dry, their roots turn bright red.

RHIZUS

CHALLENGE 19

HORDE MEDIUM PLANT

4,400 XP

AC 18 (natural armor)

HP 33 (bloodied 16)

Speed 40 ft., fly 80 ft.

Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	8 (–1)	12 (+1)	10 (+0)

Proficiency +7; **Maneuver DC** 21

Saving Throws Str +6, Dex +3, Con +6, Int –1, Wis +1, Cha +0

Damage Immunities poison

Condition Immunities blinded, charmed, disease, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands Sylvan but can't speak

ACTIONS

Tendril. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (1d10 + 25) piercing damage, and the rhizus is restored to its full hit points.

Domain of Rhiz'Quethar

When Rhiz'Quethar is reborn, the area for miles around instantly becomes a thick fungal forest, sprouting tree-sized redcap mushrooms and waist-high fungal undergrowth. Clouds of spores hang in the air like suspended snow.

Rhiz'Quethar's domain has the following traits:

Invasive Spores. When a creature becomes bloodied, it contracts a disease. While diseased, the creature gains telepathy to a range of 60 feet, Rhiz'Quethar is aware of its thoughts as if the creature were under the influence of a *detect thoughts* spell, and Rhiz'Quethar can communicate with the creature telepathically. If the disease isn't magically removed after 30 days, the creature transforms into a rhizus under Rhiz'Quethar's control.

Shades

Shades are the forgotten spirits of unburied dead.

Creatures of the Darkness. Like ghosts, shades can possess their victims. Unlike ghosts, shades can't abide light. Light temporarily dispels an incorporeal shade, and a victim possessed by a shade that enters an area of bright light regains control of their body—until they leave the light again.

Clinging to Mortality. Until a shade's earthly remains are buried, it can't leave the world behind. It thirsts for blood, which allows it to briefly enjoy a shred of mortality. A hungry shade knows no emotion but blood thirst; a shade that has tasted blood or that possesses another creature can sometimes be bargained with.

Undead Nature. A shade doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or Less False rumor: Shades are the honored dead. It is our duty to feed them blood.

DC 10 Shades are the blood-hungry spirits of the unburied dead.

DC 15 Shades need a physical form to find and bury their remains.

Shade Encounters

Shades can be found anywhere people have died, but never in bright light.

CR 0–2 shade; 2 or 3 faded shades
Treasure 150 ep, silver cup (7 gp)

CR 3–4 2 shades; shade with 2 or 3 faded shades; 4 to 6 faded shades
Treasure 100 gp, ceremonial weapon (200 gp), amber necklace (150 gp)

Signs

1 Inanimate skeleton
2 Site of an ancient battlefield
3 Empty sarcophagus or dug-up grave
4 Spent torches

Behavior

1 Possessing another person, looking for its bones
2 In physical form, having recently fed on blood, masquerading as a living person
3 In physical form, needs help finding its body
4–6 Insubstantial, attacks on sight

SHADE

CHALLENGE 2
MEDIUM UNDEAD
450 XP

AC 11
HP 27 (6d8; bloodied 13)
Speed 0 ft., fly 20 ft. (hover)
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +1, Con +0, Int –1, Wis +0, Cha +3
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life

Insubstantial. The shade can't pick up or move objects or creatures. It can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Hypersensitivity. The shade takes 5 (1d10) radiant damage if it starts its turn in bright light. After taking this damage, it disappears and doesn't return until the space it occupied is in darkness.

Unquiet Spirit. If defeated in combat, the shade returns in 24 hours. It can be put to rest by burying its remains.

ACTIONS

Multiattack. While not insubstantial, the shade makes two slam attacks.

Slam (While Not Insubstantial). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Drain Blood (While Insubstantial). *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature with blood. *Hit:* 9 (2d8) necrotic damage, and the shade gains temporary hit points equal to the necrotic damage dealt. While the shade has these temporary hit points, it gains a physical body. It loses the Insubstantial trait and its damage resistances and it can no longer use its fly speed.

BONUS ACTIONS

Possession (Recharge 5–6). One humanoid within 5 feet that isn't in bright light makes a DC 13 Charisma saving throw. On a failure, the shade possesses the creature. The possessed creature is unconscious. The shade enters the creature's body and takes control of it. The shade can be targeted only by effects that turn undead, and it retains its Intelligence, Wisdom, and Charisma. It otherwise uses the possessed creature's statistics and actions instead of its own. It doesn't gain access to the creature's memories but does gain access to proficiencies, nonmagical class features and traits, and nonmagical actions. It can't use limited-used abilities or class traits that require spending a resource. The possession ends after 24 hours, when the body drops to 0 hit points, when the shade ends the possession as a bonus action, when the ghost is turned or affected by *dispel evil and good* or a similar effect, or when the host body takes radiant damage or is in an area of sunlight. When the possession ends, the shade reappears in a space within 5 feet of the body. A creature is immune to this shade's Possession for 24 hours after succeeding on its saving throw or after the possession ends.

If the possessed creature enters an area of bright light, the creature is no longer unconscious and regains control of its body, but it is still possessed. If the creature leaves the area of bright light, it becomes unconscious and the shade regains control of its body.

Combat

The shade uses Possession. If it succeeds, it uses its host's abilities. If it fails, it uses Drain Blood until it gains a physical body and then makes slam attacks. When it becomes bloodied while it is corporeal or possessing a host, it might retreat or offer a truce.

Faded Shade

A shade that has forever lost its mortal remains becomes a faded shade. Unable to take solid form, it knows nothing but an unquenchable thirst.

FADED SHADE CHALLENGE 2
HORDE MEDIUM UNDEAD 180 XP

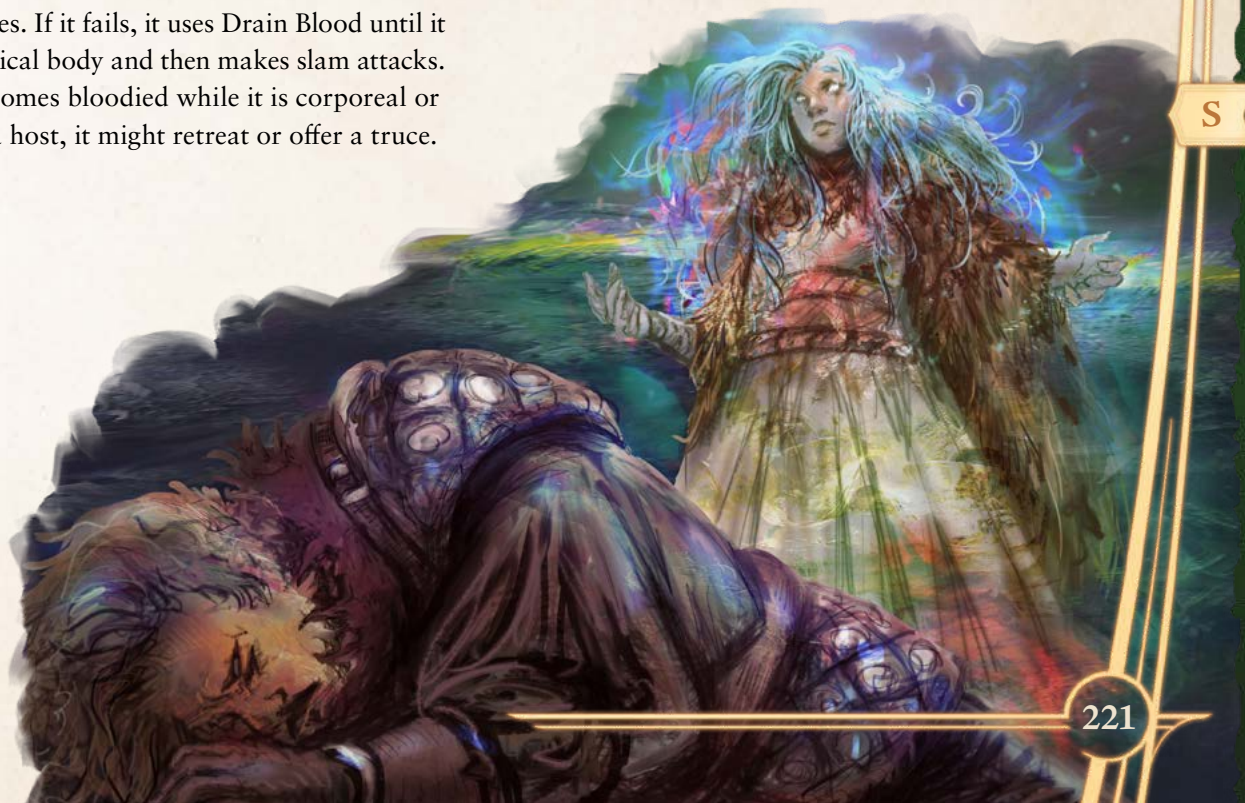
AC 11
HP 10 (bloodied 5)
Speed 0 ft., fly 20 ft. (hover)
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +1, Con +0, Int –2, Wis +0, Cha +3
Damage Immunities necrotic, poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Incorporeal. The shade can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.
Sunlight Hypersensitivity. The shade is destroyed if it starts its turn in sunlight.

ACTIONS

Drain Blood. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature with blood. *Hit:* 7 (2d6) necrotic damage. On a critical hit, the shade is destroyed.



The Skar

When the cosmos was young and the power of creation was strong, the gods made all that they desired: planes, stars, people, and magic itself. But not all gods were wise or kind, and things were created that should not be. Impossible worlds burned and from their ashes rose the Skar—a hunger, a corruption, a contagion on the cosmos itself.

Rejecting their abominable creation, the gods imprisoned the Skar on the Wasteland, a planar garbage dump where forgotten and unwanted things are drawn towards a hole in reality known as the Gyre. Even there, the Skar has survived for uncounted eons. But at least it remains contained. The Skar must be contained.

Infection of Reality. While the term "skar," is sometimes used to describe skarred monsters, it is more precisely the spiritual disease that creates them: a twisting of the creature's body and soul into an extension of the Skar. Created before death, the Skar can't truly die. Instead, it reproduces and mutates, twists and extends. The Skar is both eternal life and eternal disease, ever hungry for more to add to itself.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or Less False rumor: Three-eyed animals are lucky.

DC 15 The skar infection spreads through a creature no matter what precautions are taken.

DC 20 A creature infected by the skar can be saved by removing a limb, unless the sickness has already affected their actions.

DC 25 The Skar is a creation of the gods gone horribly wrong. It must be cast into a planar prison called the Wasteland to be contained.

Skarred Encounters

Any environment can host the skar, but infested exist only on the fringes of a blighting or a place where the skar have attacked.

CR 0–2 1d4 infested commoners or infested owls; skateskar

CR 5–10 skarred; skarred with 1 or 2 skateskar; 3 to 5 skateskar

CR 17–22 skarred behemoth; 3 skarred with 1 or 2 skatestar



Signs

1 Plants with purple, blue, or black leaves support garish flowers with yellow eyes growing in the center

2 The ground has the consistency of flesh

3 A bird, squirrel, or other harmless animal watches the party with an oversized yellow eye growing from its chest or back

4 Pulsing purple, blue, and yellow veins protrude from the remains of a deer or other prey animal

Combat

A skarred exists to infect other souls with its contagion and create new skarred. When fighting in close quarters, skarred squeeze through narrow spaces and climb over obstacles to surround their victims. In open spaces, skarred pin down their victims and attempt to skar them. An infected creature is then ignored, even if it damages the skarred that infected it.

Infested

Recently skarred creatures retain much of their identity, but their wounds occasionally sprout eyes or teeth.

Accursed. While it's possible to treat a fresh skar infection by removing the infected body part, an infested creature is too far gone to save. While it retains partial control of its faculties, an infested creature's skar has spread to its soul.

Twin Minds. While an infested creature is capable of moving, fighting, and acting on its own accord, it is at war with the skar for control of its body. As the infection spreads, the skar becomes harder and harder to resist.

Infested Template

Any non-undead, non-construct creature can be infested. An infested NPC retains all its statistics except as noted below.

Type. The creature's type changes to aberration.

Speed. The infested gains a climb speed equal to its Speed.

Damage Resistances. The infested gains resistance to damage from nonmagical, non-silvered weapons.

Senses. The infested gains darkvision with a radius of 60 feet.

Infectious. When the infested damages a creature with a melee attack, the target is exposed to the skarring.

Silent Spread. The infested has advantage on Deception checks made to hide its diseased nature.

Skarred Path. The infested makes a DC 13 Wisdom saving throw each time it finishes a long rest. After a total of three failures, it becomes a skateskar if it is Tiny, a skarred if it is Small, Medium, or Large, or a skarred behemoth if it is Huge or larger.

INFESTED COMMONER

CHALLENGE 0
MEDIUM ABERRATION
10 XP

AC 10

HP 4 (1d8; bloodied 2)

Speed 30 ft., climb 30 ft.

Initiative Dex +0 (10), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 10

Saving Throws Str +0, Dex +0, Con +0, Int +0, Wis +0, Cha +0

Skills Deception +2 (+1d4)

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 10

Languages Common

Silent Spread. The infested has advantage on Deception checks made to hide its diseased nature.

Skarred Path. The infested makes a DC 13 Wisdom saving throw each time it finishes a long rest. After a total of three failures, it becomes a skarred.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, and the target is exposed to the skarring.

Stone. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

INFESTED OWL

CHALLENGE 0
10 XP

TINY ABERRATION

AC 11
HP 1 (1d4 – 1)
Speed 5 ft., climb 5 ft., fly 60 ft.
Initiative Dex +1 (11), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
2 (–4)	12 (+1)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 11
Saving Throws Str –4, Dex +1, Con –1, Int –4, Wis +1, Cha –2
Skills Perception +3, Stealth +3
Damage Resistances damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages —

Flyby. The owl doesn't provoke opportunity attacks when it flies out of a creature's reach.

Keen Hearing and Sight. The owl has advantage on Perception checks that rely on hearing and sight.

Silent Spread. The infested has advantage on Deception checks made to hide its diseased nature.

Skarred Path. The infested makes a DC 13 Wisdom saving throw each time it finishes a long rest. After a total of three failures, it becomes a skateskar.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage, and the target is exposed to the skarring. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

The Skarring

The skarring is a disease that turns injured flesh blue- or purple-gray, like an ugly bruise that grows more vibrant as it spreads across the infected.

A creature exposed to the skarring must make a Constitution saving throw. The DC is 10 + the Constitution modifier of the creature that caused the exposure. Constructs and undead automatically succeed on the save. On a failed save, a creature becomes infected with the skarring.

Each hour thereafter, the infected creature must repeat the saving throw. Anyone can use an action to treat the creature by casting *lesser restoration* or a similar effect that magically cures disease, by succeeding on a Medicine check against the disease's DC, or by dealing the creature at least 5 slashing damage to cut away skar-infected tissue. Treatment grants the creature advantage on its next saving throw against the disease.

An infected creature that succeeds on three saving throws before gaining three failures is cured. If the creature fails three saving throws before earning three successes, the creature gains the Infested template. The infested template can't be removed without a *greater restoration* spell or similar magic.

Skarred

Skarred are creatures whose souls have been consumed by the skarring. Their flesh warps to become venous and bulging. They grow long claws, and massive yellow eyeballs sprout in various locations on their body. Before long, they are no longer recognizable as the person they once were.

Corrupted Souls. Once lost, the skarred's soul becomes a blight upon the universe. Not even the power of a deity can undo what has been done to them. While many retain the ability to speak, reason, and even communicate, the skarred is an utterly alien entity that wishes only to spread the infection and thus assimilate all other life.

Twisted Loss. A skarred creature retains their old memories. A skarred humanoid who knows a potential victim often uses their previous relationships to convince their target to become part of something greater by joining the skarred.

Undying. Even if one hacks a skarred creature to pieces, the remains are still infected. Burning the remains simply creates sapient ashes. Infected charnel left untended for too long can eventually coalesce into a skarred behemoth. Even one "dead" skarred is enough to blight an acre of land. The only way to truly get rid of the skarred is by throwing it into the Gyre.

SKARRED

CHALLENGE 6

SMALL, MEDIUM, OR LARGE ABERRATION

2,300 XP

AC 15 (natural armor)

HP 104 (11d8 + 55; bloodied 52)

Speed 30 ft., climb 30 ft.

Initiative Dex +1 (11), Insight +2 (12), Perception +5 (15)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	15 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +1, Con +8, Int +0, Wis +2, Cha +3

Skills Deception +6, Perception +5, Persuasion +6

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew before it became skarred

Lunge. If the skarred is within 10 feet of a creature and not incapacitated when initiative is rolled, it can immediately move up to 10 feet and attempt to grab a creature.

Revival. When the skarred dies, it is restored to life 1 minute later as a **skarred crawler**. If it takes damage before this time, it is permanently destroyed instead.

ACTIONS

Multiattack. The skarred attacks twice with its claw, or once with its claw and once with its grab.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is exposed to the skarring.

Grab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the creature is restrained.

Skarred Crawler

Skarred life is nearly indestructible. Skarred creatures that would ordinarily be killed instead linger on, weakened but still able to spread their disease to other creatures.

SKARRED CRAWLER

CHALLENGE 6

HORDE SMALL, MEDIUM, OR LARGE ABERRATION

460 XP

AC 15 (natural armor)

HP 19 (bloodied 9)

Speed 15 ft., climb 15 ft.

Initiative Dex +1 (11), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	15 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +1, Con +5, Int +0, Wis +2, Cha +3

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew before it became skarred

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) slashing damage, and the target is exposed to the skarring.

Grab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the creature is restrained.

Skateskar

Skateskar are tiny creatures that become skarred, undergoing a transformation that makes them unrecognizable. Most are little more than a mouth, a bulbous yellow eye, a long tail, and up to half a dozen fleshy, boneless wings. Skateskars seek to infect others and assimilate them into a greater whole.

Harbingers of Chaos. Skateskar move much faster than the skarred and often act as both scouts and ambushers. They hang in trees, caves, or from rooftops, dropping onto a creature's head to take partial control over it and force it to march to the skarred.

SKATESKAR CHALLENGE 2
TINY ABERRATION 450 XP

AC 13
HP 36 (8d4 + 16; bloodied 18)
Speed 10 ft., climb 10 ft., fly 70 ft.
Initiative Dex +3 (13), Insight +3 (13), Perception +5 (15)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str –1, Dex +5, Con +2, Int –4, Wis +3, Cha –4
Skills Perception +5
Damage Resistances damage from nonmagical, non-silvered weapons
Senses darkvision 120 ft., passive Perception 15
Languages —

ACTIONS

Multiattack. The skateskar makes two tail attacks.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the target is exposed to the skarring. If this attack reduces the target to 0 hit points, the target is stabilized and is unconscious until it regains at least 1 hit point.

Glomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The skateskar attaches to the creature. While attached, the skateskar can't use its own movement or actions and moves along with the creature. It can detach itself at any time. Another creature can use an action to make a DC 13 Strength or Dexterity check, detaching the skateskar on a success. A creature attached to a skateskar makes a DC 13 Wisdom saving throw at the start of each of its turns. On a failure, the creature is under the skateskar's control until the end of its turn. While the creature is controlled, the skateskar determines the creature's movement and can force the creature to make a single attack or use the Dash, Disengage, or Dodge action.

Combat

The skateskar seeks to glomp onto a target. If the attempt fails, the skateskar instead seeks to render the creature unconscious and then glomps again. It moves a glomped creature toward other skarred creatures.

Skarred Behemoth

The skarred behemoth is the most terrifying form of skarred creature. While some skarred behemoths are corrupted versions of dragons and other immense creatures, just as many are conglomerations of smaller creatures combined into an ever-growing mass.

There's no upper limit to the size of a skarred behemoth. In fact, several worlds have been condemned to the Gyre because the skar simply spread too far, covering whole worlds in a massive network of skarred, undying flesh.

Flesh and Bone. A skarred behemoth is most commonly shaped like an orb of flesh trailing a tail of awkwardly fused bodies. Bulging yellow eyes blink from fleshy lobes. Often the mass will lack bilateral symmetry due to outcroppings of massive rib bones on one side, a huge clawed arm on the other, or terrifying and misshapen heads staring out of its bulk.

Cacophonous Calling. Once a behemoth has formed, it acts as a psychic beacon for other skarred creatures. Skarred that can't reach the behemoth often seek to join with other nearby skarred instead, beginning the creation of additional behemoths. This chain reaction typically occurs in the wake of mass infections and represents the final stage of the skarring of a world.

SKARRED BEHEMOTH

CHALLENGE 18
20,000 XP

HUGE TO TITANIC ABERRATION

AC 8

HP 372 (24d20 + 120; bloodied 186)

Speed 15 ft., climb 15 ft., swim 15 ft.

Initiative Dex –2 (8), Insight +5 (15), Perception +5 (15)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (–2)	20 (+5)	16 (+3)	20 (+5)	6 (+3)

Proficiency +6, **Maneuver DC** 19

Saving Throws Str +11, Dex –2, Con +11, Int +3, Wis +11, Cha +3

Damage Resistances acid, cold, fire; damage from nonmagical, non-silvered weapons

Condition Immunities blinded, charmed, deafened, fatigue, frightened, grappled, petrified, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 60 ft.

Engulf. The behemoth can enter and end its turn in the space of any creature its size or smaller. It automatically engulfs any creature with whom it shares a space. An engulfed creature is blinded, restrained, and has total cover from attacks from outside the behemoth. At the start of its turn, the creature takes 28 (8d6) acid damage and is exposed to the skarring. The behemoth then regains hit points equal to the acid damage dealt. An engulfed creature can use its action to make a DC 19 Strength check. On a success, the creature escapes from the behemoth, landing prone in an unoccupied space within 5 feet of the behemoth.

ACTIONS

Multiattack. The behemoth makes three pseudopod attacks or two bone fragment attacks. It can replace one attack with Disgorge.

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 9 (2d8) acid damage, and the target is exposed to the skarring.

Bone Fragment. *Ranged Weapon Attack:* +11 to hit, range 90/120 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage, and a bone fragment lodges in the creature. A creature can use an action to make a DC 15 Strength check, pulling loose the fragment on a success.

Disgorge (While Bloodied). The behemoth takes 50 damage, which can't be reduced in any way. The behemoth then disgorges 2 (1d4) **skateskars** or 5 (2d4) **skarred crawlers** in unoccupied spaces within 10 feet of the behemoth. The creatures act after the behemoth's turn.

BONUS ACTIONS

Partial Control. The behemoth takes partial control over a creature in which one of its bone fragments is lodged. That creature must use its reaction, if available, to move up to its Speed and make a single attack or use the Dash, Disengage, or Dodge action.

REACTIONS

Consume. When the behemoth deals damage with a pseudopod, it pulls the target into its body. The target must succeed on a DC 15 Dexterity or Strength saving throw (target's choice) or be pulled into the behemoth's space.



Sleepless

Galloping between the planes, the Sleepless resembles an amethyst-colored, semi-opaque stag with a sprawling weave of antlers webbed with scintillating colors. Born of the fey world of the Dreaming, the Sleepless is an exceedingly dangerous predator that feeds on dreams. Though the Sleepless is intelligent, it perceives the real world as a dream. As such, it behaves in animalistic, instinctive ways and lacks a clear morality, making it an especially dangerous beast. Some scholars even theorize that the reason many creatures from the Dreaming only sleep for four hours a night is because those who slept for longer were devoured by the Sleepless.

Across the Planes. Though its origins are in the Dreaming, the Sleepless seeks prey across many planes. Millennia ago, it escaped into the Astral Plane and ever since has adapted to that place, using it as a nexus between planes to hunt. It frequently returns to the Dreaming to rest but can weather the conditions of nearly any plane.

Bearer of Dreams. Between its antlers, the Sleepless holds a roiling plane of dreams into which it can draw sleeping souls, trapping them there eternally. The energy of these trapped souls powers the Sleepless, while those within this dreamwave remain blissfully unaware of their fate, living in a dreamworld of the Sleepless's making. A soul can remain in the Sleepless's dreamweave for months or even years before being fully consumed, at which point the soul ceases to be entirely.



Eternal. Though no one is certain how the Sleepless came to be, it is known to be effectively immortal. Though it has been defeated in battle before, such a victory only enables the Sleepless's assailants to enter its dreamweave to save those trapped there. Destroying the Sleepless permanently is a much more complex operation. To do so, one must enter its dreamweave and fight its essence there. If the Sleepless is destroyed in its dreamwave, the dreamweave collapses shortly thereafter, expelling all creatures within.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less A stag, a benevolent god of restful sleep, gallops through dreams.

DC 10 The Sleepless is an age-old boogeyman that pulls people into an eternal dream, leaving them comatose.

DC 15 Nowhere is safe from the Sleepless, as it can cross the planes. However, it must establish telepathic contact to affect its victims.

DC 20 The Sleepless attacks with a variety of psychic assaults, but shielding one's mind offers protection from many of them. Once it's defeated, the Sleepless's dreamweave can be accessed.

Sleepless Encounters

The Sleepless can be found anywhere across the planes, but when it manifests on the Material Plane, it tends to prefer forested areas that remind it of the Dreaming.

CR 11–16 The Sleepless, a knight, and 4 nightlings; the Sleepless, 2 thugs, and a veteran; the Sleepless and a pegasus; the Sleepless, a commoner mob, and 8 nightlings

Treasure 75 pp, 1,500 gp, a flawless, fist-sized moonstone (1,000 gp), *potion of gaseous form*, *spell scroll* of *dream*, *Ioun stone of sustenance*, *spirit lantern*

CR 17–22 The Sleepless and a dream oracle; the Sleepless and a wyvern; the Sleepless and 3 nightmares; the Sleepless and a night hag

Treasure 800 pp, 2,000 gp, a black chalice studded with twinkling diamonds (750 gp), a mundane crystal ball with a gold stand (1,250 gp), 20 +2 *arrows*, *cord of spirit stealing*, *necklace of fireballs*, *wings of flying*

CR 23–30 The Sleepless, a dead man's fingers, and 2 phase monsters; the Sleepless, 4 cult fanatics, and a forgotten god; the Sleepless, 2 couatls, and a dream oracle; the Sleepless and a coven of night hags

Treasure 1,500 pp, 5,000 gp, a platinum divining bowl (4,500 gp), a blue sapphire and a red opal (1,000 gp each), *potion of superior healing*, *absurdist web*, *ring of shooting stars*

Signs

1. People wandering about in a drowsy, exhausted state
2. Pleasant dreams that leave the sleeper dismayed upon awakening
3. Massive hoofprints too shallow for a creature of that size
4. The eyes of local fauna shift with countless colors

Behavior

1. Playing with its captured spirits, who seem gleeful and enthusiastic
2. Deeply focused as it looks into a creature's dreams
3. Prancing majestically through a real or semi-real landscape
4. Fleeing an extraplanar predator

THE SLEEPLESS

CHALLENGE 12

LEGENDARY GARGANTUAN FEY

8,400 XP

AC 15 (natural armor)

HP 203 (14d20 + 56; bloodied 101)

Speed 60 ft., fly 30 ft.

