FLEE, MORTALS!

THE **MCDM** MONSTER BOOK

MCDM

FLEE, MORTALS!

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Jerod Bennett: Technology
Grace Cheung: Art
Matt Colville: Writing & Design
Nick De Spain: Art & Art Outsource Management
Jason Hasenauer: Art & Art Direction
James Introcaso: Lead Game Designer

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Playtesters

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MCDM.gg/discord

Foreword

Better monsters—that was the directive for this book. Heck, "Better Monsters" was almost the title. When I first started freelancing for MCDM in 2019, Matt was already talking about making a new monster book. Awesome, I love those! But Matt didn't want to just fill the gaps in the core rules. He wanted to *replace* the monsters in the core rules. That's the kind of thinking that made me want to work full-time at MCDM.

Monsters are central to the game, especially fighting monsters—or fleeing from them. The longest core rule book is entirely dedicated to creature stat blocks. And the overwhelming majority of a player character's class features, spells, feats, magic items, and so on are combat-related, so a GM can never have enough monsters. It's a unique thrill to describe a horde of angry bandits or a reality-warping gibbering mouther to a group of friends immersed in a collaborative story. It's an even better feeling when that monster's unique abilities support the stories we have in our brains. Remember the first time you were in a game and a troll regenerated that arm the fighter had just sliced off? Or when a basilisk turned the rogue to stone? Oh, what about the first time you slew a freakin' dragon? It'd be cool if all combat encounters gave you those feelings.

After eight years of the fifth edition of the world's oldest roleplaying game, I was hungry for a new kind of monster. So was the rest of the MCDM team. We wanted dragons with more than bites, claws, and breath weapons. We wanted villain showdowns that didn't abruptly end in the first round because each spellcaster saved their highest-level spell slot for the battle. We wanted bands of creatures with synergizing stat blocks, companion creatures and retainers who leveled up alongside the heroes, and cinematic battles against swaths of minions. We wanted monsters that were fun for the GM to run and fun for the players to fight. And we were pretty sure you wanted those things too.

Thanks to the support of over 27,000 Kickstarter backers, the work of dozens of authors, artists, community managers, consultants, editors, and producers, the ingenuity of hundreds of playtesters, and the deaths of 165 player characters (may they rest in peace), you're now reading that book. Better monsters mean a better game, and that was our team's goal: to make them fun to run and fun to fight. We wanted to make a book with lore, stat blocks, and art so good that you can replace your core rule book with ours … or at least use ours just as much.

This book wasn't easy to make, but it was a joy to create. A lot of thought and care went into each statistic, sentence, and brushstroke. I hope you have just as much fun using these creatures as we did writing and illustrating them. Thank you for letting our imagination be a part of your story.

Ex animo,
James Introcaso
MCDM Lead Game Designer

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Digital Maps and Tokens

Go to **mcdm.gg/FleeMortalsResources.zip** to download digital version of the maps and tokens of the creature art from this book.

Introduction

Good news! If you've run fifth edition, then you already understand how to use most of the creatures in this book. You may see a few unfamiliar details, but fear not: this introduction covers everything that's new, and the tweaks we made to creature stat blocks don't take much time at all to grok.

Beyond this introduction, this book is organized into four chapters:

Chapter 1: Creatures. The bulk of this book contains the MCDM version of classic fantasy creatures like griffons and goblins, along with new creatures of our own design, like mournlings and valok.

Chapter 2: Environments. The eight environments in this book present even more creatures! These are found in specific adventuring environments, like ruined keeps and sewers. Most environments also suggest traits and lair actions you can add to existing creatures.

Chapter 3: Villain Parties. Challenge the player characters with a party of your own! Each of the seven villain parties has five NPCs with their own stories and unique stat blocks.

Chapter 4: New Psionic Powers. If a player in your game has a talent character who uses the rules in *The Talent and Psionics* from MCDM, they can learn new powers from the psionic creatures in this book. You can find out more about *The Talent and Psionics* at *mcdm.gg/talent*.

New Rules and Styles

The creatures in this book generally follow the core rules, but we've made a few tweaks. These new rules and presentation styles are designed to make combat encounters easier to run, more fun, and more memorable.

Allies and Enemies

The effects in this book sometimes target just allies or enemies. A creature is your **ally** if they're inclined to help you or fight alongside you—or if you believe they're inclined to do so. However, you are not your own ally, so if you target your allies with an effect, it doesn't affect you. A creature is your **enemy** if they're inclined to oppose you or fight against you—or if you either believe they're inclined to do so, or you plan to pick a fight with them regardless. If in doubt, it's up to the GM to decide whether a creature counts as an ally, an enemy, or neither.

Challenge Rating

Each creature's stat block lists their challenge rating in the top right corner. The more obvious placement of the challenge rating makes it easier to find stat blocks and build encounters to challenge your players.

Conditions

Some of the creatures in this book inflict—or are immune to—the following new conditions.

Dazed

A **dazed** creature can only do one of the following things on their turn: move, use an action, or use a bonus action. If a creature becomes dazed during their turn, their turn ends. The *cure ailment* power, *lesser restoration* spell, and *greater restoration* spell remove the dazed condition. At the GM's discretion, other powers, spells, or effects might also remove the dazed condition.