Initiative Dex +1 (11), Insight +7 (17), Perception +7 (17)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +6, Dex +1, Con +4, Int +2, Wis +7, Cha +8

Skills Arcana +6, History +6, Insight +7, Perception +7

Damage Resistances psychic; damage from nonmagical weapons

Condition Immunities fatigue, strife

Senses darkvision 240 ft., passive Perception 17

Languages understands all languages but only communicates telepathically (no range limit)

Dreamweave. The Sleepless's antlers contain a demiplane known as a dreamweave, where it traps souls it has stolen. This demiplane can be accessed only if the Sleepless is unconscious, in which case a creature can enter the dreamweave by entering the Sleepless's space. A creature can leave the dreamweave by returning to the spot where it first arrived on the demiplane.

Fundamental. When reduced to 0 hit points, the Sleepless falls unconscious and its body becomes immune to all damage. Its soul retreats into its dreamweave to recover, and Sleepless awakens with all its hit points restored 2d6 days later. The Sleepless can be permanently destroyed only by entering its dreamweave and defeating it there, which collapses the dreamweave, expelling every creature inside.

Legendary Resistance (3/Day). When the Sleepless fails a saving throw, it can choose to succeed instead. When it does, threads of its dreamweave snap. Randomly select a Dreamweave Assault effect, rerolling duplicates. When the Sleepless rolls that effect, it does nothing instead. The effect lasts until the Sleepless uses Legendary Resistance again.

Planestrider. The Sleepless doesn't need air, food, or water. By spending 8 hours concentrating, the Sleepless can enter the Astral Plane.

ACTIONS

Multiattack. The Sleepless attacks once with its gore and once with its hooves. It can replace either or both of these attacks with Dreamweave Assault.

Gore. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage and 10 (3d6) psychic damage.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 10 ft., two different targets. *Hit:* 16 (3d6 + 6) bludgeoning damage. After this attack, the Sleepless can move up to 30 feet without provoking opportunity attacks.

Dreamweave Assault. The Sleepless manifests its dreamweave to affect a creature it can see within 60 feet. Roll 1d6:

Sweet Dreams: The creature must succeed on a DC 16 Wisdom saving throw or fall unconscious. The creature remains unconscious until it takes damage or until a creature within 5 feet uses an action to shake it awake. If the creature wakes up before the end of its next turn, it takes 14 (4d6) psychic damage and is confused until the end of its next turn.

Hallucinate: The creature must make a DC 16 Constitution saving throw, taking 35 (10d6) psychic damage on a failed save or half damage on a success. On a failure, the creature is also blinded and deafened until the end of its next turn.

Spectral Tendrils: The creature must make a DC 16 Strength saving throw, taking 42 (12d6) bludgeoning damage on a failed save or half damage on a success. On a failure, the creature is also grappled by the Sleepless (escape DC 18). Until this grapple ends, the creature is restrained.

Take Control: The creature takes 21 (6d6) psychic damage and must make a DC 16 Charisma saving throw. On a failure, the creature must make a choice at the start of its next turn: either it takes no turn, or it takes its turn and its action is controlled by the Sleepless. The Sleepless chooses when in the turn to use its action.

Nightmare Blast: The creature and all creatures within 10 feet of it must make a DC 16 Dexterity saving throw, taking 27 (8d6) force damage on a failed save or half damage on a success.

Sleep Paralysis: The creature must make a DC 16 Intelligence saving throw. On a failure, figments wrap around it, grasping the creature tightly and holding it in place. The creature is paralyzed for 1 minute. At



the start of each of its turns, the creature can choose to take a level of strife. If it does, it can move and act normally until the end of its turn.

Send Dream. The Sleepless alters the dreams of a sleeping creature with at least 1 level of fatigue or strife and that is on the same plane. If the creature remains in the altered dream for at least 6 hours, it takes 1 level of strife upon awakening. If it gains a 7th level of strife in this way, its soul is pulled into the Sleepless's dreamweave. The creature falls unconscious and can't wake up until its soul is freed.

LEGENDARY ACTIONS

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

Slip Away. The Sleepless teleports up to 30 feet to an unoccupied space it can see.

Quick Assault (Costs 2 Actions). The Sleepless uses Dreamweave Assault.

Hoof Storm (Costs 3 Actions). The Sleepless makes a hooves attack against each creature within 10 feet of it. A creature hit by this attack is pushed 10 feet away and knocked prone.

Combat

The Sleepless, despite its power, is skittish in battle. It prefers to skirt around direct combat, interspersing its hooves attacks with Dreamweave Assault to neutralize whatever it considers the most immediate threat. Outside its dreamweave, the Sleepless behaves animalistically, acting on instinct rather than making the most of its considerable intellect.

Variant: Dreamweave Sleepless

After defeating the Sleepless, bold adventurers might pursue it into its dreamweave to finish it off for good. The Sleepless is much more lucid in its dreamweave, fighting intelligently and making full use of its power. When driven into its dreamweave, the Sleepless regains all its hit points and expended uses of Legendary Resistance, and it ends any conditions or effects on it.

Within the Dreamweave, the Sleepless is CR 16 (15,000 XP). It has 261 (18d20 + 72) hit points and the following changes:

- It loses its Fundamental trait. The Sleepless dies permanently if reduced to 0 hit points.
- When it uses Dreamweave Assault, the Sleepless can choose the effect rather than rolling randomly. The DC of its Dreamweave Assault effects increases to 19.
- Its Armor Class increases to 17.
- It gains the following action:

  Multiattack. The Sleepless attacks once with its gore and once with its hooves, then uses Dreamweave Assault. It can replace any number of its attacks with Dreamweave Assault.

- It gains the following reaction:

  Empathic Desolation (1/Day). When the Sleepless takes damage, each creature it chooses within 30 feet feels echoes of its pain. The creature must succeed on a DC 19 Constitution saving throw or take the same amount of damage.

Nightling

The direct offspring of the Sleepless, nightlings are tiny, goblin-like fey with red eyes and translucent, ivory skin. They scout the planes on behalf of their creator, terrorizing potential victims and consuming their dreams to leave them too exhausted to resist the Sleepless's grasp.

Statue of a Predator. Nightlings revile the sun, as in its light they rapidly transform into ivory-colored statues. Some nightlings are cunning enough to use this to their advantage, disguising themselves as gargoyles on old buildings or as part of larger statues, but most consider it a detriment and remain in darkness as much as possible.

Pack Terror. Though individually feeble, nightlings instill terror in foes they outnumber. When faced with a foe they can't bully or coerce, nightlings usually flee.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less False rumor: If you see a tiny ivory statue with red eyes, pick it up; if you collect 16, you have half of a chess set.

DC 10 A nightling is a storied boogeyman said to be responsible for restless sleep.

DC 15 Nightlings can blend into shadows but turn to stone if exposed to direct sunlight for prolonged periods.

DC 20 Nightlings serve a greater master—the Sleepless—who roams between the planes and devours dreams.

NIGHTLING

CHALLENGE 1/4
TINY FEY
50 XP

AC 12
HP 15 (6d4; bloodied 7)
Speed 20 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str –1, Dex +2, Con +0, Int +1, Wis –1, Cha –1
Skills Stealth +4
Condition Immunities fatigue, strife
Senses darkvision 60 ft., passive Perception 9
Languages telepathy 60 ft.

Sunlight Petrification. While in sunlight, the nightling has disadvantage on attack rolls and ability checks. Each time it starts its turn in sunlight, the nightling's Speed is reduced by 5 feet. If this would cause the nightling's Speed to drop to 0, the nightling becomes petrified until it starts its turn in darkness.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If more than one nightling is within 5 feet of the target, the target must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn. On a success, the target is immune to this effect until the end of its next turn.

Devour Dream. The nightling touches an unconscious creature in the process of taking a long rest. The creature must make a DC 11 Wisdom saving throw. It has disadvantage on this save if it has been frightened since the last time it finished a long rest. On a failure, the creature's dreams become an empty void. When it awakens, the creature doesn't remove any fatigue or strife it's suffering and gains a level of strife. On a success, the creature is immune to Devour Dream until the next time it starts a long rest.

BONUS ACTIONS

Blend With Shadow. While not in bright light, the nightling blends with shadows. Its Speed is doubled, and it becomes invisible until it enters an area of bright light or uses a bonus action to become visible. It can't take any other actions while blended with shadows.

Dream Oracle

Sometimes a victim of the Sleepless has a will strong enough to survive its mental assault. Even more rarely, such a victim gains insight from the experience. These people become oracles, dreaming prophecy into existence and predicting weal and woe alike. Some dream oracles find their way into the retinues of nobles as trusted advisors, while others are despised for their predictions and wander outcast, doubted at every turn.

Dark Dreams. A dream oracle's connection to the Sleepless never truly breaks, and they continue to receive strange visions whenever they sleep. These visions are cryptic, but with practice an oracle learns to draw valuable information from them.

Virulent Visions. The gifts of the Sleepless are not peaceful ones, and experiencing visions can be an extremely painful process. Dream oracles can assault foes with these visions to disrupt their senses and cause them immense pain. Rarely, a mortal who suffers this psychic assault might not reel from it, but learn from it instead. When this happens, the oracle often tries to break off from battle without harming the victim. Afterwards, they observe their victim for days, to see how they handle the visions. Should the creature prove worthy, the dream oracle attempts to meet and train them in interpretation of the visions, hoping to turn them into an oracle as well.

Legends and Lore

With an Arcana check, characters can learn the following:

DC 5 or Less False rumor: The future is the one true unknowable. All those who claim to see the future are charlatans and liars.

DC 10 Dream oracles are mortals who dream of futures to come.

DC 15 All dream oracles have had psychic contact with a greater being that grants them their sight. Not all oracles have a good relationship with this entity.

DC 20 Dream oracles assault foes with their own visions, muddling their minds. Some who suffer this psychic assault become oracles themselves.

DREAM ORACLE

CHALLENGE 6
MEDIUM HUMANOID
2,300 XP

AC 15 (Oracular Insight)
HP 97 (15d8 + 30; bloodied 48)
Speed 30 ft.
Initiative Dex +2 (12), Insight +6 (16), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 13
Saving Throws Str +0, Dex +2, Con +2, Int +5, Wis +6, Cha +1
Skills Arcana +5, History +5, Insight +6, Nature +5, Perception +6
Condition Immunities fatigue, strife
Senses truesight 30 ft., passive Perception 21
Languages any four languages; telepathy 1 mile

Other Oracles

The dream oracle stat block can be used to represent oracles who aren't necessarily associated with the Sleepless. Removing the Call of the Night action reduces the oracle's CR by 1 and creates a generic oracle that can be used for other purposes.

Oracular Insight. The oracle has advantage on initiative rolls and a +5 to its passive Perception, and it adds its Wisdom modifier to its Armor Class.

Sleeping Visions (3/Day). At any time, the oracle can enter an unconscious state, during which it dreams vividly. By remaining in this state for 1 hour or more, it can cast any divination spell of 6th level or lower.

ACTIONS

Multiattack. The oracle makes two scintillating bolt attacks. It can replace one of these attacks with Eyes of Prophecy or Call of the Night.

Scintillating Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 17 (4d6 + 3) radiant damage, and the target suffers a –1d4 penalty to its attack rolls and ability checks until the end of its next turn.

Eyes of Prophecy (Gaze). The oracle targets a creature within 30 feet, forcing it to make a DC 14 Wisdom saving throw. On a failure, the creature takes 21 (6d6) psychic damage and is confused until the end of its next turn as it's overwhelmed with impossible visions. On a success, it is immune to this effect for 24 hours. If the save succeeds by 10 or more, the creature understands the visions and gains the Sleeping Visions trait for 24 hours.

Call of the Night (Recharge 6). At night, the oracle can telepathically call upon nightling allies. At the start of the oracle's next turn, 7 (3d4) **nightlings** emerge in areas of dim light or darkness within 30 feet of the oracle. The nightlings act on the oracle's initiative and follow the oracle's telepathic commands.

BONUS ACTIONS

Cold Read. The oracle points at a creature it can see and declares one of the following actions: Attack, Cast a Spell, Dash, Dodge, Disengage. If the creature takes that action on its next turn, it becomes stunned after doing so until the start of its next turn. A creature can be the target of only one Cold Read at a time.

Spiders

Spiders play an important part in any ecosystem, including those of distant planes. Death spiders and ghost spiders are particularly common on the Plane of Death and the Bleak Gate. Meanwhile, pit spiders dwell on fiendish planes such as the Pit of Nülda, where they trap and kill native creatures and passing adventurers alike.

Distributed Intelligence. Any spider, from the humblest cob spider to the hugest pit spider, can awaken to sentience. Intelligent spiders communicate with each other via a distributed web of telepathic relationships. A talking spider can be a vast repository of knowledge and will share the information they know, for a price.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less False rumor: All spiders are intelligent agents of a vast web of conspiracy.

DC 15 Spiders can be found on every plane of existence. They adapt their natures to better suit their abodes, becoming more ghostly in places of death.

DC 20 Rarely, a spider is born with unusual intelligence. Such a spider can communicate telepathically with a network of other intelligent arachnids.

Any spider creature can be born with unusual intelligence. An intelligent spider gains the following template:

INTELLIGENT ARACHNID

Intelligence. The arachnid's Intelligence is at least 10.

Languages. The arachnid can speak. It knows Common and two other languages.

Planar Telepathy. The spider has a psychic connection with several other intelligent arachnids, with which it can communicate telepathically regardless of plane or distance, and through them a vast network of other spiders. By tapping into this network, the spider can cast *contact other plane* once per day without needing to make an Intelligence saving throw.

Spider Encounters

Spiders lurk in dark, out-of-the way corners.

CR 5–10 death spider; ghost spider; 1 or 2 pit spiders

Treasure *bag of holding* containing 1,200 gp

CR 11–16 2 death spiders; drider with death spider or ghost spider; ghost spider with ghost of a drow; 3 or 4 pit spiders

Treasure ceremonial plate armor (5,000 gp) that acts as a spider nest, *potion of frost giant strength*, *slippers of spider climbing*

CR 17–22 3 death spiders; fate-touched spider with 2 phase spiders or 1d4 + 3 giant spiders

Treasure gold and ruby ring shaped like a spider (2,500 gp), platinum crown set with black pearls (7,500 gp), *spell scrolls of blight*, *fireball*, *teleportation circle*, and *web*, *absurdist web* or *cloak of arachnida*

Death Spider

The poison of the skull-shaped death spider is incredibly virulent, able to inflict suffering on virtually any creature. Worse yet, they are known to hunt in packs, easily overcoming larger creatures.

DEATH SPIDER

CHALLENGE 7
2,900 XP

TINY BEAST

AC 16 (natural armor)
HP 52 (15d4 + 15; bloodied 26)
Speed 30 ft., climb 30 ft.
Initiative Dex +5 (15), Insight +0 (10), Perception +3 (13)

STR	DEX	CON	INT	WIS	CHA
3 (−4)	20 (+5)	12 (+1)	2 (−4)	10 (+0)	4 (−3)

Proficiency +3; **Maneuver DC** 16
Saving Throws Str −4, Dex +5, Con +1, Int −4, Wis +0, Cha −3
Skills Perception +3, Stealth +8 (+1d4)
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Standing Leap. The spider's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The spider makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 36 (8d8) poison damage. This damage ignores resistances and immunities to poison damage.

REACTIONS

Escape. When a creature misses the spider with an attack, the spider jumps up to 20 feet. This movement doesn't provoke opportunity attacks.

Combat

The death spider ambushes its victims. When attacked, it uses Escape and targets a different foe.

Ghost Spider

A ghost spider is made of thousands of undead arachnids that fight as a unified group. Victims of death spiders often fall from self-inflicted wounds made in a frantic attempt to escape the spectral hunters.

GHOST SPIDER

CHALLENGE 9
5,000 XP

MEDIUM UNDEAD

AC 14
HP 90 (20d8; bloodied 45)
Speed 40 ft., fly 40 ft. (hover)
Initiative Dex +4 (14), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
5 (−3)	19 (+4)	10 (+0)	3 (−4)	12 (+1)	14 (+2)

Proficiency +4; **Maneuver DC** 16
Saving Throws Str −3, Dex +4, Con +0, Int −4, Wis +1, Cha +2
Skills Stealth +8
Damage Resistances acid, fire, lightning, thunder; damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages —

Ethereal Sight. The spider can see into both the Material and Ethereal Plane.

Incorporeal. The spider can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 32 (8d6 + 4) necrotic damage.

Ghost Swarm. The spider breaks apart, becoming a swarm that shares the space of a Medium or smaller creature within 5 feet. While the spider shares a creature's space in swarm form, the Speeds of both the spider and the creature are reduced to 0. When an attack or spell deals damage to the spider, the spider takes half damage and the creature takes the remaining damage. As an action, the creature can make a DC 16 Strength or Dexterity check. On a success, the creature's Speed is no longer reduced to 0. While not sharing its space with another creature, the spider can use a bonus action to return to its original form.

REACTION

Jumpscare. When a creature within 5 feet hits the spider with a melee attack, the spider uses Ghost Swarm on the attacker.

Combat

The spider attacks from hiding, using Jumpscare as soon as it can.

Pit Spider

Corrupted and empowered by the Pit of Nülda, pit spiders horrify many adventurers, because the most reliable tool for dealing with spider webs—fire—is useless against them.

PIT SPIDER

CHALLENGE 5
HUGE FIEND
1,800 XP

AC 14 (natural armor)
HP 144 (17d12 + 34; bloodied 72)
Speed 45 ft., climb 45 ft.
Initiative Dex +3 (13), Insight +0 (10), Perception +0 (10)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +3, Con +2, Int −4, Wis +0, Cha −3
Skills Stealth +6
Damage Resistances cold; damage from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10
Languages —

Evil. The spider radiates an Evil aura.
Magic Resistance. The spider has advantage on saving throws against spells and magical effects.
Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.
Standing Leap. The spider's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.
Web Sense. While touching a web, the spider knows the location of other creatures touching that web.
Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The spider makes one fireweb attack, if available, then attacks once with its bite and once with its claws.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) fire damage.
Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) fire damage.
Fireweb (Recharge 4–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* 3 (1d6) fire damage, and the target is restrained by the fireweb. A creature restrained in this way takes 3 (1d6) ongoing fire damage. As an action, a creature can make a DC 14 Strength check, breaking the web on a success. The effect also ends if the web is destroyed. The web is an object with AC 12, 10 hit points, and immunity to bludgeoning, fire, poison, and psychic damage.

REACTIONS

Web of Suffering. When a creature moves out of the spider's reach, it attacks that creature with its fireweb, if available.

Fate-Touched Spider

Fate is a tangled skein, and many believe its strands are spun by spiders. Occasionally, fate chooses a spider as a nexus of destiny, transforming it into a fate-touched spider.

Often chosen to defend a holy relic or to aid or assassinate a meddling band of heroes, fate-touched spiders rarely travel; they know where they are meant to be in order to fulfill the purpose that awaits them.

FATE-TOUCHED SPIDER

CHALLENGE 15
LEGENDARY HUGE BEAST
13,000 XP

AC 18 (natural armor)
HP 287 (25d12 + 125; bloodied 143)
Speed 60 ft., climb 60 ft.
Initiative Dex +5 (15), Insight +6 (16), Perception +6 (16)

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

Proficiency +5; **Maneuver DC** 18
Saving Throws Str +5, Dex +9, Con +5, Int +7, Wis +6, Cha +2
Skills Arcana +7, Insight +6, Perception +6, Stealth +9 (+1d6)
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 16
Languages Abyssal, Common, Deep Speech, Draconic, Infernal, Undercommon
Legendary Resistance *(3/Day).* Provided the spider is within 30 feet of another spider, when the spider fails a saving throw, it can choose to succeed instead. When it does, another spider it can see within 30 feet is subjected to the effect as if that spider failed the saving throw.



Spellcasting. The spider is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared, which it can cast with no material components:

Cantrips (at will): *mage hand, prestidigitation*
1st level (4 slots): *detect magic, identify*
2nd level (3 slots): *arcanist's magic aura, detect thoughts*
3rd level (3 slots): *clairvoyance, fireball*
4th level (1 slot): *hallucinatory terrain*

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The spider attacks once with its bite and four times with its talons.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target makes a DC 18 Constitution saving throw, taking 36 (8d8) poison damage on a failed save or half damage on a success. This damage ignores resistances and immunities to poison damage. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

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

Web. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one creature. *Hit:* The target is restrained by a web. As an action, a creature can make a DC 18 Strength check, breaking the web on a success. The effect also ends if the web is destroyed. The web is an object with AC 14, 15 hit points, and immunity to bludgeoning, poison, and psychic damage.

Fireball (3rd-Level; V, S). Fire streaks to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

LEGENDARY ACTIONS

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

Subordinate Spider. A spider or spider creature of CR 12 or lower within 50 feet must make a DC 15 Wisdom saving throw, which it can voluntarily fail. On a failure, the target uses its reaction to move and take an action of the fate-touched spider's choice.

Talon. The spider attacks with its talons.

Web. The spider attacks with its web.

Web Crawl. The spider moves up to its Speed across a web without provoking opportunity attacks.

Combat

The spider targets foes one at a time until they are downed, preferring to paralyze them with its poison. It casts *fireball* if it can't reach a foe. It uses its legendary actions to command spiders with Subordinate Spider and Web Crawl to outrun foes.

Stitchweaver

A horrifying combination of silkworm and humanoid, the stitchweaver is an intelligent foe that typically lives in woods, swamps, or caves. Rumored to be related to hags, the stitchweaver can hold a delightful conversation over tea but also has the power to alter the webs of fate in subtle, often devious ways.

Tender Anatomy. A stitchweaver has the upper body of a humanoid, but from the waist down its body consists of a soft, pale abdomen with multiple legs that end in caterpillar-like feet. The worm portion of a stitchweaver's body is much longer than its humanoid torso, and there have been reports of stitchweavers more than 50 feet in length.

Knitters of Destiny. Stitchweavers have the ability to pluck at the strands of fate using their silk. They line their lairs with this material, divining the past, present, and the many potential futures in the intricately woven patterns and knotwork. Stitchweaver silk comes at a high premium but can be worked into magnificent garments with a multitude of magical properties.

Power for a Price. Common folk and adventurers alike often search out stitchweavers, as the chance to alter the path of their life is too great a temptation for many to resist. However, stitchweavers have both a keen business sense and a taste for the flesh of the young and innocent, and often demand more than the petitioner is willing to give. A mortal who declines the stitchweaver's offer might be quickly devoured themselves or locked away to be eaten at a later date.

Deceptive Lairs. Stitchweavers live in complex tunnel systems, but in order to entice visitors, they often build small, one-room huts to disguise the entrance to their lair, emerging into the structure through a carefully hidden hatch when entertaining others. This allows a stitchweaver to maintain appearances while also concealing the vulnerable lower portion of its body within the tunnels below. If attacked, the stitchweaver retreats into the tunnel complex, where the twisting passageways give it the upper hand.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less False rumor: If you want to change the past, seek out the one called Stitchweaver. She will help you if your cause is just.

DC 10 Stitchweavers are a strange amalgamation of hag and worm. They combine magic and physical might to take down their foes. Like many hags, they like to make deals.

DC 15 Attacks from mundane weapons are less effective against a stitchweaver. Magic weapons—or magic itself—are required to truly harm it. However, bargaining is the best strategy. Their silk, if you can obtain it, is extremely valuable to the right arcanist.

DC 20 Stitchweaver lairs are often much larger than they appear to be. A stitchweaver would rather flee to its labyrinthine tunnels than fight. Parasitic splicekin are sometimes found attached to a stitchweaver.

Stitchweaver Encounters

Stitchweavers live in forests, swamps, and hills, often within a few days travel of a mortal settlement.

CR 11–16 Stitchweaver with 1 or 2 humanoid visitors, such as nobles

Treasure 100 gp, 5,000 gp worth of stitchweaver silk

CR 17–22 stitchweaver with 2 attached splicekin and 1 to 3 cultists

Treasure 250 gp, 10 sp, 10,000 gp worth of stitchweaver silk, *wand of the war mage*

CR 23–30 stitchweaver imago with 4 attached splicekin and 2 stitchweavers

Treasure 30,000 gp worth of stitchweaver silk, 2 *potions of supreme healing*, *ring of three wishes*

Signs

1. Villagers whisper of the woman in the woods
2. The body of a villager is found with a handful of strange silk

3 A local has a sudden, fortuitous change of fate

4 A local goes missing after entering the woods to change their fortune

Behavior

1 Friendly and looking to bargain. Happy to overlook some mild rudeness if it means closing the deal.

2 Hasn't had anything to eat in too long, and you look like dinner.

3 Knows the look of adventurers and is in no mood for their tricks and nonsense.

4 Won't you stay and talk for a while…a long while?

Names

Grindelgruel, Hattie Longbottom, Knackie Jen, Auntie Millicent

STITCHWEAVER

CHALLENGE 13
HUGE MONSTROSITY
10,000 XP

AC 15 (natural armor)

HP 195 (17d12 + 85; bloodied 97)

Speed 60 ft., climb 60 ft.

Initiative Dex +3 (13), Insight +6 (16), Perception +6 (16)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	16 (+3)	12 (+1)	10 (+0)

Proficiency +5; **Maneuver DC** 17

Saving Throws Str +4, Dex +3, Con +10, Int +8, Wis +1, Cha +0

Skills Deception +5, Insight +6, Perception +6

Damage Resistances damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Common, three more

Alter the Weave. Twice a year, the stitchweaver can spend 10 minutes knitting a pattern into its silk. When finished, the stitchweaver erases one event from the last year as if it never happened, altering subsequent events accordingly. Only creatures that have met the stitchweaver remember the original course of events. If the stitchweaver's silk is destroyed, events revert to their original course.

Innate Spellcasting. The stitchweaver's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, hold person, suggestion*

3/day each: *bestow curse, geas, hypnotic pattern, legend lore, modify memory*

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

Silk Walker. The stitchweaver ignores movement restrictions caused by its silk.

Spider Climb. The stitchweaver can climb even on difficult surfaces and upside down on ceilings.

Wish. Once every 7 days, the stitchweaver can cast *wish* for a mortal, using no material components.

ACTIONS

Multiattack. The stitchweaver attacks twice with its somnolent claw and once with its tail.

Somnolent Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or fall unconscious. A sleeping creature wakes if it takes damage or someone uses an action to slap or shake it awake.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

BONUS ACTIONS

Shudder. The stitchweaver shakes its massive body, sending shock waves through the air. Each creature within 60 feet must succeed on a DC 17 Strength saving throw or take 10 (3d6) thunder damage and fall prone.

REACTIONS

Silken Ooze. When the stitchweaver is hit with an attack that deals piercing or slashing damage, it extrudes a mass of sticky silk in a 15-foot-radius sphere centered on itself. The area becomes difficult terrain for 1 minute. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 18 Dexterity saving throw or become restrained (escape DC 20).

Combat

The stitchweaver favors charming or hindering threats before using its high movement speed to escape into its tunnels. If forced to fight, it uses its Spider Climb trait to its advantage, staying out of reach of melee attackers.

Stitchweaver Variant: Stitchweaver Imago

Once a stitchweaver has lived for long enough, it enters a silk-wrapped pupal stage. After six months in this state, the stitchweaver emerges as a more powerful, moth-like version of itself, with greater arcane power.

The stitchweaver imago is a CR 17 (18,000 XP) monster. Its AC is 18, and it has 276 (24d12 + 120; bloodied 138) hit points. It loses its Innate Spellcasting trait and Shudder, Silken Ooze, and Tail actions. It can use Wish once per day and has the following additional traits:

Innate Spellcasting. The stitchweaver's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blink, counterspell, chill touch, hold person, lightning bolt, suggestion*

3/day each: *banishment, bestow curse, geas, hypnotic pattern, insect plague, magic jar, legend lore, modify memory*

1/day each: *demiplane, feeblemind, foresight, weird*

Large Wingspan. The stitchweaver has a fly speed of 60 feet. When the stitchweaver moves at least 20 feet in a straight line, any creature within 5 feet of the stitchweaver's path must make a DC 20 Strength saving throw. On a failed save, the creature takes 10 (3d10) thunder damage and is knocked prone.

The stitchweaver imago has the following bonus actions:

Swift Spell. The stitchweaver casts a spell with a casting time of 1 action.

Devour Essence (While Bloodied). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one incapacitated or unconscious target. *Hit:* 14 (3d6 + 4) piercing damage plus 66 (12d10) necrotic damage, and the stitchweaver regains hit points equal to the necrotic damage dealt.

Splicekin

Often found in the company of a stitchweaver, splicekin affix themselves to another creature as a parasite or, if the creature is willing, to form a symbiotic relationship. After long enough time attached to a host, a splicekin can take on elements of the host's appearance and abilities, meaning no two splicekin are exactly alike. Splicekin can't use



magic themselves, but they "feed" magic to their host, increasing the host's power. If the splicekin detaches, however, it often takes magic or even physical pieces of its host with it.

Survivors. Splicekin are always on the lookout for a host. Though they are reluctant to leave a willing host, they will do so if a more powerful creature comes along. When its life is in danger, a splicekin detaches from its host and flees, content to find a new host later.

Alien Appearance. An unattached splicekin is a fleshy, pale-blue blob with the vague semblance of features: legs and perhaps arms, one or more eyes, and a circular mouth filled with hairlike tendrils. Once attached to a host, it takes on a more discernible form. It might mirror its host's appearance or adopt a shape it believes its host finds pleasing.

Arcane Companions. Many wizards or other magic users willingly form symbiotic relationships with a splicekin in order to take advantage of the splicekin's font of power. An arcane practitioner with a splicekin companion typically keeps the creature secret, for fear of losing it to a more powerful caster.

Legends and Lore

With an Arcana check, characters can learn the following:

DC 5 or Less False rumor: Splicekin are parasites that drain their host's magic.

DC 15 A splicekin forms a symbiotic relationship with a spellcaster, giving its host magic in return for safety. It can communicate telepathically with its host.

DC 20 A splicekin can be coaxed from its current host by the presence of a more powerful caster.

SPLICEKIN

CHALLENGE 1/4
TINY MONSTROSITY
50 XP

AC 10
HP 15 (6d4; bloodied 7)
Speed 10 ft., climb 10 ft.
Initiative Dex +0 (10), Insight +1 (11), Perception +3 (13)

STR	DEX	CON	INT	WIS	CHA
3 (–4)	11 (+0)	10 (+0)	8 (–1)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 10
Saving Throws Str –4, Dex +2, Con +0, Int –1, Wis +1, Cha –1
Skills Acrobatics +2, Perception + 3
Senses darkvision 15 ft., passive Perception 13
Languages —

Cling. While attached to a host, the splicekin has advantage on Strength and Dexterity saving throws, and it can't be knocked prone.

Symbiosis. While attached to a host, the splicekin gains its host's immunities and resistances.

Symbiotic Telepathy. The splicekin can communicate telepathically with its host. It communicates through emotions and sensory details rather than language.

ACTIONS

Multiattack. The splicekin attacks once with its subcutaneous tendrils.

Subcutaneous Tendrils (While Unattached). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature with spell slots, it must make a DC 10 Dexterity saving throw. On a failure, the splicekin attaches itself to the target. The target can choose to fail this save. While attached, the splicekin's Speed is 0 and it moves along with the target. A creature can use an action to detach the splicekin, and the splicekin can detach itself as a bonus action.

BONUS ACTIONS

Lifedrain (While Bloodied). If the splicekin is attached to a host, the host makes a DC 10 Constitution saving throw. On a failure, the host takes 5 (2d4) force damage, and the splicekin regains hit points equal to the force damage taken. If the save succeeds, the splicekin can use Detach.

Fuel Arcana (3/Day). The splicekin feeds magical energy to its host. The host regains a 5th-level spell slot. If the host can't cast spells of 5th level, it regains the highest possible spell slot and takes 1 force damage per level the slot is below 5th.

Scurrying Dash. The splicekin moves up to its Speed without provoking opportunity attacks.

REACTIONS

Detach. If the splicekin's host dies, or if its host succeeds on a saving throw against Lifedrain, the splicekin detaches from its host and lands in a space within 5 feet. The splicekin can then move up to its Speed without provoking opportunity attacks. If the host is still alive when the splicekin detaches, the host must make a DC 10 Constitution saving throw. On a failure, the host takes 2 (1d4) force damage and loses one randomly determined spell slot (as if the slot were expended), and the splicekin regains 5 (2d4) hit points.

Storm Spirit

Lightning flashes, illuminating a storm-bound cabin for a split second. In the flickering light, an eerie figure appears, its face pressed to the window. By the time thunder rolls, the figure is gone.

Storm spirits are the undead apparitions of humanoids killed by lightning. Where they travel, storms follow, leaving charred corpses in their wake.

Bloodcurdling Apparition. The sudden appearance of a storm spirit strikes heart-bursting terror in those who behold it. As many lives are claimed by the horror of a storm spirit's advent as by the bolts of cold and lightning it commands.

Laid to Rest. Struck down by lightning, storm spirits can't rest until their mortal remains are properly buried. Until this happens, they swirl around their charred bones, mourning their untimely deaths. While some storm spirits hate all living things, others are prevented from the burials they desire only by their inability to speak. In fact, their attempts to communicate often kill the creatures from whom they seek help.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 5 or Less False rumor: If you see a face in the window during a thunderstorm, rush out into the storm and face it.

DC 15 Terrifying faces sometimes appear in the flickering of lightning. These are the undead spirits of people killed by lightning.

DC 20 You can lay a storm spirit to rest by properly burying its remains.

Storm Spirit Encounters

Storm spirits appear in areas where humanoids have been killed with lightning: near the lairs of lightning and purple dragons, around the towers of liches and evil wizards, and on storm-wracked plains and elemental seas.

CR 5–10 storm spirit

Treasure 1,000 gp, melted amber and electrum necklace (750 gp)

CR 11–16 storm spirit with storm elemental; storm spirit with 1d4 + 3 spark mephits or spark mephit stormbringers

Treasure 250 pp, ceremonial gold-inlaid plate mail (2,000 gp), *+1 longsword* (the sword's strikes deal an extra 1d8 lightning damage)

CR 17–22 2 storm spirits; storm spirit with behir or young blue dragon

Treasure 12,000 gp, lightning-split tree that glows with eerie light (its wood can be used as the crafting component of a *staff of thunder and lightning*), *cloak of protection*

Wilderness and Underground Signs

1–3 A sudden, fierce thunderstorm

4 Charred bones (the spirit's remains)

5 Burned and split trees

6 On a clear day, rolling thunder in the distance

Behavior

1 Wants to lead travelers to its remains for a proper burial, but its attempts to do so cause terror and death

2 Wants to frighten travelers away from a specific place, either for their own safety or to preserve the treasure on its remains

3 Hostile, unless travelers appear to be hunting the creature that caused its death

4–6 Hostile

STORM SPIRIT

CHALLENGE 9

MEDIUM UNDEAD

5,000 XP

AC 13 (natural armor)

HP 170 (20d8 + 80; bloodied 85)

Speed 30 ft., fly 15 ft. (hover)

Initiative Dex +1 (11), Insight +1 (11), Perception +1 (11)

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

Proficiency +4; **Maneuver DC** 14

Saving Throws Str +2, Dex +1, Con +4, Int +4, Wis +5, Cha +4

Damage Immunities poison

Condition Immunities charmed, fatigue, frightened, poisoned, prone, stunned



Senses darkvision 60 ft., passive Perception 11

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

Intangible. The spirit is invisible and intangible, although creatures with truesight can see it. While intangible, the spirit can't interact with or be affected by any creature or object, and it can move through and end its turn inside objects.

Lightning Apparition. When lightning strikes within 300 feet, or when a creature or object within 300 feet is subjected to lightning damage, the storm spirit loses its Intangible trait until the end of its next turn. If the spirit becomes tangible while within an object or creature, it takes 11 (2d10) force damage and moves to the closest unoccupied space.

When the spirit first loses its Intangible trait and becomes visible, each living creature within 30 feet that can see it must make a DC 16 Wisdom saving throw. On a failure, the creature is frightened until the spirit becomes Intangible. If the creature has 15 hit points or fewer, it dies instead.

ACTIONS

Blood-Freezing Bolt (While Not Intangible). *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 28 (8d6) cold damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Call Storm (1/Day). While outside, the spirit summons a storm in a 1-mile-radius cylinder centered on itself. For 1 minute, dark clouds gather, or existing clouds darken. Then, for 10 minutes, a thunderstorm rages. The area of the storm is lightly obscured. At initiative count 1 each round, roll 1d6 for each storm spirit in the storm's area. On a 5 or 6, a lightning bolt flashes down from the storm cloud to a point of the spirit's choice within 60 feet. Each creature within 5 feet of that point makes a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

REACTIONS

Deflecting Arc (While Not Intangible). When the spirit is subjected to cold or lightning damage, the spirit causes the energy to arc from it. The spirit takes no cold or lightning damage, and up to three creatures of its choice within 30 feet must succeed on a DC 16 Dexterity saving throw or be subjected to the triggering effect.

Storm Shield (While Not Intangible). When the spirit is targeted by a ranged weapon attack, it surrounds itself with a shield of wind. It gains a +5 bonus to AC against ranged weapon attacks until the start of its next turn, including against the triggering attack.

Combat

Before combat, the storm spirit uses Call Storm. It causes lightning to strike in an unoccupied space and uses Lightning Apparition, heedless of the possible panic and death inflicted.

When the storm spirit is hostile, it causes lightning bolts to hit its foes—or itself, using Deflecting Arc to affect enemies. Between lightning strikes, while the spirit is intangible, it moves close to the most vulnerable targets. When bloodied, the spirit flies overhead and uses Storm Shield and Deflecting Arc to protect itself.

Tomegrub

The unexpected appearance of a tomegrub is a wizard's worst nightmare, as the creature consumes magic and destroys spellbooks with voracious hunger. Its wide mouth is dominated by its lateral mandibles and is supported by a segmented body with paper-like skin that constantly flakes and peels as it grows.

Aberration of the Far Realms. Tomegrubs are believed to have originated in some distant and dying realm far more saturated with magic than the Material Plane. Rumors persist of a multiplanar library somewhere deep in the Underland, through which tomegrubs enter the mortal realm.



Dwarven Cult Pets. Dwarven cults of entities from the far realms perform rituals to bind tomegrubs to themselves, and often use the aberrations to seek out lost magical treasures.

Mystic Hunger. Tomegrubs are surly, vicious, and constantly hungry. On the rare occasions they are sated, they ignore other creatures as long as they remain undisturbed.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 5 or Less False rumor: "Tomegrub" refers to the fact that magical books are alive, and can breed. If you put five magic books together, soon you'll have fifty.

DC 10 Tomegrubs come from the far realm and are drawn to magic.

DC 15 Tomegrubs are resistant to almost all forms of magical damage.

DC 20 A tomegrub can be trained as a familiar and is capable of eating spells that target them.

Tomegrub Encounters

Tomegrubs are typically found in abandoned towers, dungeon lairs, and ruins feasting on forgotten magics.

CR 0–2 1 or 2 tomegrubs; tomegrub with 1d4 dwarven cultists
Treasure 50 gp and a finely crafted longsword (50 gp)

CR 3–4 2d4 tomegrubs; 2 tomegrubs and 2 dwarven cult fanatics
Treasure 2 pearls (100 gp each), dwarven-made *handaxe +1*

CR 5–10 tomegrub acting as a mage's familiar; 1d4 + 2 tomegrubs and a xorn
Treasure 600 gp, 2 delicate porcelain masks (500 gp each)

Tomegrub Signs

1	Fabulous but shattered weapons
2	A slowly melting patch of ice
3	Melted, burnt, and cracked stones
4	Piles of shredded spellbooks and crumbling scrolls
5	A collapsed area of rock that shows signs of teeth marks
6	The remains of a long-dead adventurer with no weapons or armor but carrying a haul of gems and coins

Behavior

1	Sleeping as lightning plays between its mandibles
2	Biting its way through a tunnel wall
3	Chewing at the corner of a thick spellbook
4	Attacking a creature carrying a magical item

TOMEGRUB

CHALLENGE 1/2
SMALL ABERRATION
100 XP

AC 13 (natural armor)
HP 14 (4d6; bloodied 7)
Speed 20 ft., burrow 20 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	8 (–1)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +1, Dex +2, Con +0, Int –1, Wis +0, Cha –3
Damage Resistances acid, cold, fire, force, lightning, thunder
Damage Immunities damage from magical weapons
Senses blindsight 30 ft., passive Perception 10
Languages understands Deep Speech and Dwarven but can't speak

Consume Magic. Left undisturbed, the tomegrub can consume magical items at an astonishing rate. It can consume a spellbook or *spell scroll* in a single hour. Every 4 hours, it can attempt a Constitution check to consume any other type of magic item, with a DC determined by the item's rarity (common DC 8, uncommon DC 12, rare DC 15, very rare DC 18, legendary DC 20). The tomegrub can't consume artifacts or any magic item created by a dwarf.

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

Magic Sensors. Tomegrubs can sense the general direction of magical items within 1,000 feet.

ACTIONS

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

Arcane Spit. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 5 (1d6 + 2) acid damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of the tomegrub's next turn.

REACTIONS

Spellswallow (2/Day). When targeted by a spell, the tomegrub attempts to swallow the magic by making a Wisdom saving throw against a DC equal to 8 + the spell's level. On a success, the creature's spell fails and has no effect. The next attack the tomegrub makes before the end of its next turn deals an additional 3 (1d6) force damage per level of the consumed spell.

Combat

The tomegrub is driven by hunger and attacks any creature it senses carrying magical items. Beyond that, it reacts directly to attacks, striking back at the last target to harm it. It flees if bloodied.

Variant: Tomegrub Familiar

If a tomegrub is frequently fed magic, it might bond to a spellcaster and choose to serve that creature as a familiar. When serving as a familiar, the tomegrub constantly encourages its master to increase its magical capability and stores. If its master stops gaining magical might or knowledge, the tomegrub is likely to leave temporarily or end its service entirely, potentially consuming powerful magics as it leaves. A tomegrub familiar gains the following trait:

Familiar. The tomegrub can communicate telepathically with its master while they are within 1 mile of each other. At the start of each day, its master can choose one of the tomegrub's damage resistances. While the tomegrub is within 10 feet of its master, its master shares that resistance.

Unkawi

Unkawi are swift, eight-limbed felines that travel in prides through forested areas, rarely touching the ground. They have gold and brown fur with spotted patterns similar to those of a jaguar. Typically nocturnal, these ambush predators carry the remains of their prey high into the trees.

Wide Ranges. Unkawi prides range over vast areas, and years may pass before they revisit an area. This often brings them into conflict with new settlements or farms where they find easy prey. When unkawi arrive in a new location, the pride establishes itself with several nights of hissing and screaming, then remains in the area for as long as six months.

Tree Hunters. Darting through the trees with incredible agility, walking up or down trunks with equal comfort, unkawi rarely leave the trees in which they live. A pride sometimes circles for miles to avoid traveling on the ground across a clearing or road.

Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 5 or Less False rumor: Ridiculous rumors have been circulating about eight-legged jungle cats. Folks, that's two cats next to each other!

DC 15 Unkawi are mostly nocturnal and gather in prides of up to 20 individuals. They spend most of their lives in trees.

DC 20 Unkawi are known to cooperate exceptionally well when hunting, often letting out a series of screams and shrieks that intimidate their prey just before they attack.

Unkawi Encounters

Unwaki can be found in dense forests and thick jungle.

CR 3–4 unkawi

CR 5–10 2 or 3 unkawi

Treasure 200 gp, 60 sp, a gold ring shaped like a serpent with a jade stone in its teeth (75 gp), *spell scroll* of *soulwrought fists* or *+1 chain shirt*

CR 11–16 4 or 5 unkawi

Treasure 600 gp, 100 sp, golden harp (250 gp), silver armband with gold filigree (75 gp), a bag containing 10 gems (100 gp each), *headband of intellect* or *jade tiger*

Signs

1. Deep claw marks running up and down the trunks of trees
2. Far-off shrieking and screams
3. Rotting flesh hanging from the upper branches of the trees
4. A pool of blood with lots more splattered around, but no corpse

Behavior

1. Chasing a small mammal through the forest
2. Feasting on a kill
3. Climbing out of sight with a limp humanoid form in its jaws
4. Lounging on a low bough soaking up the sunlight

UNKAWI

CHALLENGE 3
MEDIUM BEAST
700 XP

AC 13

HP 52 (7d8 + 21; bloodied 26)

Speed 25 ft., climb 40 ft.

Initiative Dex +3 (13), Insight +1 (11), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +3, Dex +3, Con +3, Int –4, Wis +1, Cha –2

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Arboreal. While in a tree, the unkawi has advantage on Stealth checks and on saving throws made to avoid being knocked prone.

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

ACTIONS

Multiattack. The unkawi makes one claw and one bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage.

Cacophony. The unkawi begins a series of hisses and screams as it thrashes through the branches, creating an intimidating wall of noise. Each non-unkawi creature in a 60-foot radius that can hear the cacophony must succeed on a DC 8 Charisma saving throw or become rattled until the end of the unkawi's next turn. On a success, the creature is immune to Cacophony for the next 24 hours.

REACTIONS

Clamor. When another unkawi within 60 feet uses Cacophony, the unkawi joins in with its own calls, increasing the save DC by 1.

Synchronized Assault. When a creature within 5 feet makes an opportunity attack against another unkawi, the unkawi makes a melee attack against that creature.

Combat

Unkawi in packs launch attacks from high in the canopy, filling the air with their cacophony before rushing in to attack. Focusing on one target, the unkawi swarm their prey while attempting to remain in the trees. Once a creature is bloodied, they drop to the ground, attempting to finish the creature off. The death of one or two members of the pride is usually enough to persuade a group of unkawi to retreat.

An unkawi on its own ambushes from stealth, attempting to subdue lone creatures as quickly as possible before dragging them high into the trees. It flees when bloodied.



Vile Urchin

Also known as a tentacled or cave urchin, the vile urchin resembles a massive sea urchin covered in dagger-like spines.

Ambush Predator. A vile urchin moves slowly across floors, walls, and ceilings, propelled by dozens of tiny sucker-like feet along its underside. When prey passes nearby, it whips out a tentacle to ensnare the creature and then draws it to its underside, where a round, tooth-lined mouth awaits. Vile urchins choose their resting spots carefully, picking locations where creatures come to nest or feed and moving along only once their source of food is depleted.

A Sticky End. While eating, vile urchins regurgitate a sticky slobber that cements their victims to a stone surface. Strangely fastidious, vile urchins clear away bones and other detritus from the floors of their lairs, so that their victims remain unaware they're entering the urchin's hunting ground. More observant prey, however, might notice the corpses of previous victims glued to the lair's walls and ceiling.

Poisonous Defenses. A vile urchin is covered in long, poisonous spines, making it a difficult target for predators. The toxin secreted by their spine immobilizes potential threats, allowing the urchin to escape—or take advantage of a helpless victim. If flipped onto its back, however, the urchin's underside is soft and vulnerable.

Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 5 or Less False rumor: Sea areas are often festooned with spectacular but harmless life forms: towers of coral, colored mosses, and harmless spiny spheres.

DC 10 A vile urchin is an amphibious relative of the sea urchin that can attack from the water or hang upside down from a cavern ceiling.

DC 15 The vile urchin has poisonous spines and can grab creatures in its long tentacles.

DC 20 The vile urchin glues its victims to the wall or ceiling. If you see bones on the walls, keep your eyes peeled for a vile urchin.



Vile Urchin Encounters

The vile urchin dwells in subterranean lakes and tide pools.

CR 5–10 vile urchin
Treasure 3 *potions of water breathing*, *elven chain*

Signs

1–2	Bones and skeletons affixed to walls and ceiling
3	DC 12 Survival check: a faint trail of suckers on wall or floor
4	Temporarily paralyzed predator, such as an aboleth
5	DC 12 Perception check: water tinged faintly red
6	A broken spine washed clean of poison

Behavior

1	Clinging to the ceiling above a watering hole, dungeon intersection, or other well-traveled spot
2	Lurking beneath the surface of a cave pool
3	Feeding on creature glued to a wall
4	Slowly traveling between hunting grounds

VILE URCHIN

CHALLENGE 10
MEDIUM BEAST
5,900 XP

AC 17 (natural armor), 12 while prone
HP 170 (20d8 + 80; bloodied 85)
Speed 10 ft., climb 10 ft., swim 10 ft.
Initiative Dex +2 (12), Insight +3 (13), Perception +3 (13)

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

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +9, Dex +2, Con +8, Int –4, Wis +3, Cha –3
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —

Amphibious. The urchin can breathe air and water but must submerse itself in water for 1 hour for every hour it spends dry or it begins to suffocate.

Poisonous Spines. The urchin is covered with foot-long spines that secrete an immobilizing toxin. A creature within 5 feet that hits the urchin with a melee attack must make a DC 16 Constitution saving throw. On a failed save, the creature takes 11 (2d10) poison damage and is paralyzed for the next minute. On a success, the creature takes half as much damage and isn't paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Spider Climb. The urchin can climb even on difficult surfaces and upside down on ceilings.

Tentacles. The urchin can have up to 10 tentacles at a time. Each tentacle has AC 12, 30 hit points, immunity to poison and psychic damage, and vulnerability to slashing damage. Destroying a tentacle deals no damage to the urchin. A tentacle takes no damage from sources other than attacks. The urchin regrows any destroyed tendrils after a long rest.

ACTIONS

Multiattack. The urchin makes two attacks with its tentacles, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 18 (3d8 + 5) piercing damage. If the target is touching a floor or wall or is within 5 feet of such a surface, the target becomes stuck to that surface. While stuck, a creature is restrained. As an action, a creature can make a DC 17 Strength check, freeing the stuck creature on a success.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one Large or smaller creature. *Hit:* 16 (2d10 + 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 the urchin can't use the same tentacle on another target.

Reel. The urchin pulls each creature it is grappling up to 20 feet straight towards it.

Combat

The vile urchin attacks with its tentacles, uses Reel, and then bites a grappled opponent, sticking it to a surface. Once one creature is stuck, it moves on to another target. The urchin flees if bloodied.

Warlock Wights

Sometimes even death fails to break the bond between a warlock and their patron. Warlock wights are those whose masters were so strong that they drew the warlock's screaming soul back from the afterlife. Such patrons are often undead lords themselves—archliches, dread knights, and other powerful undead.

Servants of Beyond. Warlock wights often serve powerful spellcasters, undead, or greater servants of their mutual patrons. It's common to find warlock wights in the service of liches or dread knights, hurling unholy magic upon their foes.

Forgotten Nightmares. Sometimes the bond between a warlock wight and its patron weakens over the centuries. Abandoned in forgotten tombs, these warlock wights hunt for any spark of life they might devour to sate their endless hunger.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 5 or Less False rumor: If you become a warlock, your master may reward you with immortality.

DC 10 Warlock wights are spellcasting varieties of wights. They maintain their bond to evil entities that command them.

DC 15 Warlock wights often serve powerful undead patrons such as dread knights and liches.

Warlock Wight Encounters

Warlock wights are often found in tombs, catacombs, or forgotten necropolises.

CR 5–10 2 warlock wights; warlock wight with 3 wights

Treasure 100 pp, 1 circlet (2,000 gp), 20 blood rubies (100 gp each), *potion of gaseous form*, *alliance rings*

CR 11–16 2 warlock dreadwights

Treasure 2 jewel-encrusted veils (2,000 gp each), obsidian scepter (1,000 gp), *wand of the war mage +2*

Wilderness and Underground Signs

1. Freestanding water freezes
2. The skin of the living goes gray
3. Oily black mushrooms
4. Laughter heard in one's mind

Behavior

1. Following ancient pacts long forgotten
2. Hunting for living souls
3. Protecting dark artifacts
4. Seeking old enemies

WARLOCK WIGHT

CHALLENGE 4
MEDIUM UNDEAD
1,100 XP

AC 14 (natural armor)
HP 77 (14d8 + 14; bloodied 38)
Speed 30 ft., fly 30 ft.
Initiative Dex +1 (11), Insight +3 (13), Perception +5 (15)

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

Proficiency +2; **Maneuver DC** 11
Saving Throws Str +0, Dex +1, Con +1, Int +3, Wis +5, Cha +6
Skills Arcana +5, History +5, Perception +5
Damage Resistances cold, necrotic; damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life

Aura of the Void. A creature that touches the wight or hits it with a melee attack takes 3 (1d6) necrotic damage.

Blade Pact. The wight uses Charisma for its eldritch blade attacks.

ACTIONS

Multiattack. The wight attacks twice with its eldritch blade.

Eldritch Blade. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

BONUS ACTIONS

Black Glyph (1/Day). The wight selects a creature it can see within 60 feet and marks it with a black glyph that lasts for 1 minute. Whenever the wight deals necrotic damage to the creature, that creature must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest. A humanoid or beast reduced to 0 hit

points by this attack dies. Its corpse rises 24 hours later as a **zombie** under the wight's control. While the effect lasts, the wight can use a bonus action to move the glyph to a new target.

REACTIONS

Shadow Step (1/Day). When the wight takes damage from a melee weapon attack, it teleports up to 60 feet to an unoccupied space it can see. The creature that hit the wight must succeed on a DC 14 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save or half damage on a success.

Combat

Warlock wights enjoy toying with their foes, staying out of range and hurling blades of eldritch fire formed out of thin air. They use Black Glyph on those connected to divine forces, such as clerics and heralds. When a strong melee combatant strikes the wight, the wight teleports to a position out of reach, possibly in mid-air.

Warlock Dreadwights

Warlock wights with the strongest bonds to beings from beyond the void might ascend into powerful warlock dreadwights. Sometimes thousands of years old, these dreadwights act as advisors to archliches, protectors of the most powerful artifacts of the outer planes, or heralds to demon princes.

WARLOCK DREADWIGHT

CHALLENGE 8

MEDIUM UNDEAD

3,900 XP

AC 15 (natural armor)

HP 127 (17d8 + 51; bloodied 63)

Speed 30 ft., fly 30 ft.

Initiative Dex +2 (12), Insight +3 (13), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 13

Saving Throws Str +0, Dex +2, Con +3, Int +4, Wis +6, Cha +8

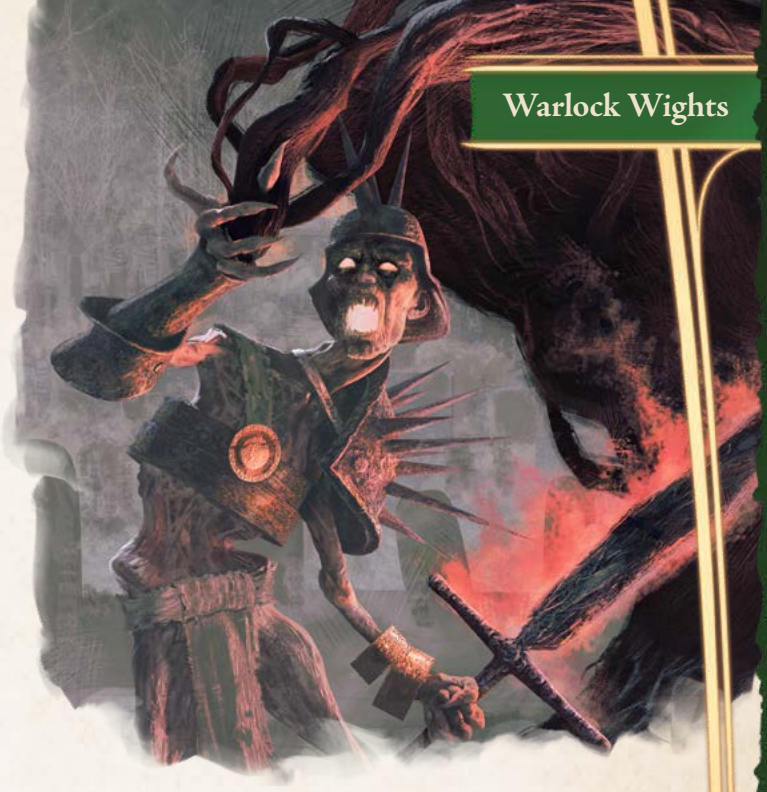
Skills Arcana +7, History +7, Perception +6

Damage Resistances cold, necrotic; damage from non-magical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Shredding Shadows. At the start of the dreadwight's turn, each creature within 15 feet takes 9 (2d8) necrotic damage. A creature that touches the wight or hits it with a melee attack takes 7 (2d6) necrotic damage.



Spear Pact. The dreadwight uses Charisma for its eldritch spear attacks. The dreadwight's spear attacks are magical.

ACTIONS

Multiattack. The dreadwight attacks three times with its eldritch spear.

Eldritch Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

BONUS ACTIONS

Dread Glyph (1/Day). The dreadwight selects a creature it can see within 60 feet and marks it with a dread glyph that lasts for 1 minute. While this glyph remains, the target recovers only half hit points from magical healing. Whenever the dreadwight deals necrotic damage to the creature, the creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest. A humanoid or beast reduced to 0 hit points by this attack dies. Its corpse rises 24 hours later as a **zombie** under the wight's control. While the effect lasts, the dreadwight can use a bonus action to move the glyph to a new target.

REACTIONS

Shadow Burst (1/Day). When the dreadwight takes damage from a melee weapon attack, it teleports up to 60 feet to an unoccupied space it can see and leaves behind a burst of shadowy, life-draining tendrils. Each non-undead creature within 15 feet of the dreadwight's original space must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save or half damage on a success.

Whisper

If you've ever had a song stuck in your head, you might have been brushed by a whisper. It's not certain—whispers usually move on quickly unless they're hungry—but it's certainly possible. Incorporeal creatures evidenced only by the sounds they produce, whispers are uncanny killers remarkably hard to identify. Despite the fear that they engender, however, whispers aren't necessarily hostile. When healthy, they feed on creativity in a symbiotic manner, inspiring and being inspired in equal parts. It's only when they're upset, sick, or disturbed by evil magics that they turn lethal.



The origins of whispers remain a mystery. Some claim they evolved naturally when humanoids first began to create art and music; others argue they represent an extension of the same power that bards channel. Still others describe whispers as a magical anomaly with no definitive source. Most people aren't even certain that whispers exist—after all, it's hard to understand what you can't see.

Sentient Sounds. Despite their lack of corporeality, whispers are sapient and actually quite intelligent. They're attracted to creative and melancholy sorts, following an enchanting melody or satisfying string of words for miles if necessary.

Whisper Infestation. Whispers can multiply at an alarming rate in places that appeal to them, such as theaters or musical conservatories. When too many whispers inhabit the same location, they become anxious and inclined to violence.

Legends and Lore

With an Arcana check, characters can learn the following:

DC 5 or less (false rumor): Whispers have inspired some of the greatest works of art.

DC 10 Whispers are sounds made sapient. They are incorporeal and exist only as sound.

DC 15 Whispers are fascinated by sounds and are drawn to their evidence, including written musical scores.

DC 20 A calm whisper can feed harmlessly on a creature's creativity, but when stressed they can cause harm or even kill.

Whisper Encounters

Whispers are found in places that have hosted pleasant sounds for generations, such as old temples, inns, or theaters.

CR 0–2 whisper

Treasure antique alarm clock with an ornate face that displays the phases of the moon (200 gp)

CR 3–4 2 whispers, whisper with poltergeist
Treasure lace wedding veil (75 gp), sapphire and diamond ring (750 gp), *enchanted music sheet* or *pearl of power*

CR 5–10 3 whispers, 2 whispers with ghost
Treasure enameled music box that plays a tragic melody (250 gp), handwritten script of a lost play by a famous playwright (750 gp), pair of diamond earrings (750 gp), *chime of opening* or *Guide to Respecting Social Mores*

Signs

1. Haunted melody or whispered words with no obvious source
2. Multiple people humming the same tune
3. Corpses bleeding from the ears
4. Missing, scattered, or damaged pages of writing or musical scores

Behavior

1. Happily repeating a particularly pleasurable sound
2. Obsessing over a composition
3. Haunting a tortured artist
4. Hungry

WHISPER

CHALLENGE 2
SMALL ELEMENTAL
450 XP

AC 13
HP 28 (8d6; bloodied 14)
Speed fly 30 ft. (hover)
Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str −4, Dex +3, Con +0, Int +2, Wis +3, Cha +3
Skills Deception +5, Performance +5 (+1d6)
Damage Vulnerabilities psychic
Damage Immunities poison, thunder; bludgeoning, piercing, and slashing
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., passive Perception 11
Languages Auran

Elemental Nature. A whisper doesn't require air, sustenance, or sleep.

Incorporeal. The whisper can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The whisper is invisible. Creatures that see invisible creatures see the whisper as a small cloud.

Mimicry. The whisper can mimic voices and animal sounds. Recognizing the sounds as imitation requires a DC 18 Insight check.

Never Silent. The whisper is never voluntarily silent. Creatures within 30 feet that can hear the whisper are aware of the space the whisper occupies.

ACTIONS

Telekinetic Hurl. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 3) bludgeoning damage.

BONUS ACTIONS

Scream (While Bloodied). The whisper lets out a discordant shriek. Each creature within 30 feet that can hear the whisper must make a DC 13 Charisma saving throw. On a failure, a creature takes 10 (4d4) thunder damage and is rattled for 1 minute. A rattled creature can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success. On a success, the creature takes half damage and isn't rattled.

Combat

Whispers initiate combat by telekinetically hurling small objects. When bloodied, they scream. They attack and then move out of range of rattled combatants.

Whisper Snake

A whisper snake is an intelligent, 10-foot-long snake with piercing yellow eyes and a hissing, whispering voice. It primarily hunts humanoids but might spare them in exchange for secrets.

Hunger for Secrets. While whisper snakes relish any kind of hidden knowledge, they prefer embarrassing gossip over dry trade secrets or distant cosmic revelations. They can communicate telepathically with ordinary snakes, listening through their ears and speaking through their mouths. In this way, they overhear—and bargain for—many confidences.

Whisper snakes have no use for wealth and don't record or sell the secrets they learn. They do, however, trade them for other secrets. A whisper snake in a palace garden or city sewer can be a warehouse of information for those who come to barter—and a dire threat to those with a secret to keep.

Sacred Serpents. Legends say the first whisper snake was created by a god of secrets after the serpent stole forbidden knowledge and was banished from the divine realm. Others assert that the god uses whisper snakes as spies to this day—and that some so-called oracles are nothing more than whisper snakes in disguise.

Legends and Lore

With a Arcana or Culture check, characters can learn the following:

5 or less (false rumor) All snakes are spies in a vast rumor network.

DC 15 If you need to know a particular piece of information, some snakes are willing to trade secrets with you.

DC 20 Whisper snakes sometimes gather into a swarm. As a group they are smarter, more knowledgeable, and more ambitious than individuals.

Whisper Snake Encounters

Whisper snakes are found in any environment snakes inhabit—which is nearly every environment. The most knowledgeable snakes lurk beneath cities or in shrines where knowledge is held sacred.

CR 0–2 whisper snake; whisper snake with 1d4 flying snakes or poisonous snakes

CR 3–4 3 or 4 whisper snakes; swarm of whisper snakes

Signs

1. A harmless snake whispers a greeting or question
2. A humanoid poisoned by the whisper snake and unable to lie
3. Hissing whispers from every direction
4. Shed snakeskin

Behavior

1. Hunting; attacks passing humanoids but spares prey that reveal a secret
2. Watches from hiding, trying to glean the party's intent
3. Telepathically directing a snake messenger with an offer to trade information
4. Sleeping with one eye open

Whisper Snake Secrets

1. A monarch or noble has been replaced by a doppelganger
2. High priests of opposed gods are engaged in a love affair
3. An aristocrat nicknamed the Party Prince conceals his humble origins
4. One of the party's allies has ulterior movies

Names

Hith, Subrosa, Umbralitis, Ussura

WHISPER SNAKE

CHALLENGE 1
200 XP

MEDIUM MONSTROSITY

AC 13
HP 30 (4d8 + 12; bloodied 15)
Speed 30 ft., climb 30 ft., swim 30 ft.
Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +3, Dex +3, Con +3, Int +2, Wis +1, Cha +2
Skills Culture +4, History +4 (+1d4), Stealth +5
Damage Immunities poison
Condition Immunities poisoned, prone
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Common, Draconic, telepathy 120 ft.

Recall Secret. The snake can make a History check to recall a secret about a creature within 10 miles. The check's DC is 10 or the creature's level or Challenge Rating, whichever is higher. On a success, the snake recalls a secret about that creature.

Serpentine. The snake can move through a space as narrow as 6 inches wide without squeezing.

Snake Tongue. The snake magically knows the location of and can telepathically communicate with any natural snake within 1 mile of it. During this communication, the whisper snake can hear through the snake's ears and speak through the snake's mouth.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning 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 snake can't constrict a different target.

Truth's Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target makes a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half damage on a success. Also on a failure, the target is poisoned for 1 hour. While poisoned in this way, the target can't speak or telepathically communicate a lie, though it's not forced to answer a question posed to it. It can repeat the saving throw after each question it answers truthfully, ending the effect early on a success.

REACTIONS

Fascinate. When a creature within 30 feet that can see the snake and that the snake can see targets the snake with a weapon attack, the snake gazes into the attacker's eyes. The creature makes a DC 12 Wisdom saving throw. On a failure, the attacker doesn't make the attack and is stunned until the end of the current turn.

Combat

The whisper snake constricts and then bites the constricted creature. If it poisons the target, the snake asks the target a question on each of its turns while making an attack. If the snake learns a secret in this way, it disengages and tries to escape.

Variant: Swarm of Whisper Snakes

A swarm of whisper snakes forms a telepathic hive mind, gaining increased intelligence and readier access to secrets. When a swarm speaks, its component snakes hiss in unison, and it can use its Snake Tongue trait to communicate with and speak through any number of snakes within range. A swarm of whisper snakes sets its sights on well-hidden and perilous secrets about powerful beings such as titans, dragons, or the gods themselves.

The swarm of whisper snakes is a Large swarm of Medium monstrosities. It is CR 4 (1,100 XP) and has 102 (12d10 + 36; bloodied 51) hit points, an Intelligence of 18 (+4), and a History skill of +6 (+1d6). It has the following additional trait:

Slithering Swarm. The swarm can occupy another creature's space and move through a space as narrow as 6 inches wide without squeezing. It can assume a roughly humanoid or snakelike shape. It can't gain hit points or temporary hit points. It has resistance to bludgeoning, piercing, and slashing damage and immunity to the charmed, frightened, grappled, paralyzed, petrified, restrained, stunned, and unconscious conditions.

The swarm has the following additional action:

Multiattack. The swarm makes a constrict attack and a truth's bite attack.



Wickerwitches

A giant humanoid figure woven from burning branches, the wickerwitch is a living effigy of mortal prosperity, acting as both protector and harvest spirit for the village or township to which they are eternally bound.

Fey Given Roots. Wickerwitches start life as minor earthbound fey living in lands freshly settled by mortals. Out of either self-interest or genuine care, the fey nurtures these homesteaders as a farmer tends their fields, tying the community's spirit to its own. By the time the homesteads give way to a flourishing hamlet, the fey has grown into a blazing, glorious protector.

Village Heart. Woven from twigs grown from their village's living earth, each wickerwitch takes on an appearance that best reflects their home. An agricultural village's wickerwitch might present as a child carrying a bountiful cornucopia, while the witcherwitch of a more mercantile settlement appears as a proud trader bedecked in flowering robes and finery. While some wickerwitches live and work openly, others choose to aid their people in secret, living as myths while children in flower crowns chant their names and dance around maypoles.

Festivals and Legends. Harvest festivals feature prominently in communities blessed by a wickerwitch. Such regular celebrations are key to maintaining the wickerwitch's bond, even if the revelers are unaware of it.

Legends and Lore

With a Culture or Religion check, characters can learn the following:

DC 5 or Less False rumor: Numerous small towns have their own patron harvest spirits. It's all superstition, of course, but it's considered good luck to take part in these festivals if you come across one.

DC 10 Not all harvest festivals are safe. Sometimes people go missing amongst the maypoles.

DC 15 Most wickerwitches are benevolent fey creatures, but occasionally they become the dark patrons of harvest cults, from whom they demand ritual sacrifices.

Wickerwitch Encounters

Wickerwitches avoid contact with outsiders but fight vehemently if they feel their village is threatened. Wickercairns, on the other hand, relish the opportunity to add more souls to their singing pyre.

CR 7-9 Wickerwitch or wickercairn
Treasure 4d10 Supply, 1d4 *potions of greater healing* or 4 vials of *shadow poison*, *+1 sickle*

CR 9-13 Wickerwitch or wickercairn with 1d6 + 4 wicker worshipers
Treasure 4d10 Supply, *+2 sickle*, *necklace of hunger* or *staff of the woodlands*

Wickerwitch Signs

1	Legends of the local harvest spirit's blessings of prosperity
2	A village celebrates a festival
3	Wicker effigies hanging from trees outside a village, or tied to a single house as if to mark it out
4	Harvest songs echo through the woods at night

Wickerwitch Behavior

1	Floating invisibly near their bonded village
2	Chanting harvest songs
3	Quietly disposing of bandits on roads near their bonded village
4	Secretly blessing the farmland of their bonded village

WICKERWITCH

CHALLENGE 7
GARGANTUAN FEY (PLANT)
2,900 XP

AC 15 (natural armor)
HP 87 (7d20 + 14; bloodied 43)
Speed 30 ft., fly 30 ft.
Initiative Dex +2 (12), Insight +6 (16), Perception +6 (16)

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

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +3, Dex +5, Con +5, Int +2, Wis +3, Cha +6

Damage Resistances radiant
Damage Immunities fire, poison
Condition Immunities charmed, paralyzed, poisoned, unconscious
Skills Arcana +5, Insight +6, Nature +5 (+1d4), Perception +6, Persuasion +6
Senses truesight 60 ft., passive Perception 13
Languages Common, Sylvan, any languages commonly spoken within their bonded village

Bonded Village. The wickerwitch is magically bonded to a specific village and its inhabitants. Whenever an inhabitant of the wickerwitch's bonded village receives magical healing, the wickerwitch gains 7 (2d6) temporary hit points. Whenever one of the inhabitants dies, the wickerwitch takes 7 (2d6) psychic damage. In addition, inhabitants of the bonded village gain the wickerwitch's blessing, adding 1d4 to their attack and damage rolls, ability checks, and saving throws while the wickerwitch is alive.

Faerie Fire. Unless the wickerwitch is invisible, it is ablaze with harmless magical fire that sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

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

At will: *bless*, *dancing lights*, *druidcraft, light, faerie fire*
3/day each: *cure wounds* (2nd level), *healing word, lesser restoration*
1/day each: *conjure minor elementals* (fire elementals only), *moonbeam, plant growth*

ACTIONS

Multiattack. The wickerwitch makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 13 (3d6 + 3) bludgeoning damage.

Witchfire. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (3d6) fire damage plus 11 (3d6) radiant damage. Until the end of the wickerwitch's next turn, the target is outlined in magical witchfire that sheds dim light for 10 feet. While outlined in witch fire, the creature can't gain the benefits of invisibility, and all attacks against them are made with advantage.

BONUS ACTIONS

Faerie Form. The wickerwitch magically changes its size between Gargantuan and Medium. While Medium, the wickerwitch has disadvantage on Strength checks and advantage on Dexterity checks. Its statistics are otherwise unchanged.

Harvest Song. Each creature of the wickerwitch's choice within 60 feet that can hear it makes a DC 14 Charisma saving throw. On a failure, the creature is charmed by the wickerwitch 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 it succeeds on the saving throw or the effect ends for it, the creature is immune to Harvest Song for 24 hours.

Invisibility (Recharge 4–6). The wickerwitch and any equipment it wears or carries magically turns invisible until the wickerwitch attacks, casts a spell, becomes incapacitated, or uses another bonus action to become visible. This invisibility ends early if the wickerwitch is subjected to fire damage.

Combat

Wickerwitches use Invisibility and their ability to fly to avoid direct melee, lobbing witchfire at range and focusing on targets already illuminated by witchfire when possible. If most of their enemies are charmed by their Harvest Song, they might try to deescalate the situation using diplomacy. Benevolent wickerwitches protect their village at any cost, deploying their wickerwitch worshipers and summoned fire elementals defensively. Selfish wickerwitches use their villagers as cannon fodder, repeatedly healing them to gain temporary hit points.

Wickercairn

A chorus of a faintly remembered harvest song drifts through darkened woods. A figure made of rotted and tangled branches appears in a clearing, its scythe glinting in the blue firelight that engulfs it. The wickercairn is a fallen harvest spirit, a wickerwitch whose desperation has led it to use its own villagers as fuel for their dying fire.

Walking Pyre. A wickercairn is an effigy of a dying town, a humanoid form of twig and branch with a cagelike torso filled with the burning bodies of former villagers. Wickercairns sing harvest songs until they are finally consumed, body and soul, by fey fire. This flame is always slowly dying, making the wickercairn desperate for more wayward pilgrims to sing the old songs and keep the fires burning.

A Desperate Harvest. Despite a wickerwitch's best efforts, not all disasters can be averted and not all villages can be kept safe. When their village is dying, a wickerwitch must choose to either dwindle back into a lesser fey or to enact a dark and desperate harvest. Villagers, still chanting their harvest songs and often willing to take any chance to save their home, step into the burning wicker cage of their patron spirit to burn and sing together until their souls are consumed.

Dwindling Cults. Villages bound to a wickercairn keep their bounty and blessings, but without a steady supply of souls to burn such boons eventually fade. These harvest cults must either regularly sacrifice their own or secure a steady supply of hapless fools to keep their wickercairn burning. Depending on their success, harvest cults either develop into thriving communities with a dark secret, or they allow their wickercairn to burn out amidst empty homes and barren fields.

WICKERCAIRN

CHALLENGE 9
5,000 XP

GARGANTUAN FEY (UNDEAD)

AC 16 (natural armor)

HP 150 (12d20 + 24; bloodied 75)

Speed 30 ft.

Initiative Dex +2 (12), Insight +6 (16), Perception +6 (16)

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

Proficiency +4; **Maneuver DC** 17

Saving Throws Str +9, Dex +2, Con +6, Int +2, Wis +2, Cha +8

Skills Arcana +6, Insight +6, Nature +6 (+1d4), Perception +6, Persuasion +8

Damage Resistances necrotic, radiant

Damage Immunities fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 16

Languages Common, Sylvan, any languages commonly spoken within their bonded village



Harvest Choir. The wickercairn can have up to 12 Medium or smaller creatures engulfed within it at a time. As an action, a creature can attempt a DC 17 Strength check, freeing an engulfed creature on a success. If a creature engulfed by the wickercairn reaches 0 hit points, it doesn't fall unconscious and automatically stabilizes as it joins the wickercairn's harvest choir. Members of the harvest choir are paralyzed, magically forced to sing, and continue burning until released or until their soul is completely consumed after 1 month of burning. If the wickercairn starts its turn without any creatures engulfed within it, it takes 7 (2d6) psychic damage.

Harvest Pyre. The bodies in the wickercairn blaze with magical fire that sheds bright light in a 30-foot radius and dim light for another 30 feet, unless the wickercairn is invisible. Creatures hostile to the wickercairn are rattled while within the bright light shed by it.

ACTIONS

Multiattack. The wickercairn makes two attacks.

Scythe. *Melee Weapon Attack:* +9 to hit, range 10 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage plus 14 (4d6) fire damage.

Witchfire. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 14 (4d6) fire damage plus 14 (4d6) radiant damage. Until the end of the wickercarin's next turn, the target is outlined in magical witchfire that sheds dim light for 10 feet. While outlined in witch fire, the creature can't gain the benefits of invisibility, and all attacks against the creature are made with advantage.

Add to the Choir. If the wickercairn starts its turn next to a willing or charmed humanoid creature, it engulfs the creature. A creature engulfed in this way takes 7 (2d6) fire damage and 7 (2d6) radiant damage at the start of each of its turns until it joins the Harvest Choir. When the wickercairn engulfs a creature, each creature hostile to the wickercairn within 60 feet makes a DC 16 Charisma saving throw. On a failure, the creature is frightened of the wickercairn for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Invisibility (Recharge 4–6). The wickercairn and any equipment it wears or carries magically turns invisible until the wickercairn attacks, casts a spell, becomes incapacitated, or uses another bonus action to become visible. This invisibility ends early if the wickercairn is subjected to fire damage.

Song of the Harvest. Each creature of the wickercairn's choice within 60 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, the creature is charmed by the wickercairn 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 it succeeds on the saving throw or the effect ends for it, the creature is immune to Song of the Harvest for 24 hours.

Combat

Wickercairns need fresh souls to continue burning, and they're not particular about who is added to the pyre. They prioritize getting close to charmed or unconscious targets in order to engulf them. They also take the opportunity to engulf their own cultists, "saving" them for the village's sake.

Wicker Worshiper

Common folk endowed with supernatural blessings, wicker worshipers are likely to come to a wickerwitch's aid, determined to protect their patron harvest spirit with their lives.

WICKER WORSHIPER CHALLENGE 2
HORDE MEDIUM HUMANOID 180 XP

AC 10

HP 10 (bloodied 5)

Speed 30 ft.

Initiative Dex +0 (10), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 10

Saving Throws Str +0, Dex +0, Con +0, Int +0, Wis +0, Cha +0

Senses passive Perception 12

Languages Common

Harvest Blessing. The worshiper adds 1d4 to its attack and damage rolls (included in its attack), ability checks, and saving throws.

ACTIONS

Sickle. *Melee Weapon Attack:* +2 (+1d4) to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Zombies

When it comes to raising an army of the dead, not all necromancers are created equal. While those who lead skeletal armies value sterility and efficiency, the masters of zombie hordes revel in rot, gore, and horror. Unsatisfied with mere conquest, the true artists in zombiecraft—the necromancers, hags, and devils at the forefront of necromantic science—inflict creations of ever-increasing grotesquerie upon the world. Their gruesome undead masterpieces live on in nightmares and horror stories long after zombie and necromancer alike have crumbled into dust.

Undead Nature. A zombie doesn't require air, sustenance, or sleep.

Charon Corpse

Charon corpses resemble zombies with glittering silver coins covering each of their eyes. Lying motionless in accursed tombs, they sit up abruptly when their resting place is disturbed, lunging toward their prey with unexpected speed and clambering over any obstacle in their way.

Long ago, a fiendish necromancer discovered the secret of enchanting "charon coins," pennies made of silver mined in the underworld. When two such coins are placed on the eyes of a corpse, the body rises as an undead creature that is stronger and faster than a typical zombie.

Magic Item: Charon Coins

Wondrous item, rare (cost 100 gp per coin)
Crafting component: Silver mined in Hell

A *charon coin* resembles an ordinary silver coin bearing the image of a cruel horned face. Anyone touching a coin hears a faint humming. 1d4 pairs of *charon coins* are usually found together.

Using an action, you can place two charon coins on the eyes of a humanoid corpse within 5 feet of you. The corpse immediately rises as a charon corpse under your control (as if created by the animate dead spell). The corpse is under your control until it is destroyed.

CHARON CORPSE CHALLENGE 5
HORDE MEDIUM UNDEAD 360 XP

AC 12
HP 16 (bloodied 8)
Speed 40 ft., climb 20 ft.
Initiative Dex +2 (12), Insight −2 (8), Perception −2 (8)

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +2, Con +3, Int −4, Wis −2, Cha −3
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Coin Trick. If the magical silver coins are removed from the corpse's eyes, the corpse is destroyed. As an action, a creature can attempt a DC 13 Sleight of Hand check to remove the coins using its hands, a *mage hand* spell, or a similar method.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 bludgeoning damage. On a critical hit, the target is also grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and the corpse can't attack a different target.

Corpse Knot

Only the most powerful necromancers can create a corpse knot, a writhing tangle of zombies in the rough semblance of a humanoid creature. Its belly and chest are a wriggling conglomeration of corpses, and each of its limbs is a full humanoid body, it has many heads, each craning out of the grotesque tangle in order to bite and devour.

Together, the corpse knot's individual zombies are melded into a single creature with a rudimentary hive mind. The knot is more intelligent than a normal zombie and is dimly aware of some details of its past lives. Each corpse knot can access some of the abilities—spells, skills, feats of martial prowess—of its constituent parts. On rare occasions, one of its heads might even speak, revealing secrets best forgotten.

CORPSE KNOT

CHALLENGE 8
LEGENDARY LARGE UNDEAD
3,900 XP

AC 9

HP 178 (17d10 + 85; bloodied 89)

Speed 30 ft.

Initiative Dex –1 (9), Insight +1 (11), Perception +1 (11)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	20 (+5)	6 (–2)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex +2, Con +5, Int +1, Wis +1, Cha +1

Damage Immunities poison

Condition Immunities charmed, fatigue, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages any of its bodies knew in life but rarely speaks

Corpse Absorption. When the corpse knot kills a humanoid with its bite attack or bites a dead humanoid, it absorbs the creature into itself. Each time it absorbs a creature in this way, the corpse knot gains an extra legendary action at the start of its turn, to a maximum of 4. It might also gain a new legendary action appropriate to the nature of the absorbed creature, chosen from the options in the Other Corpses variant.

Corpse Explosion. When the corpse knot is destroyed, it explodes in a rain of body parts. Each creature within 10 feet makes a DC 16 Constitution saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half damage on a success.

Legendary Resistance (3/Day). When the corpse knot fails a saving throw, it can choose to succeed instead. When it does so, one of its component zombies goes limp and the corpse knot takes 15 damage, which can't be reduced in any way.

Undead Fortitude (1/Day). If the corpse knot is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Multiattack. The corpse knot makes two grab attacks. It can replace one grab with a bites attack.

Grab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15).

Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., up to three grappled creatures. *Hit:* 15 (2d10 + 4) piercing damage, and the corpse knot regains hit points equal to the damage dealt.

LEGENDARY ACTIONS

The corpse knot can take 2 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. It regains spent legendary actions at the start of its turn.

Kick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target must make a DC 15 Strength saving throw. On a failed save, the target is pushed up to 10 feet away from the corpse knot and knocked prone.

Necrotic Blast. The corpse knot releases a bolt of black energy. A creature the corpse knot can see within 60 feet must succeed on a DC 13 Constitution saving throw or take 11 (2d10) necrotic damage.

Combat

The corpse knot moves towards groups of enemies, grabbing and biting as many foes as possible. It uses Necrotic Blast on creatures it can't reach and Kick to escape melee combatants that have dealt it a lot of damage.



Corpse Knot Variant: Other Corpses

The corpse knot uses abilities its constituent corpses knew in life. To represent a corpse knot composed of zombies with different histories, you can replace any of the corpse knot's legendary actions with the following legendary actions.

Backstab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled creature or a creature the corpse knot can attack with advantage. *Hit:* 25 (6d6 + 4) piercing damage.

Limb Club. The corpse knot tears off one of its arms or legs and uses it as a weapon. It takes 3 (1d6) damage, which can't be reduced in any way. It then uses its Kick legendary action with a range of 10 feet, dealing an extra 3 (1d6) bludgeoning damage on a hit.

Trumpet. One of the corpse knot's constituent corpses, an armored knight, blows a martial trumpet call, alerting all creatures within 300 feet. Additionally, each living creature within 30 feet must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the corpse knot's next turn.

Whistle. One of the corpse knot's constituent corpses, a harlequin, raises a whistle or other instrument and plays a haunting tune. Each living creature within 30 feet must succeed on a DC 12 Wisdom saving throw or be charmed by the corpse knot until the end of its next turn. While charmed, the creature must use its movement to move toward the corpse knot.



Deathmaw

A creation of only the most sadistic necromancer, deathmaws have had most of their face reshaped and filled with oversized teeth harvested from other creatures. As a result, their bite is especially deadly, capable of breaking bone or rending limbs.

DEATHMAW CHALLENGE 1/2
MEDIUM UNDEAD 100 XP

AC 8
HP 22 (3d8 + 9; bloodied 11)
Speed 20 ft.
Initiative Dex −2 (8), Insight −2 (8), Perception −2 (8)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (−2)	16 (+3)	3 (−4)	6 (−2)	4 (−3)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +5, Dex −2, Con +3, Int −4, Wis −2, Cha −3
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Undead Fortitude (1/Day). If the deathmaw is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until the grapple ends, the deathmaw can't grab another target.

Gnashing Maw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target grappled by the deathmaw. *Hit:* 7 (1d10 + 2) piercing damage, and the creature must make a DC 12 Constitution saving throw. On a failure, the deathmaw maims one of the creature's arms. An arm maimed in this way can't be used but ceases to be maimed if the creature receives any healing.

Drowner

Made by grafting parts of sirens or mermaids onto a zombie, drowners wait in shallows at the edge of a body of water for unwary travelers to draw near. When they do, the drowner lunges out and drags them to a watery grave.

DROWNER

CHALLENGE 1/4
MEDIUM UNDEAD
50 XP

AC 8
HP 15 (2d8 + 6; bloodied 7)
Speed 20 ft., swim 20 ft.
Initiative Dex −2 (8), Insight −2 (8), Perception −2 (8)

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

Proficiency +2; **Maneuver DC** 11
Saving Throws Str +1, Dex −2, Con +3, Int −4, Wis −2, Cha −3
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Undead Fortitude (1/Day). If the drowner is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until the grapple ends, the drowner can't grab another target.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one grappled target. *Hit:* 6 (1d10 + 1) piercing damage, and the drowner regains hit points equal to the damage dealt.

Siren's Dirge. The drowner emits a terrible wail audible only to creatures underwater. One creature within 10 feet that can hear the wail must succeed on a DC 13 Constitution saving throw or lose its breath. If the creature needs to breathe air, it immediately starts suffocating.

Drowner Template

Any zombie can be made into a drowner by adding the drowner template. A drowner zombie gains a swim speed equal to its Speed. In addition, it gains the following action:

Siren's Dirge. The zombie emits a terrible wail audible only to creatures underwater. One creature within 10 feet that can hear the wail must succeed on a Constitution saving throw (DC = 8 + proficiency bonus + Constitution modifier) or lose its breath. If it needs to breathe air, the creature immediately starts suffocating.

Waxen

By shaping grave wax around a moldering corpse and animating it, necromancers create waxen. These zombie-like creatures make effective shock troops, as their bodies can be set aflame to make them more dangerous.

WAXEN

CHALLENGE 1/2
MEDIUM UNDEAD
100 XP

AC 10 (natural armor)
HP 30 (4d8 + 12; bloodied 15)
Speed 20 ft.
Initiative Dex −2 (8), Insight −2 (8), Perception −2 (8)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (−2)	16 (+3)	3 (−4)	6 (−2)	4 (−3)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex −2, Con +3, Int −4, Wis −2, Cha −3
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Dissolution (1/Day). If the waxen is reduced to 0 hit points and not taking ongoing fire damage, it's instead reduced to 1 hit point and melts into a pile of wax, becoming stunned. The space it occupies becomes difficult terrain. At the start of its next turn, the waxen reforms. When it reforms, the waxen regains 10 (3d6) hit points and can act normally.

Wax Figure. If the waxen takes fire damage, it catches fire and takes 3 (1d6) ongoing fire damage. While taking ongoing fire damage, the waxen's attacks deal an extra 3 (1d6) fire damage, and a creature that touches the waxen or makes a melee attack against it takes 3 (1d6) fire damage. A creature can't take this fire damage more than once per turn.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage if the waxen is taking ongoing fire damage.

Fling Wax. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage if the waxen is taking ongoing fire damage. The target's Speed is reduced by 10 feet until the end of its next turn.

Wax Goliath

A waxen molded around an ogre or another Large humanoid or giant creature is called a wax goliath. It's not only larger and stronger than a normal waxen: it burns brighter as well.

WAX GOLIATH

CHALLENGE 2
450 XP

LARGE UNDEAD

AC 12 (natural armor)

HP 57 (6d10 + 24; bloodied 28)

Speed 30 ft.

Initiative Dex –2 (8), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	18 (+4)	3 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Str +4, Dex –2, Con +4, Int –4, Wis –1, Cha –3

Damage Immunities poison

Condition Immunities fatigued, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Dissolution (1/Day). If the goliath is reduced to 0 hit points and not taking ongoing fire damage, it's instead reduced to 1 hit point and melts into a pile of wax, becoming stunned. The goliath's space becomes difficult terrain. At the start of its next turn, the goliath reforms. When the goliath reforms, it regains 28 (8d6) hit points and can act normally.

Wax Figure. If the goliath takes fire damage, it catches fire and takes 7 (2d6) ongoing fire damage. While taking ongoing fire damage, the goliath's's attacks deal an extra 7 (2d6) fire damage, and a creature that touches the goliath or makes a melee attack against it takes 7 (2d6) fire damage. A creature can't take this fire damage more than once per turn.

ACTIONS

Grab. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage if the waxen is taking ongoing fire damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). The goliath can have up to two targets grabbed at a time.

Hurl Wax. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage if the waxen is taking ongoing fire damage. The target's Speed is reduced by 10 feet until the end of its next turn.

Engulf. All creatures grappled by the goliath must make a DC 14 Strength saving throw. On a failure, the grapple ends, and the creature is absorbed into the goliath, becoming blinded and restrained. An engulfed creature has total cover from attacks and effects from outside the goliath. As an action, the creature can make a DC 14 Strength or Dexterity check, freeing itself on a success. The goliath can have up to four creatures engulfed at a time.



Appendix A: Horde Monsters

"Seize the intruders!" The king gestures at the party, and a dozen guards march forward, spears leveled. In response, the fighter darts forward through a thicket of spears and swings her blade. The blow connects—a guard drops! But the fighter has put herself in a dangerous position, right on the guards' front line. Before she can recover, three guards lunge at her with their spears. Can she survive this deadly triple attack?

A deadly combat against a dozen fearsome foes can be quick, tense, and exciting, especially at low levels when characters and opponents alike have relatively few hit points. At medium and high levels, though, the nature of combat changes. For 10th-level characters, for instance, a level-appropriate battle against twelve CR 2 guards can be fairly slow: with each guard having around 50 hit points, and possibly a multiattack action as well, it'll be a while before the party hacks their way through the guards and faces off against the evil king. On the other hand, if the same party faces a retinue formed of low-CR monsters, the battle will be quick but not particularly tense, with most of the guards' attacks missing or dealing trivial damage.

A horde monster is a new type of *Level Up* opponent that facilitates quick, exciting battles against large numbers of opponents, no matter the level of your characters. Like elite monsters, they allow the Narrator to control the scope and complexity of a combat encounter.

On its own, an elite monster provides a lengthy, tactical set piece battle. Horde monsters, on the other hand, are simple to run and quick to defeat, and they can be added to a group of elite or standard monsters in order to increase a battle's challenge without greatly slowing it down. A battle group composed entirely of horde creatures can offer a speedy, dangerous fight that still keeps players on their toes.

While horde monsters are weaker than standard monsters, they're not pushovers! Landing a big hit—a crit, a sneak attack, a smite, or a high-level spell—can drop an appropriate-level horde opponent in one shot. But that same opponent can shrug off a feeble attack and won't be downed by a single cantrip. And horde monsters can dish out enough damage to earn the characters' wary respect.

The Horde Monster Template

You can turn nearly any existing monster into a horde monster, as long as its CR is 1 through 20. Start with a stat block and make the following changes:

Hit Points: A horde monster's hit point maximum is 8 + Challenge Rating + Constitution modifier.

Actions and Damage: Each round, a horde monster can move and take a single action; it can't use bonus actions, legendary actions, or damaging traits. Its actions are typically simple and can deal damage



only once per round: it doesn't make several attacks via Multiattack actions or effects that can normally target multiple creatures. When it deals damage, it gains a bonus to its damage roll equal to its Challenge Rating. It doesn't roll extra weapon dice because it's larger than Medium.

If a horde monster's attack would typically force a saving throw or trigger other special effects, the special effect only occurs on a critical hit.

All this streamlining means a horde monster's turn doesn't take up a lot of time, but a horde is likely to get off an interesting critical-hit effect occasionally (lots of monsters means lots of crits!).

XP and Encounter Building: A horde monster of Challenge Rating 1 through 4 grants 40 percent the normal XP for a monster of its CR. For encounter building, five CR 1–4 horde monsters can be used to replace two standard monsters of the same CR.

A horde monster of Challenge Rating 5 through 20 grants 20 percent the normal XP for a monster of its CR. For encounter building, five CR 5–20 horde monsters can be used to replace one standard monster of the same CR.

Other Statistics: Apart from the above, a horde monster uses its original statistics, or has appropriate statistics for its level.

Many monsters from *Monstrous Menagerie* would make interesting horde opponents, including cyclopes, bearded devils, horned devils, hezrou, vrocks, raptors, gargoyles, gorgons, harpies, minotaurs, owlbears, purple worms, trolls, giant hyenas, giant sharks, winter wolves, assassins, knights, and veterans.

Building New Horde Monsters

Instead of converting an existing monster to a horde monster, you can make a new one or change the Challenge Rating of an original monster. Creating a new horde monster is much like creating any other monster, except for the rules above about a horde monster's hit points, actions and damage, and XP. For other monster creation guidelines, see Appendix C: Designing Monsters in *Monstrous Menagerie*. Remember: Horde monsters come in large numbers, so keep them simple!

A common need is for a higher-CR version of a low-level monster. For instance, kobolds are often found in the presence of dragons, but at the stage



of the game where players typically face adult dragons, kobolds are virtually ineffective in combat. We can use the horde rules to build new, high-CR (but still expendable) kobolds to act as useful servants to their draconic masters.

KOBOLD DRAGON WARRIOR

CHALLENGE 15

HORDE SMALL HUMANOID — 2,600 XP

AC 15

HP 25 (bloodied 12)

Speed 30 ft.

Initiative Dex +5 (15), Insight +2 (12), Perception +2 (12)

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

Proficiency +5; **Maneuver DC** 18

Saving Throws Str +0, Dex +5, Con +2, Int +0, Wis +2, Cha +0

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

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 not incapacitated.

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (1d6 + 20) slashing damage.

Sling. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 22 (1d4 + 20) bludgeoning damage.

Horde Monsters vs Standard Monsters and Elite Monsters

A horde monster represents one of a big group of tough but unexceptional monsters (rank and file soldiers, beast pack members). It's weaker than a character with a level matching its CR. It's usually found in large groups, often led by an elite monster or one or more standard monsters.

A standard monster represents an opponent strong enough to lead or operate on its own (a solo hunter, part of an elite team, or an officer commanding a horde). It's generally stronger than a character with a level matching its CR. It's usually found leading a horde or in a small group.

An elite monster represents an apex predator (a warlord or a fearsome lone monster). It's a challenge for an adventuring party with a level matching its CR. It's usually found alone or leading a horde.

When to Use Hordes

Horde monsters have attack bonuses and defenses appropriate to their Challenge Rating, so they can stand toe to toe against adventurers whose levels are around their CR (and even hang in against characters with levels up to twice their CR). The horde template isn't intended for Challenge Ratings under 1 (low-CR monsters are already designed like horde monsters and can be used in much the same way!) or above the party level (each high-CR monster should be significant and challenging).

Area effects are efficient horde-slayers. A single fireball could wipe out half of a group of CR 5 horde creatures. This means that a horde-heavy battle gives wizards and other area attackers a chance to shine. This is good! Let the adventurers blow up the occasional attacking army. But to make things a bit of a challenge, split up your horde into groups or have them enter the battle in waves.

How often should you use hordes in combat scenes? As with all combat decisions, you can let the story lead you. Any time the scene calls for the adventurers to be outnumbered, hordes offer a useful tool. If your players enjoy the challenge of standing against waves of attackers or of fighting tactical battles against a boss and their lackeys, then hordes can become an important encounter-building tool.

Running Large-Scale Battles with Hordes

Using horde monsters is a great way to increase the scale of a battle by a factor of five or so, but beyond a certain size, a tactical battle becomes unwieldy no matter how simple each opponent is. For instance, in a battle against a horde of 100 forest robbers, on each turn up to 100 enemies must be moved, up to 100 attack rolls must be made, and up to 100 hit point totals must be tracked separately.

Here are some tips for running big battles. They're applicable to any type of opponent, but are especially useful with horde monsters.

Move Monsters Together

Instead of having each horde monster move and attack, you can move them all and then have them all attack. (Rules-wise, they're all readying their actions to attack when their allies are in position.)

Share Saving Throws

When multiple members of a horde are targeted by an effect or spell that triggers a saving throw, make a single saving throw for all the members of the group. Either all the targeted creatures fail their saving throw, or all succeed.

Share Attack and Damage Rolls

When many horde monsters attack the same target, divide them into groups of five or so. Make one attack roll and damage roll for each group, multiplying the damage by the number of creatures in the group. (When a group scores a critical hit, it can be dangerous indeed!)

Use a Damage Pool

Instead of tracking the damage dealt to every member of a horde, you can use a damage pool in which all identical horde monsters share the damage they take.

Whenever a member of the horde would take damage, that damage is instead added to the horde's damage pool. If the damage pool is equal or higher than the hit point maximum of the horde monster, one horde member dies and its hit point maximum is subtracted from the pool.

If there's damage left over in the pool after a creature is killed, and there are no other horde members within range of the attack or damaging effect, the damage pool is reset to 0. However, if other horde members are within range, the remaining damage is added to the damage pool, potentially killing more monsters. In this way, a single-target attack can sometimes kill several creatures at once, allowing heroes to hew through large armies. For instance, if a rogue deals 45 damage to 20-hit-point horde members, the rogue can kill 2 monsters with 5 points remaining in the damage pool (assuming three enemies are within range of the attack).

Frequently, characters use area or multi-target effects or spells against large groups of creatures. In this case, the effect's damage is added to the damage pool for each affected creature. For instance, a wizard casts fireball, rolling 24 damage, against a dozen forest bandits with 20 hit points each. The total damage in the damage pool is 288 damage, enough to kill 14 bandits—but only 12 bandits are in the area, so those 12 die and the damage pool resets to 0. If, on the other hand, the bandits had made their saving throw and the fireball only dealt 12 damage each, the damage pool would be 144 damage, enough to kill 7 of the bandits caught in the blast, with 4 leftover damage added to the damage pool.

Healing effects can reduce a damage pool to 0, but no lower.

Horde Monster Stat Blocks

The monsters below are horde monsters.

Battlemage

Trained for war, squads of battlemages act as an army's mobile artillery.

BATTLEMAGE

CHALLENGE 3
HORDE MEDIUM HUMANOID
280 XP

AC 10
HP 10 (bloodied 5)
Speed 30 ft.
Initiative Dex +0 (0), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 10
Saving Throws Str +0, Dex +0, Con –1, Int +3, Wis +1, Cha +0
Senses passive Perception 11
Languages Common, one more

ACTIONS

Shocking Fist. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) lightning damage.

Spark. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (1d8 + 6) lightning damage. If the hit is a critical hit, the battlemage repeats the attack against a creature within 60 feet of the target.

Unerring Arrow (1/Day). One creature within 60 feet takes 10 (1d8 + 6) force damage.

Battlepriests

Battlepriests act as an army's combat medics and stand in the front lines against undead hordes.

BATTLEPRIEST

CHALLENGE 3
HORDE MEDIUM HUMANOID
280 XP

AC 16 (scale, shield)
HP 12 (bloodied 6)
Speed 30 ft.
Initiative Dex +0 (10), Insight +3 (13), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 11
Saving Throws Str +1, Dex +0, Con +1, Int +0, Wis +3, Cha +1
Senses passive Perception 13
Languages Common

ACTIONS

Holy Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 1) bludgeoning damage plus 3 radiant damage. If the hit is a critical hit, the target is blinded until the end of its next turn.

Holy Beam. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 9 (1d6 + 6) radiant damage.

Cure Wound (1/Day). One creature the battlepriest touches regains 10 (1d8 + 6) hit points.

Centaur Chargers

The rank and file of centaur clans, centaur chargers act as deadly bow-armed cavalry.

CENTAUR CHARGER

CHALLENGE 2
HORDE MEDIUM FEY
180 XP

AC 12
HP 12 (bloodied 6)
Speed 50 ft.
Initiative Dex +2 (12), Insight +3 (13), Perception +3 (13)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +2, Con +2, Int +0, Wis +3, Cha +0
Senses passive Perception 13
Languages Common, Elvish, Sylvan

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the centaur's movement doesn't provoke opportunity attacks from the target until the end of the centaur's turn.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Chuul Swarmers

Armies of chuul swarmers cluster in suspended animation, waiting to be activated and commanded by telepathic villains.

CHUUL SWARMER

CHALLENGE 5
HORDE LARGE ABERRATION
360 XP

AC 16 (natural armor)
HP 16 (bloodied 8)
Speed 30 ft., swim 40 ft.
Initiative Dex +0 (10), Insight +3 (13), Perception +3 (13)

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +0, Con +3, Int –3, Wis +3, Cha +0
Senses darkvision 60 ft., passive Perception 13
Languages understands Deep Speech but can't speak

Detect Magic. The chuul senses a magical aura around any visible creature or object within 120 feet that bears magic.

ACTIONS

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d6 + 9) bludgeoning damage. If the hit is a critical hit against a creature, the target is grappled (escape DC 15). When carrying a grappled creature, the chuul can move at full speed. A pincer that is being used to grapple a creature can be used only to attack that creature.

Demilich Bone

Some demiliches hoard their castoff bones. Each bone can rise as a full skeleton, strong with eldritch power.

DEMILICH BONE

CHALLENGE 20
HORDE MEDIUM UNDEAD (SHAPECHANGER)
5,000 XP

AC 15 (natural armor)
HP 35 (bloodied 17)
Speed 40 ft.
Initiative Dex +3 (13), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	24 (+7)	6 (–2)	8 (–1)	4 (–3)

Proficiency +6; **Maneuver DC** 21
Saving Throws Str +7, Dex +3, Con +7, Int –2, Wis –1, Cha –3
Damage Vulnerabilities bludgeoning
Damage Immunities necrotic, poison, psychic; damage from nonmagical weapons
Condition Immunities fatigued, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages its creator spoke in life

Undead Nature. The bone doesn't require air, sustenance, or sleep.

ACTIONS

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 30 (1d6 + 27) slashing damage. If the hit is a critical hit, 1d4 destroyed demilich bones within 30 feet are restored to full hit points and can immediately take a turn, during which they must Transform into skeleton form.

Transform. The bone takes the form of an animated skeleton (statistics above) or its true form, which is a Tiny, inanimate bone. In bone form, it can't move or take actions except the Transform action, and it is indistinguishable from an ordinary bone. It returns to its true form when destroyed.

Dire Wolf Whelp

Packs of dire wolves roam the wilderness, obeying the orders of whoever they regard as their pack leader.

DIRE WOLF WHELP

CHALLENGE 1
HORDE LARGE BEAST
80 XP

AC 13 (natural armor)
HP 11 (bloodied 5)
Speed 50 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +2, Con +2, Int –4, Wis +1, Cha –2
Senses darkvision 30 ft., passive Perception 11
Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the hit is a critical hit, the target falls prone.

Elephant Stampeder

If provoked, every adult member of an elephant herd is dangerous, not only the toughest and most ornery.

ELEPHANT STAMPEDER

CHALLENGE 4
HORDE HUGE BEAST
440 XP

AC 12 (natural armor)
HP 17 (bloodied 8)
Speed 40 ft.
Initiative Dex –1 (9), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	4 (–3)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 16
Saving Throws Str +6, Dex –1, Con +5, Int –3, Wis +0, Cha –2
Senses passive Perception 10
Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (1d8 + 10) piercing damage. If the hit is a critical hit, the target falls prone.

Elemental Warriors

Elementals gather in groups near sites of primordial power or are summoned en masse by accomplished spellcasters.

ELEMENTAL AIR WARRIOR

CHALLENGE 10
HORDE MEDIUM ELEMENTAL
1,180 XP

AC 15
HP 22 (bloodied 11)
Speed 30 ft., fly 30 ft.
Initiative Dex +5 (15), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +1, Dex +5, Con +4, Int +0, Wis +0, Cha +0
Damage Immunities thunder
Condition Immunities fatigue, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran

Air Form. The elemental can enter and end its turn in other creatures' spaces and can move through a space as narrow as 1 inch wide without squeezing.

Container Weakness. As an action, a creature within 5 feet can attack the elemental with a container of any size, treating it as an improvised weapon. On a hit, the elemental is trapped inside and incapacitated while trapped. The elemental is freed if the container is opened or destroyed.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

ACTIONS

Thunder Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (1d4 + 15) thunder damage. If the hit is a critical hit against a creature, the target is grappled (escape DC 17) and pulled up to 5 feet toward the elemental. Until the grapple ends, the elemental can't make attacks.

ELEMENTAL EARTH WARRIOR

CHALLENGE 7

HORDE MEDIUM ELEMENTAL — 580 XP

AC 18 (natural armor)

HP 20 (bloodied 10)

Speed 30 ft., burrow 10 ft.

Initiative Dex −1 (9), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (−1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +4, Dex −1, Con +5, Int +0, Wis +0, Cha +0

Damage Immunities poison

Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone without disturbing it.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

Thunder Weakness. The elemental is destroyed if it takes thunder damage.

ACTIONS

Earthen Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (1d6 + 11) bludgeoning damage. If the hit is a critical hit, the target's Speed is reduced to 0 until the end of its next turn.

ELEMENTAL FIRE WARRIOR

CHALLENGE 8

HORDE MEDIUM ELEMENTAL — 780 XP

AC 14 (natural armor)

HP 18 (bloodied 9)

Speed 50 ft.

Initiative Dex +4 (14), Insight +0 (10), Perception +0 (10)

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +0, Dex +4, Con +2, Int +0, Wis +0, Cha +0

Damage Immunities fire, poison

Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

Fiery Body. The elemental sheds dim light in a 30-foot radius.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Water Weakness. The elemental is destroyed if it enters a body of water or starts its turn in a body of water, is splashed with at least 5 gallons of water, or is hit by an attack composed of water.

ACTIONS

Fiery Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (1d8 + 12) fire damage. If the hit is a critical hit, the target catches on fire if it is flammable, taking 3 (1d6) ongoing fire damage until a creature uses an action to extinguish the flames.

ELEMENTAL WATER WARRIOR

CHALLENGE 9

HORDE MEDIUM ELEMENTAL — 1,000 XP

AC 16 (natural armor)

HP 22 (bloodied 11)

Speed 30 ft., swim 20 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +4, Dex +2, Con +5, Int +0, Wis +0, Cha +0

Damage Immunities acid, poison

Condition Immunities fatigue, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Cold Weakness. The elemental is petrified if it takes cold damage.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

Fluid Form. The elemental can enter and end its turn in other creatures' spaces and can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Watery Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 16 (1d6 + 13) piercing damage. If the hit is a critical hit against a creature with one head, the target's head is encased in an elemental bubble and it can't breathe or speak for 1 minute. A creature can use an action to pop the bubble, ending the effect early.



Fire Giant Raider

Hordes of giant invaders are a common scourge of smaller folk.

FIRE GIANT RAIDER CHALLENGE 11
HORDE HUGE GIANT 1,440 XP

AC 18 (plate armor)
HP 25 (bloodied 12)
Speed 30 ft.
Initiative Dex +0 (10), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	10 (+0)	14 (+2)	12 (+1)

Proficiency +4; **Maneuver DC** 19
Saving Throws Str +7, Dex +20, Con +6, Int +0, Wis +2, Cha +1
Damage Immunities fire
Damage Vulnerabilities cold
Senses passive Perception 12
Languages Giant

ACTIONS

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (1d8 + 18) bludgeoning damage. If the hit is a critical hit against a Large or smaller creature, it is pushed up to 10 feet away from the giant and knocked prone.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 21 (1d6 + 18) bludgeoning damage.

Variants: Other Giant Raiders

Giant armies of all types engage in destructive warfare, sometimes with other giants and sometimes with smaller folks.

Cloud Giant Raiders and Storm Giant Raiders. In place of the fire giant raider's immunities and vulnerabilities, these giants have immunity to lightning and thunder damage.

Frost Giant Raiders. In place of the fire giant raider's immunities and vulnerabilities, these giants have immunity to cold damage and vulnerability to fire damage.

Hill Giant Raiders and Stone Giant Raiders. In place of the fire giant raider's immunities and vulnerabilities, these giants have no immunities or vulnerabilities.

Forest Robbers

Forest robbers raid in large enough numbers to endanger even well-armed expeditions.

FOREST ROBBER

CHALLENGE 4
HORDE MEDIUM HUMANOID
440 XP

AC 13
HP 13 (bloodied 6)
Speed 30 ft., climb 20 ft.
Initiative Dex +3 (13), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +1, Dex +3, Con +1, Int +0, Wis +2, Cha +0
Senses passive Perception 12
Languages Common

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage. If the hit is a critical hit, the robber can repeat the attack against a creature directly in line behind the target and within 30 feet of it.

Ghoul Slasher

Half-starved ghouls, gaunt and hunger-weakened, prowl ancient battlefields and dungeons.

GHOUL SLASHER

CHALLENGE 1
HORDE MEDIUM UNDEAD
80 XP

AC 12
HP 9 (bloodied 4)
Speed 30 ft.
Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +1, Dex +2, Con +0, Int –2, Wis +0, Cha –2
Damage Vulnerabilities radiant
Damage immunities poisoned
Condition immunities charmed, fatigued, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Undead Nature. The ghoul doesn't require air, sustenance, or sleep.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the hit is a critical hit against a living creature other than an elf, the target is paralyzed until the end of its next turn.

Gnoll Screamer

Blessed and cursed by dark forces, gnoll screamers bear the demon-touched souls of gnoll demonfangs but only a fraction of their power. Gathered in large packs, they spread terror and deal vast slaughter.

GNOLL SCREAMER

CHALLENGE 4
HORDE MEDIUM HUMANOID
440 XP

AC 15 (hide armor)
HP 14 (bloodied 7)
Speed 40 ft.
Initiative Dex +3 (13), Insight –1 (9), Perception –1 (9)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +3, Con +2, Int +0, Wis –1, Cha –1
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Gnoll
Chaotic Evil. The gnoll radiates a Chaotic and Evil aura.
Possessed. If the gnoll is turned or affected by *dispel evil and good* or a similar effect, it loses its Scream trait.
Scream. At the start of each of its turns, the gnoll can begin a wordless scream, or continue screaming if it is already doing so. The scream is audible within 1 mile. While the gnoll is screaming, creatures within 10 feet of the gnoll, including the gnoll, are deafened and make saving throws against being frightened with disadvantage.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage. If the hit is a critical hit, the target must succeed on a DC 12 Wisdom saving throw or become frightened until the end of its next turn.

Hill Barbarian

Hill barbarians are most often dwarves, humans, or orcs, although nearly any heritage has its share of tough hill folk. Hill barbarians flock to the banners of berserkers and other warlike leaders.

HILL BARBARIAN

CHALLENGE 3
HORDE MEDIUM HUMANOID
280 XP

AC 13 (hide armor)
HP 14 (bloodied 7)
Speed 35 ft.
Initiative Dex +0 (10), Insight +2 (12), Perception +2 (12)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +0, Con +3, Int +0, Wis +2, Cha +0
Senses passive Perception 12
Languages Common, one more

Recklessness. The barbarian makes attacks with advantage, and attacks against the barbarian are made with advantage.

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage. If the hit is a critical hit, the barbarian can repeat the attack against a different target within 5 feet of the barbarian.

Handaxe. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Imperial Household Guard

Fearless, unshakably loyal elite troops are among the most valued treasures of conquering monarchs and emperors.

IMPERIAL HOUSEHOLD GUARD

CHALLENGE 9
HORDE MEDIUM HUMANOID
1,000 XP

AC 18 (plate mail)
HP 21 (bloodied 10)
Speed 30 ft.
Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Str +4, Dex +2, Con +4, Int +1, Wis +2, Cha +1
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common, one more

ACTIONS

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (1d10 + 13) slashing damage. If the hit is a critical hit, the target falls prone.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 16 (1d10 + 11) piercing damage.

Imperial Trooper

Well-equipped but expendable troops swell the ambitions of would-be conquerors.

IMPERIAL TROOPER

CHALLENGE 2
HORDE MEDIUM HUMANOID
180 XP

AC 16 (hauberk)
HP 12 (bloodied 6)
Speed 30 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +2, Dex +1, Con +2, Int +0, Wis +0, Cha +0
Senses passive Perception 10
Languages Common, one more

ACTIONS

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. If the hit is a critical hit, the target falls prone.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lion Pride Member

Although not as fierce as the maned rulers of their prides, lesser pride members are ferocious in their own right.

LION PRIDE MEMBER

CHALLENGE 1
HORDE LARGE BEAST
80 XP

AC 12
HP 12 (bloodied 6)
Speed 50 ft.
Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +2, Con +3, Int −4, Wis +1, Cha −3
Senses passive Perception 11
Languages —
Keen Smell. The lion has advantage on Perception checks that rely on smell.
Long Jump. The lion can long jump up to 25 feet.
Pack Tactics. The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the hit is a critical hit, the target falls prone.

Nalfeshnee Hordeling

Hordes of these bestial demons stalk the Abyss, waiting for the opportunity to spill into mortal lands.

NALFESHNEE HORDELING

CHALLENGE 13
HORDE LARGE FIEND
2,000 XP

AC 18 (natural armor)
HP 27 (bloodied 13)
Speed 20 ft., fly 30 ft.
Initiative Dex +3 (13), Insight +3 (13), Perception +3 (13)

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

Proficiency +5; **Maneuver DC** 18
Saving Throws Str +5, Dex +3, Con +6, Int +5, Wis +3, Cha +3
Damage Resistances cold, fire, lightning; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal
Chaotic Evil. The nalfeshnee radiates a Chaotic and Evil aura.
Teleportation. Instead of moving on its turn, the nalfeshnee can magically teleport up to 120 feet to an unoccupied space it can see.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (1d10 + 18) piercing damage. If the hit is a critical hit, the target is frightened until the end of its next turn.

Ogre Grunt

When ogres gather into large tribes or armies, death is sure to follow. Inspired by strong leaders, ogre grunts are deadly opponents and are often heedless of their own lives.

OGRE GRUNT

CHALLENGE 2
HORDE LARGE GIANT
180 XP

AC 12 (natural armor)
HP 13 (bloodied 6)
Speed 40 ft.
Initiative Dex −1 (9), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Str +4, Dex −1, Con +3, Int +0, Wis +0, Cha −1
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Riding Steed

Individually, the adequately trained horses of human plainsfolk cavalries, wolves of goblin armies, and riding beetles of dwarven legions are not much more durable than the soldiers who ride them. Their strength is in speed and numbers.

RIDING STEED

CHALLENGE 1
HORDE MEDIUM OR LARGE BEAST
80 XP

AC 11
HP 10 (bloodied 5)
Speed 50 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +3, Dex +1, Con +1, Int −4, Wis +0, Cha −2
Senses passive Perception 10
Languages —
Battle Shy. While the steed is being ridden, it can't attack unless its rider uses an action to command it to do so.

Saddle Trained. The steed's rider can choose to impose disadvantage on any attack that targets only the steed, provided the rider can see the attacker.

ACTIONS

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning, piercing, or slashing damage (determined by the type of steed). If the hit is a critical hit, the target is knocked prone.

Sea Raider

Be they plunderers or pirate hunters, sea raiders are agile opponents capable of fighting on the deck of a ship, high in the rigging, and even in the water.

SEA RAIDER CHALLENGE 3
HORDE MEDIUM HUMANOID 280 XP

AC 13
HP 12 (bloodied 6)
Speed 30 ft., climb 20 ft., swim 20 ft.
Initiative Dex +3 (13), Insight +1 (11), Perception +1 (11)

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

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +1, Dex +3, Con +1, Int +0, Wis +1, Cha +0
Senses passive Perception 11
Languages Common, one more

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the hit is a critical hit against a Large or smaller creature, the raider can push the target up to 5 feet away.



Wilderness Nomad

Mobile and hardy, wilderness nomads can survive in the most unforgiving climes: deserts, tundras, and the like.

WILDERNESS NOMAD CHALLENGE 7
HORDE MEDIUM HUMANOID 580 XP

AC 14
HP 18 (bloodied 9)
Speed 30 ft.
Initiative Dex +4 (14), Insight +3 (13), Perception +3 (13)

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +4, Dex +4, Con +3, Int +0, Wis +3, Cha +0
Senses passive Perception 13
Languages Common, one more
Skirmisher. Opportunity attacks against the nomad or its mount are made with disadvantage.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (1d6 + 11) piercing damage.

Vampire Minion

Vampire minions have even less will than vampire spawn and might even take orders from them. Vampire minions are often newly created undead creatures with little control of their powers, made to swell undead armies on the verge of a major attack on the living.

VAMPIRE MINION
CHALLENGE 10
HORDE MEDIUM UNDEAD
1,180 XP

AC 15 (natural armor)
HP 22 (bloodied 11)
Speed 40 ft., climb 30 ft.
Initiative Dex +3 (13), Insight –1 (9), Perception –1 (9)

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Str +4, Dex +3, Con +4, Int –1, Wis –1, Cha –1
Senses darkvision 120 ft., passive Perception 9
Languages the languages it knew in life

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it is destroyed.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (1d6 + 14) piercing damage, and the vampire regains all hit points.

White Minor Dragon

In truly epic showdowns, high-level parties might find themselves facing draconic invasions or riding dragon steeds in battles against even greater threats.

WHITE MINOR DRAGON
CHALLENGE 16
HORDE HUGE DRAGON
3,000 XP

AC 18 (natural armor)
HP 30 (bloodied 15)
Speed 40 ft., fly 80 ft.
Initiative Dex +1 (11), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (–1)	14 (+2)	10 (+0)

Proficiency +5; **Maneuver DC** 19
Saving Throws Str +6, Dex +1, Con +6, Int –1, Wis +2, Cha +0
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages Draconic

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 27 (1d10 + 22) piercing damage.

Spit. *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 27 (1d10 + 22) cold damage.

Variants: Other Minor Dragons

Any species of dragon can produce a minor dragon. In place of its immunity to cold, a minor dragon of another type gains the damage immunities of its type (for instance, fire for a gold dragon). Instead of cold damage, a minor dragon's spit attack can deal damage of any type that the dragon can inflict with a breath weapon (for instance, fire for a gold dragon).

Appendix B: Heroic Monsters

Sometimes you acquire a kobold companion or wolf pet and you want it to stay with you forever and ever. Other times, you meet a worthy adversary and you know you'll meet them again—and when you do, they'll be more powerful than ever.

Just as a monster can be an elite monster or a horde monster, it can be—or become—a heroic monster. A heroic monster has the capability for advancement.

With the heroic monster system, monsters gain capabilities that let them continue to participate meaningfully in the game as the party gains levels, acting as allies, pets, enemies, druidic wild shapes—or full characters. (Why not play as a sentient owlbear if you have the chance?)

When a monster improves, it gains **monster levels**. A monster with levels is called a heroic monster.

At the Narrator's discretion, any non-elite, non-horde monster can gain monster levels. In addition, this appendix provides a few dozen prebuilt heroic monsters, including many that are useful as animal companions, steeds, and rivals. Some monsters can gain up to 20 levels, while others (usually the party's pets or assistants) can gain only 10.



Party Level. These rules make use of the term "party level." If everyone in the group is the same character level, use that. Otherwise, use the level of the highest-level character.

Heroic Monsters as One-Time Foes

The simplest use of the heroic monster system is to "level up" a monster so that it's strong enough to provide the combat challenge you desire. When a creature gains two monster levels, its Challenge Rating increases by 1.

For instance, you might want your party of 4th-level characters to face a pair of ogres at the climax of an adventure, but you worry that the ogres might be too weak to provide a satisfying battle. You could assign the ogres four monster levels each, raising their Challenge Rating from 2 to 4 and increasing the likelihood of a tough fight.

When adding monster levels to one-off opponents, you don't need to worry about the monsters' further advancement. Just add as many monster levels as you need to reach the Challenge Rating you desire.

Heroic Monsters as Recurring Rivals

Sometimes a party's foe escapes, vowing revenge. It's fun when adventurers have multiple run-ins with the same villain, such as a surviving bad guy or a rival band of adventurers. The problem is that characters tend to improve over time (gaining levels, acquiring magic items, and otherwise improving their capabilities) while monster stat blocks remain static.

If you want a recurring monster to stay relevant as the campaign progresses, you can have it gain one monster level each time the player level increases. This improves its hit points and damage on pace with the characters' and can even grant the monster entirely new abilities.

Heroic Monsters as Major Villains

Sometimes you want a monster to not only keep up with the party, but stay ahead of them. A significant, long-term adversary or campaign villain should remain fearsome right up until the final showdown.

If you're running a major campaign villain or boss monster that should be able to square off alone against the entire party, you can have it gain *two* monster levels each time the party level increases (up to a maximum of 20 monster levels).

Heroic Monsters as Allies

A character's henchman, mount, or animal companion shouldn't overshadow the characters themselves, but it should continue to be useful—and be able to survive!

A beloved mastiff pet or warhorse steed, or a pegasus or goblin that befriends the party, is often of diminishing usefulness as the party's level increases. Worse, it becomes increasingly fragile as the party faces ever more dangerous foes.

When the party gains an ally during the course of an adventure, consider making the ally a heroic monster by letting it gain monster levels. An ally is any NPC willing to fight alongside the party, such as a pet, a mount, a mercenary or henchman, or an NPC fighting a common foe.

To keep allies from dominating the game, an ally gains levels half as quickly as the party. It gains a monster level only when the party level increases to an even number. Thus, an ally gains, at most, 10 monster levels.

Some allies, such as pets, mounts, assistants, and apprentices, can be controlled by a player. These exceptionally loyal allies can act on the player's turn. This doesn't allow a player to take two full turns at once! During combat, if a heroic monster ally controlled by a character hasn't been given orders, it can only move and take the Dodge action. Its controlling character can use a bonus action to give the ally orders, allowing the ally to take any of the actions available to it. Alternatively, when a player's character is unavailable (incapacitated, killed, or absent), consider letting the player take full control of their ally.

Any creature that has its own improvement schedule, like the one granted to a beast by the ranger Beastmaster archetype, can't use these rules. However, any creature that doesn't improve on its own, such as an ally naturally earned during an adventure, or the followers granted by the Adventures and Advancement feature of many backgrounds, can gain monster levels.

Heroic Monsters as Wild Shapes and Polymorph Options

In the natural order of things, a druid with Wild Shape or a spellcaster with the *polymorph* spell takes the form of increasingly deadly monsters. For instance, a druid might start out by transforming into a wolf, then graduate to a bear, a t-rex, and so on. But what if the druid doesn't want to abandon a particular beloved form? If a character can Wild Shape or polymorph into a specific monster, they can also transform into a heroic version of the same monster. A character can add a single monster level to increase a beast's CR from less than 1 to 1, and can increase a monster's CR by up to 10 by adding two monster levels per CR increased. A monster can't gain more than 20 monster levels.

Heroic Monsters as Party Members

Most monsters aren't designed to be played as characters. In rare circumstances, the Narrator might allow a player to play a monster as a character. Perhaps a player's character has been killed and they want to temporarily (or permanently!) take on the role of an ally, or perhaps the player group is so small that one or more players need to run multiple characters. With the Narrator's permission, a player can use a monster stat block as their character. In this case, the monster costs the party a full share of any earned XP. However, the monster doesn't use XP to gain levels. Instead, when the party level increases, the monster gains a level.

The most suitable monsters for use as characters are humanoids: while adventuring, having hands is a big plus! Huge-sized and larger monsters, and monsters with powerful abilities such as recharge actions, should be avoided, since they can distort play.



Very powerful monsters can overshadow the party. A player shouldn't control a monster if its Challenge Rating is more than half the party level.

As a Narrator, if you want to provide a simple NPC ally (for instance, if a player needs a pick-up-and-play character replacement or the adventuring party is too small), consider the heroic cleric, the heroic fighter, the heroic rogue, or the heroic wizard listed laster in this appendix. These are easy-to-run heroic monsters that play like simplified versions of existing character classes. They can be used to represent humanoid allies or party members of many types. You can tweak them for use in a variety of circumstances. For instance, you could give a longbow and some elvish characteristics to a heroic fighter or rogue to create an elven archer, or orcish characteristics to a heroic wizard to create an orc mage.

Creating a Heroic Monster

You can create a heroic monster by using the Heroic Monster Advancement table below to add monster levels to an existing monster. Alternatively, you can use one of the monsters from the Example Heroic Monsters section later in this appendix.

Bonus Hit Dice. Whenever the monster gains a level, it gains a Hit Die. Its die size matches the monster's current Hit Dice.

Bonus Hit Points. This column shows the increase to the heroic monster's hit point maximum at a given level. The monster's bloodied value increases by half this value.

Proficiency Bonus Increase. The amount shown is added to the creature's proficiency bonus.

Challenge Modifier. The amount shown is added to the creature's base Challenge Rating to determine its new Challenge Rating. The adjusted Challenge Rating is rounded down (for instance, a creature with a Challenge of 1/2, with a +1 Challenge Modifier, has a Challenge Rating of 1). Note that this CR adjustment doesn't change the monster's proficiency bonus; that is handled by the monster's proficiency bonus increase!

First Blood. When it first gains a monster level, a heroic monster gains the following trait:

> ***First Blood.*** The first time the creature deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).
>
> The increased damage from First Blood is summarized in the First Blood column of the Heroic Monster Advancement table.

Some monsters might gain a different trait instead of First Blood. For instance, the Heroic Rogue deals extra damage via its Sneak Attack trait.

Saving Throw Proficiencies. To provide the heroic monster with increased defenses as it gains levels, a heroic monster should have a minimum of two saving throw proficiencies. Choose new proficiencies if the base monster has less than two. When adding proficiencies, one proficiency should be with Constitution, Dexterity, or Wisdom saving throws, and the other should be with Strength, Intelligence, or Charisma.

Heroic Features. A heroic feature is a new ability gained by the creature or an improvement to its existing abilities.

A heroic monster gains a heroic feature at level 4, 8, 12, 16, and 20.

A heroic monster ally, which can gain at most 10 heroic monster levels, gains an extra heroic feature at level 10.

If the monster is an NPC, the Narrator decides on its heroic feature. If the monster is an ally controlled by a player, the player and the Narrator determine the monster's heroic feature together.

The heroic feature should match the nature of the monster. For instance, a spellcaster can gain new spells, a beast might gain armor or extra hit points, or a kobold with draconic pretensions might gain

Quick Heroic Monsters

If you're a Narrator and you want to add levels to monsters on the fly without having to consult this appendix every time, learn these rules:

Every level: +10 hit points and +1 Hit Die

Every 2 levels: 1d6 First Blood die and +1 Challenge Rating

Every 4 levels: +1 proficiency bonus and +1 AC (the monster takes the Armor heroic feature)

Heroic monster allies gain a level only when the party level increases to an even number.

TABLE: HEROIC MONSTER ADVANCEMENT

MONSTER LEVEL	BONUS HIT DICE	BONUS MAXIMUM HIT POINTS	PROFICIENCY BONUS INCREASE	CHALLENGE MODIFIER	FIRST BLOOD	FEATURES
1	1	10		+1	1d6	Saving Throw Proficiencies, First Blood
2	2	20		+1	1d6	
3	3	30		+2	2d6	
4	4	40	+1	+2	2d6	Heroic Feature
5	5	50	+1	+3	3d6	
6	6	60	+1	+3	3d6	
7	7	70	+1	+4	4d6	
8	8	80	+2	+4	4d6	Heroic Feature
9	9	90	+2	+5	5d6	
10	10	100	+2	+5	5d6	Ally Heroic Feature
11	11	110	+2	+6	6d6	
12	12	120	+3	+6	6d6	Heroic Feature
13	13	130	+3	+7	7d6	
14	14	140	+3	+7	7d6	
15	15	150	+3	+8	8d6	
16	16	160	+4	+8	8d6	Heroic Feature
17	17	170	+4	+9	9d6	
18	18	180	+4	+9	9d6	
19	19	190	+4	+10	10d6	
20	20	200	+5	+10	10d6	Heroic Feature

a breath weapon or a fly speed. You can create an original heroic feature inspired by a trait or action of another monster, or use one of the following suggestions. (If you're not sure, choose Armor or roll 1d8.)

Unless otherwise specified, a heroic monster can take the same heroic feature multiple times.

1. **Armor.** Due to either natural armor or improvements made to protective gear, the monster gains a +1 bonus to its AC.
2. **Extra Proficiencies.** The monster gains proficiency in three skills or tools.
3. **Fast Movement.** All the monster's movement speeds (including ones they gain in the future) are increased by 10 feet.
4. **Heroic Poise.** When the monster fails a saving throw while not bloodied, it can choose to succeed instead. It can use this feature a number of times equal to half its proficiency bonus (rounded up), regaining all expended uses when it finishes a long rest. This feature can't be taken more than once.
5. **Protection.** When an ally within 5 feet of the monster is attacked and the monster can see the attacker, the monster can use its reaction to impose disadvantage on the attack roll. This feature can't be taken more than once.
6. **Resistance.** The monster gains resistance to a damage type that isn't bludgeoning, piercing, or slashing and that it isn't vulnerable to. If it already has resistance to this damage type, it gains immunity instead.

Reskinning Heroic Monsters

If this appendix doesn't include exactly the heroic monster you need, consider reskinning an existing monster, making small changes to size and movement speeds and granting appropriate traits as needed. For instance, you could reskin a canine companion into a blink dog ally by granting it a blink dog's Intelligence, languages, and Teleport bonus action.

You can also turn an existing monster into a heroic one by giving it the heroic features of a similar monster. For instance, you could add the heroic features of a skeleton lieutenant to a zombie to create a zombie lieutenant. You could turn many beasts into exceptional steeds by granting them the heroic features of a champion warhorse, including a giant boar, giant goat, giant lizard, giant spider, or giant toad.



7. **Special Sense.** The monster gains darkvision out to a range of 60 feet, or blindsight out to a range of 15 feet. This feature can't be taken more than once.
8. **Toughness.** The monster gains an extra 10 hit points.
9. **Extra Movement Mode.** The monster gains a swim speed, climb speed, or fly speed equal to its Speed, or a burrow speed equal to half its Speed.
10. **Feat.** The monster gains a feat of its choice for which it meets the prerequisites.
11. **New Combat Maneuvers.** The monster becomes able to learn 1st-degree combat maneuvers and gains proficiency in two traditions, or the degree of combat maneuvers it can learn increases by two. It then learns two new combat maneuvers for which it meets the prerequisites. The monster can use each combat maneuver it knows once per rest.
12. **New Spells.** If the monster has a spellcasting feature, the level of spell it can learn increases by two. It then learns two new spells for which it meets the prerequisites. It can cast each new spell once between long rests (or it gains spell slots of the spells' levels).

Heroic Monsters and Death

Most NPCs die when they are reduced to 0 hit points. However, when a heroic monster is reduced to 0 hit points, instead of dying it makes death saving throws in the same way a character does.

While most players are willing for their characters to risk their lives in the pursuit of adventure, not every player wants their beloved pet and companion NPCS to take the same risks! As a Narrator, you might decide that certain beloved heroic monster allies are unusually hard to kill. They treat a death saving throw result of 2 through 9 as a 10.

Heroic Monster Equipment

Some heroic monsters start with equipment such as armor and weapons. This equipment can be swapped out. For instance, a party might give a magic staff to a wizard henchman or equip a steed

with barding, and a high-level adversary fighter will probably swap its starting equipment for better—possibly even magical—armor and weapons. This can have a big effect on a monster's AC. If an armor-wearing heroic monster has at least 4 monster levels, assume that it has, at minimum, the best-quality nonmagical armor available.

Example Heroic Monsters

The following monsters and NPCs are heroic monsters, with pre-calculated statistics and pre-selected heroic features, many of which are unique. While some of these monsters can be used as pets or steeds of the party (or of the party's enemies), others make great adversaries, allies, or extra party members.

Some of the heroic monsters below, especially those most suitable for use as allies, can gain a maximum of 10 heroic monster levels. Even if such a monster isn't being used as an ally, it can't gain more than 10 levels.

Bear Companion

A druid's or ranger's best friend, or a terrifying predator of caves and mountains, a bear can grow to extraordinary size and ferocity.

A bear companion can't gain more than 10 monster levels.

BEAR COMPANION

BASE CHALLENGE 1

HEROIC LARGE BEAST

AC 11 (natural armor)

HP 34 (4d10 + 12) plus 10 per level; bloodied half

Speed 30 ft., climb 30 ft.

Initiative Dex +0 (10), Insight +1 (11), Perception +1 plus PB

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (–2)	12 (+1)	10 (+0)

Proficiency +2 plus ¼ monster level; **Maneuver DC** 12 plus PB

Saving Throws Str +4 plus PB, Con +3 plus PB

Skills Perception +1 plus PB

Senses passive Perception 11 plus PB

Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

HEROIC FEATURES

Level 1: *First Blood.* The first time the bear deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Rage (1/Day).* As a bonus action, the bear can go into a rage for 1 minute. The rage ends early if the bear is incapacitated. While in a rage, the bear has advantage on saving throws.

Level 8: *Thick Hide.* While in a rage, the bear has resistance against nonmagical bludgeoning, piercing, and slashing damage. Additionally, the bear gains a second use of Rage each day.

Level 10: *Dire Rage.* While in a rage, the bear is Huge, and it can make a claws attack as a bonus action. Additionally, the bear gains a third use of Rage each day.

ACTIONS

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

Claws. *Melee Weapon Attack:* +4 plus PB to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12 plus PB). Until this grapple ends, the bear can't attack a different target with its claws.

Bear Companion Variant: Owlbear Companion

Even more ornery than bears, owlbears must be carefully trained lest they turn on their owners.

An owlbear companion starts at monster level 4. Instead of Bite, it gains the following attack:

Bite. *Melee Weapon Attack:* +4 plus PB to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the owlbear is in a rage and the hit is a critical hit, the owlbear goes berserk. For the next minute, on each of its turns it moves toward and attacks the closest creature. The owlbear stops going berserk if it is incapacitated. A creature within 10 feet can use an action to make an Animal Handling check against a DC of 10 + the owlbear's PB, ending the berserk state early on a success.

Canine Companion

While dogs and cats are the most popular pets, some strange children prefer moister companions. Specialized ooze breeders offer blobs: small oozes that can be, if not affectionate, at least mildly obedient.

Dogs, wolves, and other canines are among the most intelligent and loyal of animal companions.

A canine companion can't gain more than 10 monster levels.

CANINE COMPANION

BASE CHALLENGE 1/4

HEROIC MEDIUM BEAST

AC 12

HP 11 (2d8 + 2) plus 10 per level; bloodied half

Speed 40 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +1 plus PB

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Saving Throws Dex +2 plus PB, Cha +0 plus PB

Skills Perception +1 plus PB, Stealth +2 plus PB, Survival +1 plus PB

Senses darkvision 30 ft., passive Perception 11 plus PB

Languages —

Keen Hearing and Smell. The canine has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The canine has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.



HEROIC FEATURES

Level 1: *First Blood.* The first time the canine deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Best Friend.* The canine bonds to a particular companion. It understands but can't speak the languages spoken by its companion. It can follow fairly complex, multi-step instructions given by its companion and can use body language to communicate basic concepts. As long as it has the ability to smell, it always knows its companion's direction if within 5 miles. A companion that is a smaller size than the canine can ride it.

Level 8: *One of the Pack.* The canine's companion makes attacks with advantage against creatures within 5 feet of the canine.

Level 10: *Watchdog.* As a reaction, when a creature the canine can see within 5 feet of the canine attacks the canine's companion, the canine can attack the creature.

ACTIONS

Bite. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a Strength saving throw against a DC of 10 plus the canine's PB, falling prone on a failure.

Canine Companion Variant: Dire Wolf Companion

Dire wolves are difficult to train but just as loyal as other canines. They're large enough to act as mounts for most adventurers.

A dire wolf companion starts at monster level 3. It is Large and has 30 (4d10 + 8) plus 10 per level hit points.

Champion Warhorse

The trusted steed of knights and warriors, the champion warhorse rears up above the battle, dealing death with its hooves. In victory or defeat, its speed and endurance let it outpace its foes.

A champion warhorse can't gain more than 10 monster levels.

CHAMPION WARHORSE

BASE CHALLENGE 1/2

HEROIC LARGE BEAST

AC 11

HP 30 (4d10 + 8) plus 10 per level; bloodied half

Speed 50 ft.

Initiative Dex +1 (11), Insight +1 (11), Perception +1 (11)

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 12 plus PB
Saving Throws Str +4 plus PB, Con +2 plus PB
Senses passive Perception 11
Languages —

HEROIC FEATURES

Level 1: *First Blood.* The first time the warhorse deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Race Runner.* The warhorse's Speed increases by 5 × the warhorse's proficiency bonus.

Level 8: *Understanding.* The warhorse becomes loyal to one rider. It understands but can't speak the languages spoken by its rider and can use body language to communicate basic concepts. It can carry out reasonably complex, multi-step orders. Additionally, while outside it can hear its rider's signal whistle from up to 5 miles away.

Level 10: *Rear Up.* While not prone, the warhorse can expend half its movement speed to rear up onto its hind legs. For the rest of the turn or until it moves, the warhorse and its rider make melee attacks against Medium or smaller creatures with advantage.

ACTIONS

Hooves. Melee Weapon Attack: +4 plus PB to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a Strength saving throw against a DC of 12 plus the horse's PB, falling prone on a failure.

Champion Warhorse Variant: Seahorse Steed

Merfolk breed giant seahorses for war. Seahorse steeds are given only to the most trusted of merfolk allies.

The seahorse steed has a Speed of 0 and a swim speed of 50, and it breathes water instead of air. Instead of a hooves attack, the seahorse makes a ram attack with the same statistics.

Goblin Champion

Often underestimated, goblins can defy the odds and become mighty warriors. Given sufficient opportunities, a goblin can become a chieftain, an adventurer, or a lone hero righting wrongs against goblinkind.



GOBLIN CHAMPION BASE CHALLENGE 1/4

HEROIC SMALL HUMANOID (GOBLINOID)

AC 13 (leather armor)
HP 10 (3d6) plus 10 per level; bloodied half
Speed 30 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency Bonus +2 plus 1/4 monster level; **Maneuver DC** 9 plus PB
Saving Throws Dex +1 plus PB, Cha +0 plus PB
Skills Stealth +1 plus PB
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin

HEROIC FEATURES

Level 1: *First Blood.* The first time the goblin deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Pack Tactics.* The goblin has advantage on attack rolls against a creature if at least one of the goblin's allies is within 5 feet of the creature and not incapacitated.

Level 8: *Heroic Poise.* When the goblin fails a saving throw while not bloodied, it can choose to succeed instead. It can use this feature a number of times equal to half its proficiency bonus (rounded up), regaining all expended uses when it finishes a long rest.

Level 12: *Command.* As a bonus action, the goblin can give a command to a goblinoid with a lower Challenge Rating than its level. That goblinoid can use its reaction to move up to its speed and take an action.

Level 16: *Skulk.* The goblin can hide in plain sight in areas of darkness or dim light, even if observed by a creature with darkvision.

Level 20: *Backstab.* When the goblin attacks with advantage and deals First Blood damage, the hit is a critical hit.

ACTIONS

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

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

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.



Heroic Cleric

The heroic cleric can be used to represent the healer at anything from a small shrine to a mighty cathedral, a recurring evil inquisitor, the leader of a rival band of adventurers, or a cleric character's novice or assistant.

HEROIC CLERIC — BASE CHALLENGE 1

HEROIC MEDIUM HUMANOID

AC 14 (scale)

HP 13 (2d8 + 4) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +0 (10), Insight +3 plus PB, Perception +3 (13)

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Saving Throws Wis +3 plus PB, Cha +1 plus PB

Skills Medicine +3 plus PB, Insight +3 plus PB, Persuasion +3 plus PB, Religion +0 plus PB

Senses passive Perception 13

Languages Common, one more

Spellcasting. The heroic cleric is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11 plus PB, +3 plus PB to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *light*

1st level (3 slots): *ceremony*, *guiding bolt*, *healing word*

Awe Undead (1/Rest). As an action, the cleric presents a holy symbol and speaks a divine word. Each undead creature within 30 feet that can see or hear the cleric must make a Wisdom saving throw against a DC of 11 plus the cleric's PB. On a failed save, the undead is frightened for 1 minute or until it takes damage, even if it is normally immune to being frightened.

HEROIC FEATURES

Level 1: *Sacred Smite.* When the cleric hits with a weapon attack, it can use a bonus action and expend a spell slot to deal an extra 4 (1d8) radiant damage for each level of the spell slot expended.

Level 4: *Spells.* The cleric gains a 2nd- and 3rd-level spell slot. It learns the following spells:

Hold Person (2nd-Level; V, S, M, Concentration). One humanoid the cleric can see within 60 feet makes a Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Spirit Guardians (3rd-Level; V, S, M, Concentration). Spectral forms surround the cleric in a 10-foot radius for 10 minutes. The cleric can choose creatures it can see to be unaffected by the spell. Other creatures treat the area as difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, it makes a Wisdom saving throw, taking 10 (3d6) radiant or necrotic damage (cleric's choice) on a failure or half damage on a success.

Level 8: *Spells.* The cleric gains a 4th- and 5th-level spell slot. It learns the *raise dead* and *flame strike* spells.

Flame Strike (5th-Level; V, S, M). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

Level 12: *Spells.* The cleric gains a 6th- and 7th-level spell slot. It learns the *fire storm* and *word of recall* spells.

Fire Storm (7th-Level; V, S). Flames roar from areas within 120 feet in a contiguous group of ten 10-foot cubes in an arrangement the cleric chooses. Creatures in the area make a DC 18 Dexterity saving throw, taking 38 (7d10) fire damage on a failure or half damage on a success. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Level 16: *Spells.* The cleric gains an 8th- and 9th-level spell slot. It learns the *holy aura* and *true resurrection* spells.

Holy Aura (8th-Level; V, S, M, Concentration). Holy radiance emanates from the cleric in a 30-foot radius, targeting creatures of the cleric's choice in the area. Targets shed dim light in a 5-foot radius and have advantage on saving throws. Attacks made against a target have disadvantage. When a fiend or undead hits a target, the aura erupts into blinding light, forcing the attacker to succeed on a Constitution saving throw or be blinded until the spell ends (up to 1 minute).

Level 20: *Divine Intervention (1/Week).* The cleric can cast a cleric spell it doesn't know or have prepared.

ACTIONS

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

Sacred Flame (Cantrip; V, S). One creature the cleric can see within 60 feet makes a Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

Guiding Bolt (1st-Level; V, S). *Ranged Spell Attack:* +3 plus PB to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage, and the next attack roll made against the target before the end of the cleric's next turn has advantage.

BONUS ACTIONS

Healing Word (1st-Level; V). The cleric or a living creature within 60 feet regains 5 (1d4 + 3) hit points. The cleric can't cast this spell and a 1st-level or higher spell on the same turn.

Heroic Expert

When an NPC is particularly skilled in an area, but not necessarily a violent adventurer, they might be a heroic expert. A heroic expert can gain legendary skills in their area of expertise. This heroic monster can be used to represent a well-read sage, a champion gambler or game player, a world-famous chef, or other experts.

HEROIC EXPERT — BASE CHALLENGE 1/8

HEROIC MEDIUM HUMANOID

AC 10

HP 7 (2d6) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Senses passive Perception 12

Languages Common

Trade Skill. The expert is trained in a particular trade, such as cooking, farming, or smithing. It adds twice its proficiency bonus to any check made to perform this trade or to know information related to it.

HEROIC FEATURES

Level 1: *First Blood.* The first time the expert deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: Trade Journeyman. When the expert uses Trade Skill, it adds a d4 expertise die.

Level 8: Trade Master. When the expert uses Trade Skill, it adds a d6 expertise die.

Level 12: Trade Grand Master. When the expert uses Trade Skill, it adds a d8 expertise die.

Level 16: Trade Champion. When the expert uses Trade Skill, it adds a d10 expertise die.

Level 20: Trade Legend. When the expert uses Trade Skill, it adds a d12 expertise die.



ACTIONS

Dagger. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

For adventurers, the most sought-after tradespeople are those who can create magic items. Superlative smiths, potion brewers, ring forgers, and other such experts are employed by heroes who wish to maintain magical armories.

Heroic Expert Variant: Heroic Crafter

Instead of Trade Skill, the crafter gains the following trait:

Crafting Skill. The crafter is trained in crafting a particular category of item, such as armor, potions, jewelry, machinery, weapons, and so on. With the proper tools and resources, the crafter can create nonmagical items of this category by spending half the item's sell price in raw materials. The days required to make an item is equal to its sell price divided by 10. (If it takes less than a day to make an item, the crafter might be able to make multiple items in a day.)

Instead of the heroic features granted at level 4 through 20, the heroic crafter gains the following features:

Level 4: ***Craft Journeyman.*** The crafter can use Crafting Skill to create Common magic items. Creating a magic item requires its full cost in materials and also any special crafting components required for its creation.

Level 8: ***Craft Master.*** The crafter can use Crafting Skill to create Uncommon magic items. In addition, the days required to make an item is equal to its sell price divided by 15.

Level 12: ***Craft Grand Master.*** The crafter can use Crafting Skill to create Rare magic items. In addition, the days required to make an item is equal to its sell price divided by 20.

Level 16: ***Craft Champion.*** The crafter can use Crafting Skill to create Very Rare magic items. In addition, the days required to make an item is equal to its sell price divided by 50.

Level 20: ***Craft Legend.*** The crafter can use Crafting Skill to create Legendary magic items. In addition, the days required to make an item is equal to its sell price divided by 100.

Heroic Fighter

The heroic fighter can be used as a friendly mercenary or henchman, a rival knight, a coliseum champion, or a level-appropriate guard or warlord.

HEROIC FIGHTER — BASE CHALLENGE 1

HEROIC MEDIUM HUMANOID

AC 16 (half plate)
HP 17 (2d10 + 6) plus 10 per level; bloodied half
Speed 30 ft.
Initiative Dex +1 (11), Insight +0 (10), Perception +0 (10)

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 11 plus PB
Saving Throws Str +3 plus PB, Con +3 plus PB
Skills Athletics +3 plus PB, Intimidation +0 plus PB
Senses passive Perception 10
Languages Common

HEROIC FEATURES

Level 1: *Combat Brute.* Each time the fighter deals damage with an attack, it deals extra damage equal to its monster level (already included in its statistics).

Level 4: *Multiattack.* When the fighter takes the Attack action on its turn, it can make two attacks.

Level 8: *Combat Maneuvers.* The fighter learns the following combat maneuvers, each of which it can use once per rest:

Catch your Breath. As a bonus action, the fighter regains hit points equal to 1d6 + Constitution modifier + proficiency bonus.

Cleaving Swing. As a reaction, when the fighter hits with a heavy melee weapon, it can attack a different creature with the same weapon.

Level 12: *Heroic Poise.* When the fighter fails a saving throw while not bloodied, it can choose to succeed instead. It can use this feature a number of times equal to half its proficiency bonus (rounded up), regaining all expended uses when it finishes a long rest.

Level 16: *Combat Maneuvers.* The fighter learns the following combat maneuvers, each of which it can use once per rest:

Crushing Blow. When the fighter makes a melee attack, it can attempt a crushing blow. On a hit, the target is paralyzed until it takes damage or the end of the fighter's next turn (whichever comes first).

Unbreakable. When the fighter fails a saving throw, it succeeds instead.

Level 20: *Multiattack.* When the fighter takes the Attack action on its turn, it can make up to three attacks.

ACTIONS

Bastard Sword. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) plus monster level slashing damage, or 9 (1d12 + 3) plus monster level slashing damage if wielded in two hands.

Javelin. *Ranged Weapon Attack:* +3 plus PB to hit, range 30/120, one target. *Hit:* 6 (1d6 + 3) plus monster level piercing damage.

Heroic Rogue

The heroic rogue can be used as a sticky-fingered adversary, a fearsome assassin, or a rogue character's protege or guildmaster.

HEROIC ROGUE — BASE CHALLENGE 1

HEROIC MEDIUM HUMANOID

AC 15 (padded leather)

HP 13 (2d8 + 4) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +3 (13), Insight +0 (10), Perception +0 plus PB

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 11 plus PB

Saving Throws Dex +3 plus PB, Int +0 plus PB

Skills Acrobatics +3 plus PB, Deception +2 plus PB, Perception +0 plus PB, Persuasion +2 plus PB, Stealth +3 plus PB

Senses passive Perception 10 + PB

Languages Common

Cunning Action. The rogue can take the Dash, Disengage, Hide, or Use an Object action as a bonus action.

Sneak Attack (1/Turn). The rogue deals an extra 7 (2d6) damage when it hits with a finesse weapon or ranged weapon attack while it has advantage on the attack, or when the rogue's target is within 5 feet of an ally of the rogue while the rogue doesn't have disadvantage on the attack. This extra damage increases by 3 (1d6) per two monster levels (rounded down).



HEROIC FEATURES

Level 1: *Expertise.* When the rogue makes a skill check in which it is proficient, it gains a d4 expertise die. The die size increases to a d6 at level 8 and a d10 at level 16.

Level 4: *Uncanny Dodge.* When the rogue is hit by an attacker that it can see, it can use its reaction to halve the damage from the attack.

Level 8: *Improved Critical.* The rogue scores a critical hit on a natural attack roll of 19 or 20.

Level 12: *Evasion.* When the rogue makes a Dexterity saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Level 16: *Heroic Poise.* When the rogue fails a saving throw while not bloodied, it can choose to succeed instead. It can use this feature a number of times equal to half its proficiency bonus (rounded up), regaining all expended uses when it finishes a long rest.

Level 20: *Cunning Celerity.* The rogue can take two bonus actions on its turn.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +3 plus PB to hit, range 80/320, one target. Hit: 6 (1d6 + 3) piercing damage.

Heroic Wizard

The heroic wizard can act as a cackling campaign villain, a wizard character's apprentice or teacher, or a local spellcaster for hire.

HEROIC WIZARD — BASE CHALLENGE 1

HEROIC MEDIUM HUMANOID

AC 12 (15 with *mage armor*)

HP 7 (2d6) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +2 (12), Insight +2 (12), Perception +2 (12)

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Saving Throws Int +3 plus PB, Wis +3 plus PB

Skills Arcana +3 plus PB, History +3 plus PB

Senses passive Perception 12

Languages Common, two more

Spellcasting. The heroic wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11 plus PB, +3 plus PB to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation*

1st level (3 slots): *mage armor, magic missile, shield*

HEROIC FEATURES

Level 1: *Elemental Attacks.* The wizard's weapon attacks deal its choice of extra fire or lightning damage equal to its monster level (already included in its statistics).

Level 4: *Spells.* The wizard gains a 2nd- and 3rd-level spell slot. It learns the following spells:

Invisibility (2nd-Level; V, S, Concentration). The wizard is invisible for 1 hour. The spell ends if it attacks or casts a spell.

Lightning Bolt (3rd-Level; V, S, M). A bolt of lightning 5 feet wide and 100 feet long arcs from the wizard. Each creature in the area makes a Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Level 8: *Spells.* The wizard gains a 4th- and 5th-level spell slot. It learns the following spells:

Confusion (4th-Level; V, S, M, Concentration). Each creature within 10 feet of a point the wizard can see within 120 feet makes a Wisdom saving throw, becoming rattled until the end of its next turn on a success. On a failure, a creature is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cone of Cold (5th-Level; V, S, M). Frost blasts from the wizard in a 60-foot cone. Each creature in the area makes a Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Level 12: *Spells.* The wizard gains a 6th- and 7th-level spell slot. It learns the following spells:

Globe of Invulnerability (6th-Level; V, S, M, Concentration). A glimmering, 10-foot-radius sphere appears around the wizard. It remains for 1 minute and doesn't move with the wizard. Any 5th-level or lower spell cast from outside the sphere can't affect anything inside the sphere, even if cast with a higher level spell slot. Targeting something inside the sphere or including the sphere's space in an area has no effect on anything inside.

Teleport (7th-Level; V). The wizard teleports to a location it is familiar with on the same plane of existence.

Level 16: *Spells.* The wizard gains an 8th- and 9th-level spell slot. It learns the following spells:

Power Word Stun (8th-Level; V). The wizard utters a powerful word that stuns one creature that has 150 hit points or less and is within 60 feet (if it has more



hit points, it is instead rattled until the end of its next turn). The creature makes a saving throw at the end of each of its turns, ending the effect on a success.

Meteor Swarm (9th-Level; V, S). Four 40-foot-radius spheres of flame strike the ground at different points chosen by the wizard within 1 mile. The effects of a sphere reach around corners. Creatures and objects in the area make a Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) bludgeoning damage on a failure or half damage on a success. A creature in more than one area is affected only once. Flammable unattended objects catch fire.

Level 20: *Studied Spell.* The wizard can cast any 1st- or 2nd-level spell it knows without expending a spell slot.

ACTIONS

Staff. *Melee Weapon Attack:* +0 plus PB to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus the wizard's choice of fire or lightning damage equal to the wizard's monster level.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +3 plus PB to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. This spell's damage increases to 11 (2d10) at 5th level, 16 (3d10) at 11th level, and 22 (4d10) at 17th level.

Magic Missile (1st-Level; V, S). Three glowing arrows fly from the mage simultaneously, unerringly hitting up to three creatures within 120 feet. Each arrow deals 3 (1d4 + 1) force damage.

REACTIONS

Shield (1st-Level; V, S). When the wizard is hit by an attack or targeted by magic missile, they gain a +5 bonus to AC (including against the triggering attack) and immunity to magic missile. These benefits last until the start of the wizard's next turn.

Heroic Wizard Variant: Heroic Illusionist

The heroic illusionist can be a long-term campaign villain, manipulating events from the shadows and rarely appearing in its true form.

The heroic illusionist has the following features:

- Instead of *prestidigitation*, the illusionist learns *minor illusion*.
- Instead of *magic missile*, the illusionist learns *disguise self*.
- Instead of *lightning bolt*, the illusionist learns *hypnotic pattern*.
- Instead of *cone of cold*, the illusionist learns *seeming*.
- Instead of *globe of invulnerability*, the illusionist learns *mirage arcane*.
- Instead of meteor swarm, the illusionist learns *weird*.

Heroic Wizard Variant: Heroic Necromancer

Like the heroic enchanter, the heroic necromancer can be used as a long-term campaign villain, although a considerably less subtle one.

The heroic necromancer has the following features:

- Instead of *prestidigitation*, the illusionist learns *chill touch*.
- Instead of *magic missile*, the illusionist learns *false life*.
- Instead of *lightning bolt*, the illusionist learns *animate dead*.
- Instead of *confusion*, the illusionist learns *blight*.
- Instead of *globe of invulnerability*, the illusionist learns *finger of death*.
- Instead of *power word stun*, the illusionist learns *clone*.

Kobold Hero

On the rare occasion that a kobold survives a battle, it can quickly gain combat skills that put it far beyond its hapless peers. A kobold hero can become an adventuring party's ally or a chronic thorn in their side.

KOBOLD HERO — BASE CHALLENGE 1/8

HEROIC SMALL HUMANOID

AC 12

HP 5 (2d6 – 2) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +2 (12), Insight –1 (9), Perception –1 (9)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	8 (–1)	10 (+0)	8 (–1)	10 (+0)

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Saving Throws Dex +2 plus PB, Cha +0 plus PB

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

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 not incapacitated.

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

HEROIC FEATURES

Level 1: *First Blood.* The first time the kobold deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Resistance.* The kobold gains resistance to a damage type based on the breath weapon of its favorite type of dragon.

Level 8: *Skills.* The kobold becomes proficient in Engineering, Perception, and Stealth.

Level 12: *Breath Weapon.* The kobold gains a breath weapon, which it can use as an action once between long rests. Each creature in a 15-foot cone makes a Dexterity saving throw against a DC of 7 plus the kobold's PB, taking 10 (3d6) damage of the type the kobold chose at level 4 on a failed save or half damage on a success.

Level 16: *Heroic Poise.* When the kobold fails a saving throw while not bloodied, it can choose to succeed instead. It can use this feature a number of times equal to half its proficiency bonus (rounded up), regaining all expended uses when it finishes a long rest.

Level 20: *Flight.* The kobold grows draconic wings. It gains a fly speed equal to its Speed.

ACTIONS

Shiv. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +2 plus PB to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Nightmare Steed

Nightmare steeds are the signature of demons, fallen heralds, and villains of all stripes. Only the rarest non-evil rider can tame a nightmare.

A nightmare steed can't gain no more than 10 monster levels.

NIGHTMARE STEED — BASE CHALLENGE 3

HEROIC LARGE FIEND

AC 13 (natural armor)

HP 68 (8d10 + 24) plus 10 per level; bloodied half

Speed 60 ft., fly 90 ft.

Initiative Dex +2 (12), Insight +1 (11), Perception +1 (11)

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

Proficiency +2 plus ¼ monster level; **Maneuver DC** 12 plus PB

Saving Throws Con +3 plus PB, Cha +2 plus PB

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Evil. The nightmare radiates an Evil aura.

Fiery Hooves. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The nightmare leaves charred hoofprints.

Fire Resistance. The nightmare can grant fire resistance to a rider.

HEROIC FEATURES

Level 1: *First Blood.* The first time the nightmare deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Telepathy.* The nightmare gains telepathy out to 60 feet.

Level 8: *Ethereal Shift.* Twice per day, as an action the nightmare and a rider can magically pass from the Ethereal Plane to the Material Plane or vice versa.

Level 10: *Fiery Trail.* When the nightmare moves along the ground, it can choose to leave behind a trail of fire 10 feet wide and 10 feet tall. The trail of fire lasts until the start of the nightmare's next turn. A creature that starts its turn in the fire or enters it for the first time on a turn takes 10 (3d6) fire damage. The trail ignites flammable objects.

ACTIONS

Hooves. *Melee Weapon Attack:* +4 plus PB to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the target is a Large or smaller creature and the nightmare moves at least 20 feet straight towards the target before the attack, the target makes a Strength saving throw against a DC of 12 plus the nightmare's PB, falling prone on a failure. The nightmare can move through the space of a prone creature as long as it doesn't end its turn there.

Skeleton Lieutenant

A necromancer's life can grow lonely with no one to talk to but an army of mindless undead. Many necromancers long for a skeletal confidant to act as their bodyguard, butler, and majordomo. It's said that a rare magic book, *Gray's Animaty*, teaches the fell rituals required to complete a skeleton lieutenant's construction.

A skeleton lieutenant can't gain more than 10 monster levels.

SKELETON LIEUTENANT

BASE CHALLENGE 1/4

HEROIC MEDIUM UNDEAD

AC 12

HP 13 (2d8 + 4) plus 10 per level; bloodied half

Speed 30 ft.

Initiative Dex +2 (12), Insight +0 (10), Perception +0 (10)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (–2)	10 (+0)	10 (+0)

Proficiency +2 plus ¼ monster level; **Maneuver DC** 10 plus PB

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Undead Nature. The skeleton doesn't require air, sustenance, or sleep.

HEROIC FEATURES

Level 1: *First Blood.* The first time the skeleton deals damage with an attack on a turn, it deals an extra 3 (1d6) damage per two monster levels (rounded down).

Level 4: *Sentience.* The skeleton's Intelligence increases to 10 (+0). It can speak the languages it knows. Furthermore, when the skeleton's ally uses a bonus action to command skeletons created by the *animate dead* spell, the ally can also command the skeleton lieutenant as part of that bonus action.

Level 8: *Undead Lieutenant.* When an ally of the skeleton casts *animate dead* while within 10 feet of the skeleton, the ally can create or reassert control over twice the usual number of skeletons.

Level 10: *Ossification.* The skeleton's bones harden. Its AC increases by 1, and it loses its vulnerability to bludgeoning damage.

ACTIONS

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

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

Appendix C: Conditions

Blinded

- A blinded creature can't see and it automatically fails ability checks that require sight.
- Attack rolls against a blinded creature are made with advantage, and the creature's attack rolls are made with disadvantage.

Bloodied

- A creature is bloodied when reduced to half its hit points or less.

Charmed

- A charmed creature can't take any hostile action against the charmer.
- Ability checks the charmer makes to socially interact with the charmed creature have advantage.

Confused

- A confused creature can't take reactions.
- On its turn a confused creature rolls a d8 to determine what it does.
  - On a 1 to 4, a confused creature does nothing.
  - On a 5 or 6, a confused creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
  - On a 7 or 8, a confused creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Deafened

- A deafened creature can't hear and automatically fails ability checks that require hearing.

Doomed

- A doomed creature dies at a time determined by the Narrator, or within 13 (2d12) hours.
- A doomed creature continues to be doomed even after it dies. Magic equivalent to a 7th-level or higher spell can remove the doomed condition (such as regenerate cast on a living creature, *resurrection*, *true resurrection*, or *wish*).

Encumbered

- An encumbered creature's Speed is reduced to 5 feet.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while it is able to see the source of its fear.
- A frightened creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's Speed becomes 0, and it can't benefit from bonuses to movement speeds.
- If the grappler becomes incapacitated the condition ends.
- If an effect removes the grappled creature from the reach of the grappler or grappling effect (such as when a creature is shoved away by the Doubleteam combat maneuver) the condition ends.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense (it gains no benefits from this condition against creatures still able to see it).
- An invisible creature is heavily obscured for the purpose of hiding.
- An invisible creature's location can be detected by noises it makes or tracks it leaves.

- Attack rolls against an invisible creature are made with disadvantage.
- An invisible creature makes attack rolls with advantage.

Paralyzed

- A paralyzed creature is incapacitated and can't move or speak.
- A paralyzed creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet.

Petrified

- A petrified creature (and all of its mundane possessions) is transformed into a solid inanimate substance (usually stone).
- A petrified creature's weight is increased by a factor of ten and it ceases aging.
- A petrified creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- A petrified creature automatically fails Strength and Dexterity saving throws.
- A petrified creature has resistance to all damage.
- A petrified creature is immune to poison and disease (time spent petrified does not affect the duration of a poison or disease already in its system).

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until it stands up.
- Standing up requires half a creature's movement.
- A prone creature makes melee attack rolls with disadvantage.
- An attack roll against a prone creature is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

Rattled

- A rattled creature cannot benefit from expertise dice.
- A rattled creature cannot take reactions.
- A creature that is immune to being stunned is immune to being rattled.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from bonuses to Speed.
- Attack rolls against a restrained creature are made with advantage.
- A restrained creature makes attacks rolls with disadvantage.
- The restrained creature has disadvantage on Dexterity saving throws.

Slowed

- A slowed creature's Speed is halved.
- A slowed creature takes a –2 penalty to AC and Dexterity saving throws.
- A slowed creature cannot take reactions.
- On its turn, a slowed creature can take either an action or a bonus action, not both. In addition, it can't make more than one melee or ranged attack during its turn.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- A creature that is immune to being stunned is immune to being rattled.

Unconscious

- An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- An unconscious creature drops whatever it's holding and falls prone.
- An unconscious creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against an unconscious creature are made with advantage.
- Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet.

Tracked Conditions

Various challenges, obstacles, and magics can lead to either fatigue or strife. An effect can give a creature one or more levels of fatigue or strife (detailed in the effect's description).

If a creature suffering from fatigue or strife fails to resist another effect that causes a level of the tracked condition, its current level increases by the amount specified in the effect's description.

A creature suffers the effect of its current level in a tracked condition as well as all lower levels. For example, a creature suffering level 3 fatigue has its speed halved, it cannot Sprint, and it makes Strength, Dexterity, and Constitution checks with disadvantage.

An effect that removes a tracked condition reduces its level as specified in the effect's description, with all tracked condition effects ending when a creature's condition level is reduced below 1.

Finishing a long rest at a safe haven reduces a creature's fatigue and strife levels by 1, provided that the creature has also had Supply to get the most from its rest. A creature does not require a haven to recover from the first level of fatigue or strife, but does still require a long rest. Also, being raised from the dead reduces all of a creature's tracked conditions by 1.

Fatigue

TABLE: FATIGUE

LEVEL	EFFECTS
1	Cannot Sprint or Dash
2	Disadvantage on Strength, Dexterity, and Constitution checks
3	Speed halved and unable to maintain a fast travel pace
4	Disadvantage on attack rolls and saving throws using Strength, Dexterity, or Constitution, and unable to maintain a normal travel pace
5	Hit Dice halved
6	Speed reduced to 5 ft. and unable to maintain a slow travel pace
7	Doomed

The ranger finally reached the walled town, and staggered through the gates. The villagers gasped at the sight, for she was clearly starving, covered in dozens of minor wounds, and on the edge of collapse. Friendly hands reached out to offer her food and rest.

Keeping a breakneck pace while journeying, feats of great athleticism, and fell magics that sap away life force can wear down upon the body and cause fatigue. Fatigue represents exhaustion, exposure, hunger, injuries, and other physical factors which gradually wear a creature down. A creature which reaches the 7th level of the fatigue track becomes doomed and dies.

Strife

The halflings pushed on, the archlich Azkaroth's presence diminishing their spirits as they trudged across the desolate landscape towards the dark lord's lair. Each of them could feel the lich's will tugging at their minds, and it took every ounce of courage they had to put one foot in front of the other.

Intense study of potent arcana, truly rigorous intellectual challenges, and psychically demanding magics can increase one's strife. Strife represents corruption, despair, fear, loss of resolve, and other mental factors which gradually undo a creature's very soul. A creature which reaches the 7th level of

TABLE: STRIFE

LEVEL	EFFECTS
1	Disadvantage on Intelligence, Wisdom, and Charisma checks
2	Disadvantage on concentration checks
3	Can only take a bonus action or action each turn (not both)
4	Disadvantage on attack rolls and saving throws using Intelligence, Wisdom, and Charisma
5	Suffer the effects of a randomly determined short-term mental stress effect.
6	Cannot cast spells (but can cast cantrips)
7	Suffer the effects of a randomly determined long-term mental stress effect.

the strife track suffers a special, permanent effect, which is either randomly selected or decided by the Narrator. This might involve the creature shutting down completely, or being impacted in such a way that it is forever changed.

Mental Stress Effects

Adventurers encounter and even seek out experiences beyond the ken of most mortals. Whether it's harrowing encounters with interdimensional beings, the sudden, violent loss of a beloved NPC, or simply the trauma of constantly being surrounded by death and terror, their lows can be as dramatic and potentially impactful as their highs.

The rigors of adventuring are not always physical, and players may decide that their experiences have had a lasting effect on their character's psyche. It's important to consider mental stress effects in conjunction with safety rules (see Chapter 1: Gamemastery Troubleshooting, in *Trials & Treasures*) and their potential impact on the game. When a group or the Narrator decides that gamifying mental stress and morale isn't right for the campaign, respectful roleplay is a viable alternative to these mechanics.

Mental Stress Effects

The Narrator may decide that a particular encounter that goes badly can leave a lasting impact on adventurers. Alternatively, if these options are discussed during character creation a player may decide that an event in their past provides sufficient mental stress to bring about a change in their character. These effects provide options for short- and long-term repercussions. A creature may only have one mental stress effect at a time. A long-term effect overrides a short-term effect, and if two effects are of equal strength, the most recent effect replaces the older effect.

A mental stress effect is usually best chosen based on the encounter that causes it and an adventurer's personality, but may be randomly determined using the mental stress effect tables.

Short-Term Mental Stress Effects

These conditions are the immediate effects of mental stress after an event or encounter. They last for 1d6 days, but could remain longer based on discussions between the Narrator and player.

Bewildered

A bewildered creature is overwhelmed by trying to process a particular event. Its mind begins to play tricks, altering its perceptions. A bewildered creature has disadvantage on social-based ability checks as it struggles to engage with what's happening. When a bewildered creature would succeed on an ability check, roll another d20. On a result of 15 or less the creature succeeds, but otherwise it fails the ability check instead. This could be caused by a temporary

Strife and Mental Stress Effects

When a creature suffers its fifth level of strife it gains a short-term mental stress effect, and when it suffers its seventh level of strife it gains a long-term mental stress effect.

forgetfulness that leads the creature to forget what it was trying to achieve, or in some cases a brief hallucination that alters the circumstances in such a way that it is unable to succeed.

Cowed

A cowed creature cannot shake the idea that they are certain to face defeat, and so flinch and surrender at the first sign of danger. After taking any damage in combat, on its next turn a cowed creature takes the Dash action and uses all of its movement to escape danger (or if it is unable to move towards safety, the Dodge action). A cowed creature has disadvantage on Intimidation checks and when given any alternative to combat will happily take it, and it has advantage on Persuasion checks made to try and avoid combat.

Distraught

A distraught creature is visibly and deeply shaken by a recent experience, and its apparent distress moves people to do what they can to help. Once per long rest, a distraught creature can choose to gain advantage on a check made to persuade neutral or friendly creatures to aid it, but it has disadvantage on Deception, Performance, and initiative checks.

Enraged

An enraged creature is unable to shake its frustration with an enemy or its own perceived failings after an encounter. An enraged creature has advantage on Strength checks, but has disadvantage on all other ability checks. Whenever an enraged creature fails an ability check, it throws or attempts to break any tools or objects involved in the check.

Flippant

A flippant creature refuses to face the enormity of whatever event befell it. Not only does a flippant creature superficially shrug off the experience, it goes to reckless ends to prove it is 'unaffected' with little regard for itself or allies. A flippant creature has advantage on Dexterity checks, but has disadvantage on Wisdom checks and saving throws.

Musical

A musical creature has temporarily taken leave of social norms after a deep shock or strange encounter. Instead of talking, it now sporadically sings its thoughts and during conversation, giving it disadvantage on Deception, Intimidation, and Stealth checks but advantage on Performance checks.

Obsessed

An obsessed creature cannot stop talking about the ordeal that troubles it. It has disadvantage on Stealth checks as it constantly tells allies that it is reminded of "that time when…" Whenever initiative is rolled, an obsessed creature makes a DC 15 Wisdom saving throw or loses 1 round of actions as it wrestles with and exclaims about the similarities to the traumatic encounter in its past.

On Edge

A creature that is on edge is hyperaware of its surroundings and unable to fully relax. An on edge creature has advantage on Perception and initiative checks, but disadvantage on all other ability checks as it is distracted, unable to take its mind off the dangers that could potentially lurk around every corner.

Sleepless

A sleepless creature is unsettled by its encounter and struggles to relax in order to sufficiently rest. Whenever a sleepless creature takes a long rest, it makes a DC 15 Wisdom saving throw to quiet its mind or only gains the benefits of a short rest. During rests where a sleepless creature has failed its Wisdom save, it has advantage on Perception checks made to detect danger.

Terrorized

A terrorized creature is not just fearful of danger but convinced it is already here. A terrorized creature is unable to shake its fear response from its unsettling encounter, unwilling to go within 30 feet of strangers or participate in melee combat without succeeding on a DC 15 Wisdom saving throw first (instead taking the Dash action to escape to safety or retreat from a sudden noise). A terrorized creature has advantage on Perception checks and any Strength,

Dexterity, or Constitution checks made to escape combat or danger, but it will sleep only in places with reasonable security precautions.

Long-Term Mental Stress Effects

These effects denote a more permanent impact made by the mental stress of traumatic encounters.

Covetous

A covetous creature is gripped by a fear of losing in any sense and it begins to desire what is owned by others, no matter how small or seemingly insignificant, feeling deprived by that which they do not have. A covetous creature has advantage on Sleight of Hand checks, but disadvantage on Wisdom saving throws and Deception checks related to things it has taken.

Distorted Perceptions

A creature with distorted perceptions has been shaken to its core, and perhaps had its mind jolted by interdimensional travel. Whenever a creature with distorted perceptions rolls a Perception check with a result equal to or less than its passive Perception, small details of the world begin to warp—a swaying tree becomes a dancing shadowy figure, a coil of rope becomes a deadly snake coiled to attack, and its allies may temporarily wear the face of an enemy. These distorted perceptions are brief but absolutely real to the creature.

Discussion between the Narrator and the player of an adventurer with distorted perceptions can determine what kind of hallucinations they're most likely to have and how far they'd like to take it.

Hopeless

A hopeless creature has completely lost faith in its purpose and finds it difficult to be motivated. A hopeless creature has advantage on Persuasion checks that involve convincing someone not to take a certain course of action, arguing the pointlessness of it all, but it has disadvantage on initiative checks.

Inimical

When an inimical creature is bloodied, on its next turn it takes the Attack action against the nearest creature to it. The inimical creature has disadvantage on these attacks as it flails without control. In addition, an inimical creature has disadvantage on checks and saving throws made against being grappled or restrained.

Memory Wipe

A creature with a memory wipe becomes forgetful in the extreme after its encounter, perhaps not remembering the event at all. A memory wiped creature has disadvantage on Arcana, Culture, History, Nature, and Religion checks, and any other knowledge-based check as its capacity to easily recall information is profoundly affected.

Murderous

A murderous creature no longer sees shades of gray when it comes to even the gentlest disagreement or conflict. At the first sign of conflict, whether that be disagreement within the party or a suspicious looking stranger, a murderous creature sees red, attacking first and asking questions later. Dazed by their recklessness, a murderous creature has disadvantage on initiative checks, but advantage on its first attack roll on each of its turns while in such a state. This state lasts for a maximum of 5 rounds, but can be ended earlier by a *calm emotions* spell or DC 18 Persuasion check.

Peacekeeping

A peacekeeping creature wants no more violence and on each of its turns uses all of its actions to prevent or subdue combat by every nonviolent method at its disposal, continuing this course of action until it or an ally are bloodied. A peacekeeping creature has disadvantage on initiative checks but advantage on its first ability check made to try and end a combat.

Phobia

A traumatic encounter leads a creature to have a long-term, debilitating fear of some element of the encounter. For example, narrowly escaping a burning building may leave a creature with a phobia of fire. When encountering the subject of its phobia, a creature makes a DC 18 Wisdom saving throw. On a success the creature can act normally, but on a failure it is frightened for 1 minute (at the Narrator's discretion, depending on the situation it may be incapacitated instead). At the end of each of its turns, the creature repeats the saving throw, able to act normally on a success.

Superstitious

A creature comes to believe it has survived its traumatic encounter thanks only to the presence of a lucky charm. This charm can be anything it had on its person at the time of the event. The superstitious creature has disadvantage on attack rolls and saving throws whenever it is more than 30 feet away from its charm, except for Investigation or Perception checks to find the charm again (which are made with advantage).

Suspicious

A suspicious creature has lost faith in the goodness of the people and circumstances around it. A suspicious creature has advantage on Sleight of Hand checks, and Perception checks to detect hidden foes, but it has disadvantage on Insight checks as it is unable to objectively interpret intentions.

Indefinite Mental Stress

It may be that a creature encounters a situation that inflicts indefinite effects on its psyche. In this case it may have one or more of any of the above mental stress effects, with no time limits imposed. The Narrator should decide which effects and how many. A creature can only suffer from multiple mental stress effects if one or more are indefinite mental stress effects.

Saving Throws

Saving throws can be used to determine how a creature handles the mental stress of a particular encounter. When a creature fails a saving throw by 10 or more or rolls a critical failure on a saving throw, it may acquire a short-term mental stress effect determined by what the save was made for. In a tougher encounter, at the Narrator's discretion a success may mean that a creature is left with a short-term mental stress effect, and on a failure it instead acquires a long-term mental stress effect.

Wisdom or Charisma saving throws are most likely to relate to a creature's mental fortitude, however Intelligence or Constitution may be more applicable based on the encounter.

Spell Effects

Some spells such as *contact other plane* and *symbol* involve potential impacts on the mind of a creature. Rather than using the described spell effects, the Narrator may substitute a short- or long-term mental stress effect.

Relieving Mental Stress Effects

Like physical injuries, the mental impacts of adventuring are not permanent. In a world where even death is not necessarily the end, there are also options to recover from the mental impacts of overwhelming events.

Roleplay

In the same way that danger sometimes passes without combat, conditions that impact an adventurer's psyche (rather than their physical self) can be resolved through effective roleplay. Roleplaying an important resolution for a PC (or even an important NPC) may bring an end to their condition—this might be reuniting with a significant person from their past, finally defeating a sworn enemy, or simply being soothed by the companionship and protection of their allies.

Healing Magic

Short- and long-term mental stress effects can usually be removed with a *greater restoration* spell (although the Narrator may set other conditions) and temporarily relieved by the *calm emotions* spell (until the spell ends).

Other Magic. The obvious restorative properties of healing magic are effective, but powerful illusions or even spells that alter reality have the potential to end mental stress effects.

Personality Changes

A failed saving throw may not lead to a mental stress effect. In some cases after discussion with the group, the Narrator may decide that a particular event leads to a far more fundamental change. The nature of this change and the status of an adventurer's mental stress effect afterward (it may become a long-term mental stress effect, indefinite, change to a short-term mental stress effect, or be removed entirely) are at the Narrator's discretion.

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heroic expert, 287
kobold hero, 292
magma mephit bubble, 181
necromote, 131

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drowner, 263
goblin champion, 285
greenwood child, 155
gremlin, 153
hooded crow, 165
nightling, 232
rotwood child, 155
skeleton lieutenant, 293
splicekin, 241

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adapted loving lichen, 179
bonded guardian nimbus, 18
champion warhorse, 284
cog, 57
cog companion, 57
deathmaw, 262
guardian nimbus, 18
langabug, 175
loving lichen, 179
mercurus, 184
mercurus student, 185
seahorse stead, 285
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tomegrub, 245
tomegrub familiar, 245
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dire wolf whelp, 270
dust mephit zephyr, 180
encanther, 128
ghoul slasher, 273
heroic cleric, 286
heroic fighter, 288
heroic illusionist, 291
heroic necromancer, 291
heroic rogue, 289
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lion pride member, 274
magma mephit boiler, 181
minic, 187
riding steed, 275
spark mephit stormbringer, 182
steam mephit whistler, 183
suffused encanther, 129
swarm of langrubs, 175
whisper snake, 254
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centaur charger, 269
faded shade, 221
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giant ant worker, 149
grimlin, 153
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battlepriest, 268
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dough guardian, 156
giant ant queen, 151
giant ant soldier, 150
giant ant steed, 150
giant hive mind queen, 151
giant toxic terror queen, 151
giant trapjaw ant, 150
giant troll ant, 150
guardian angel, 17
heartbroken, 161
hexahedrix, 58
hill barbarian, 274
hooded crow talon, 165
longfinger, 178
mature loving lichen, 179
nightmare steed, 292
pigsnout, 49
purple dragon wyrmling, 107
sea raider, 276
unkawi, 246
wing devil, 84

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arcanocordyceps emissary, 23
carcine soldier, 53
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deep goblin monarch, 68
deep goblin pawn, 68
elephant stampeder, 270
forest robber, 273
gnoll screamer, 273
heartless hag, 161
moonbloom hydra, 191
octahedrix, 58
owlbear companion, 283
penitent, 216
penitent mantis, 32
swarm of whisper snakes, 255
thorn ogre, 192
warlock wight, 250
weepmould, 147

CHALLENGE 5

bell jar, 144
bell jar cluster, 146
blight wolf, 45
blood-drinker ogre, 193
charon corpse, 260
chuul swarmer, 269
deathless legionnaire, 65
fog mime, 143
host angel, 18
mimic maw, 186
mome rath, 188
mome rathilisk, 189
pit spider, 236
shield warden, 21
sickle wing, 172
spirit dragon wyrmling, 113
swollen body bag, 47

CHALLENGE 6

aberrant hollowed, 163
bzou, 49
deep goblin loremaster, 69
dodecahedrix, 59
dream oracle, 233
fiendish hollowed, 163
forgotten angel, 209
hollowed, 162

lantern bearer, 54
legion devil, 80
mindmelter, 197
silver knight, 140
skarred, 225
skarred crawler, 225
undead hollowed, 163

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blight giant courtier, 45
blight giant hunter, 44
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crimson sporecap, 62
death spider, 235
eclipsar, 119
elemental earth warrior, 271
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sporecap thrall, 63
stonehold ogre, 194
thunder elemental, 125
wickerwitch, 256
wilderness nomad, 276

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crimson spore-spiker, 63
elemenal fire warrior, 271
primordial knight, 139
prismatic ooze, 200
stoneskin frog, 34
warlock dreadwight, 251

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ghost spider, 235
hill giant plateguard, 205
imperial household guard, 274
indentured, 78
lightkeeper, 212
paragon of scars, 217
storm spirit, 242
wickercairn, 258
young fey dragon, 91

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ettin double-maw, 202
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gold knight, 136
host angel zealot, 19
hypnopotamus, 166
icosahedrix, 59
ogre ramskull, 195
runic stone guardian, 159
vampire minion, 277
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frost giant raider, 272
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khalkos soldier, 172

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young spirit dragon, 112

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nalfeshnee hordeling, 275
orchard of
moonbloom hydras, 191
stitchweaver, 239

CHALLENGE 14

decay knight, 134
lightkeeper beacon, 213
oozing doom, 198

CHALLENGE 15

fate-touched spider, 236
kobold dragon warrior, 266

CHALLENGE 16

Dreamweave Sleepless, 231
khalkos apex, 170
white minor dragon, 277
windborne man-o'-war, 38

CHALLENGE 17

adult fey dragon, 90
stitchweaver imago, 240

CHALLENGE 18

legion devil cohort, 81
skarred behemoth, 227

CHALLENGE 19

adult purple dragon, 106
Morius, 215
rhizus, 219

CHALLENGE 20

adult black gold dragon, 116
demilich bone, 269
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CHALLENGE 21

adult spirit dragon, 112

CHALLENGE 22

brass great wyrm, 96
Gloriana, 210
Lexiel, 20

CHALLENGE 23

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ancient fey dragon, 88
copper great wyrm, 97
fey great wyrm, 89
river great wyrm, 92
Vindica, 82

CHALLENGE 24
bronze great wyrm, 96
Dominus, 76
earth great wyrm, 92
emerald great wyrm, 95
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CHALLENGE 25
ancient purple dragon, 104
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sapphire great wyrm, 95
shadow great wyrm, 93
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CHALLENGE 26
ancient spirit dragon, 110
archlich, 24
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Mouthless One, 27

CHALLENGE 28
Mohsilith, 100

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CHALLENGE 3
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CHALLENGE 5
bell jar cluster, 146
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CHALLENGE 7
blight giant aristocrat, 44

CHALLENGE 8
stoneskin frog, 34

CHALLENGE 9
Cloak of Night, 55
paragon of scars, 217

CHALLENGE 10
runic stone guardian, 159

CHALLENGE 11
carcine overlord, 53

CHALLENGE 12
vaknid, 36

CHALLENGE 16
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CHALLENGE 19
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CHALLENGE 20
adult black gold dragon, 116
wrathstorm boar, 40

CHALLENGE 22
brass great wyrm, 96
Gloriana, 210
Lexiel, 20

CHALLENGE 23
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fey great wyrm, 89
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Vindica, 82

CHALLENGE 24
bronze great wyrm, 96
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cog companion, 57
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ghoul slasher, 273
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arcanocordyceps citizen, 23
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centaur charger, 269
faded shade, 221
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giant fire ant, 149
giant glue ant, 149
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carcine soldier, 53
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elephant stampeder, 270
forest robber, 273
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CHALLENGE 5

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legion devil centurion, 81

CHALLENGE 13

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CHALLENGE 15

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CHALLENGE 16

white minor dragon, 277

CHALLENGE 18

legion devil cohort, 81

CHALLENGE 19

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diamond guard, 101

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adult fey dragon, 90
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C

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D

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G

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M

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W

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Appendix F: Compatibility

Level Up: Advanced 5th Edition (A5E) is designed to be fully compatible with the original version of the game. You can use any of your existing (or future) original 5th Edition (O5E) adventures, monsters, spells, characters, and more in *Level Up* right out of the box. This book, the *Adventurer's Guide*, and *Trials & Treasures*, replace the O5E core book with revamped classes and expanded rules, the O5E Narrator's book with new magic items and rewarding exploration rules, and the O5E monster book with more in-depth versions of the same creatures (plus variants and a whole lot more).

However, in some rare cases, you will find some terminology changes. For convenience, these have been listed below.

TABLE: COMPATIBILITY

O5E NAME	A5E NAME
Aasimar	Planetouched
Barbarian	Berserker
Drow	Shadow elf
Duergar	Deep dwarf
Exhaustion	Fatigue
Game Master	Narrator
Golem	Guardian
Half-orc, half-elf	Mixed heritage
Madness	Mental stress effect
Monk	Adept
Oni	Ogre mage
Phylactery	Soulvessel
Paladin	Herald
Race	Heritage
Tiefling	Planetouched

Some spells have also been renamed. O5E spells which contain proper named individuals in the title no longer contain the proper name (sometimes substituting the word "arcane"). The spell name is the same otherwise. This includes the following spells: *acid arrow, arcane hand, arcane sword, black tentacles, faithful hound, floating disk, freezing sphere, hideous laughter, instant summons, irresistible dance, magic aura, magnificent mansion, private sanctum, resilient sphere, secret chest, tiny hut, telepathic bond*.

Maneuver DC

Before using an O5E creature in an A5E game, the Narrator should calculate and jot down its Maneuver Defense (8 + proficiency bonus + Dexterity or Strength modifier).

Supply & Magic

In A5E, magic is limited in the amount of useful food and water it can create. Only the following spells in this book create Supply: *create food and water*, *create or destroy water*, *heroes' feast*. Also, *magnificent mansion* can support a number of occupants for its duration. If a spell does not specify that it creates Supply, then any foodstuffs that it creates do not constitute Supply.

Additionally, Supply cannot be stored in extradimensional spaces.

If you are using O5E spells, or spells from additional sources, the Narrator will need to determine whether the spell creates Supply. Generally, a spell is able to create a maximum amount of Supply equal to its spell level up to 3rd-level spells, or up to twice its spell level for spells of 4th level or higher. Spells of 8th or 9th level can generally circumvent Supply requirements.

What Isn't Compatible?

While characters in O5E and A5E can be used alongside each other, and are fully compatible as complete entities, their building blocks are slightly different in each game because A5E was designed from the ground up to provide a wide degree of flexibility and customization.

This means that A5E's heritages, cultures, and backgrounds are not individually directly compatible with O5E's races and backgrounds. However, your A5E character can be used in an O5E adventure and vice versa, and you can safely mix and match characters and NPCs from both games.

Legal Information

Please see a5esrd.com for details of the Level Up Advanced 5th Edition System Reference Document (A5ESRD) which is licensed under a Creative Commons Attribution 4.0 International License. The A5ESRD allows you to publish materials compatible with Level Up (A5E) and the original 5E (O5E) games.

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