When a dazed creature is affected by a spell or effect that gives them an extra action on their turn (like the *haste* spell or the fighter's Action Surge feature), they can still take this extra action, in addition to the movement, action, or bonus action allowed by the dazed condition.

Some creatures in this book have immunity to the dazed condition. At the GM's discretion, a creature published in the core rules or another supplement who has immunity to the paralyzed or stunned condition also has immunity to the dazed condition.

Flanked

If your game uses the optional flanking rules in the core rules, a creature who is immune to the **flanked** condition can't be flanked regardless of the position of their enemies.

Creature Roles

Each creature has a role listed next to their challenge rating. Roles are descriptive and most don't follow special rules—they simply help you build encounters and use the creature effectively in combat.

Ambusher

Ambushers are creatures who hide well—not just before an encounter, but during it. They utilize surprise and stealth to gain the upper hand.

Artillery

Artillery creatures fight best from afar. Whether they wield arrows or magical rays, these creatures always try to keep a distance from their foes.

Brute

Brutes are hardy creatures who have lots of hit points and deal lots of damage. They might not be the most disciplined warriors, but they make up for it with sheer toughness and aggression.

Companion

Companion creatures are meant to accompany player characters on adventures. For more information, see the "Companion Creatures" section.

Controller
Controllers debuff, move, and obstruct their enemies. They often have crowd-control actions that apply a debilitating effect or target multiple creatures at once.

Leader
A leader is an action-oriented creature who fights alongside underlings. For more information, see the "Action-Oriented Creatures" section.

Minion
Minions are weak creatures who find strength in numbers. For more information, see the "Minions" section.

Retainer
Retainers are sapient beings meant to accompany player characters on adventures. For more information, see the "Retainers" section.

Skirmisher
Skirmishers are mobile warriors who use hit-and-run tactics in combat. Their traits allow them to make the most of their position.

Soldier
Soldiers are well-armored creatures who draw the attacks of their foes, freeing allies to move around the battlefield. These trained warriors typically have higher attack bonuses and AC.

Solo
A solo creature is an action-oriented creature who can take on the player characters on their own. For more information, see the "Action-Oriented Creatures" section.

Support
Support creatures aid their allies, providing buffs, healing, movement, or action options.

Mundane and Supernatural
This book uses the term **mundane** to refer to attacks, items, and other effects that aren't magical or psionic.

On the other hand, the term **supernatural** describes an effect or item that is either magical or psionic. For instance, a creature's stat block might say they're resistant to "bludgeoning, piercing, and slashing damage from mundane attacks." This means that when you deal them bludgeoning, piercing, or slashing damage using a spell, power, magic weapon, or psionic weapon, the damage is supernatural and thus the creature isn't resistant to it.

Pronouns
The core rules often use the singular pronoun "it" to refer to a single creature. This book instead uses the singular "they" to clearly delineate between creatures and objects. Objects still use "it" as a singular pronoun.

Psionic Powers
Some creatures have psionic **powers**, creating effects with sheer force of will instead of with magic. When a creature manifests a power, they create an effect that has similar rules to casting spells, with the following exceptions.

Not Magic
Powers don't create magical effects, so they're unaffected by features and spells like *antimagic field*, *counterspell*, and *dispel magic*. The damage from a power attack isn't magical. If a rule affects only spells or magical effects, it doesn't affect powers. However, psionic powers are supernatural, so if a rule affects supernatural effects, it does affect powers (see "Mundane and Supernatural").

Power Orders
Every power has an **order** that is an expression of its level of strength. Powers of the 1st order are the weakest (equivalent to cantrips in strength), and 6th-order powers are the strongest.

If a stat block feature should be considered a power, its order is noted in parentheses.

No Components
Powers don't have material, somatic, or verbal components.

Concentration
Like spells, many powers require you to concentrate to maintain their effects. However, unlike spells, a creature can simultaneously concentrate on more than one power, up to a number equal to their proficiency bonus. If a creature fails a Constitution saving throw to maintain concentration, all the powers they are concentrating on end.

A creature can't have multiple manifestations of the same power active at once. Additionally, a creature can't concentrate on a power if they're concentrating on a spell or other effect.

If a stat block power requires concentration, this is noted in parentheses.

Manifesting Multiple Powers
Unlike player characters, if a creature's stat block allows them to manifest a power as a bonus action, they can still manifest another power of 2nd order or higher as an action on that turn. For example, a creature who manifests the *jaunt* power as a bonus action can also make a 2nd-order power attack as an action. Similarly, many Multiattack actions let a creature make multiple power attacks on a turn, even though each attack is a power of its own.

Power Attacks as Opportunity Attacks
When an enemy's movement provokes an opportunity attack from a creature whose stat block includes a melee power attack, the creature can use their reaction to make a melee power attack against the creature, rather than making an opportunity attack.

New Powers

A character playing a talent—the class found in the MCDM supplement *The Talent and Psionics*—can use the rules in that book to learn new powers from the creatures in *Flee, Mortals!* Powers that aren't in *The Talent and Psionics* are indicated in a creature's stat block with an asterisk (*) and provided in the "New Psionic Powers" chapter of this book.

Save Ends Effects

Some creatures have a trait or action that, on a failed saving throw, imposes a debilitating effect for an extended duration. But sometimes a lucky foe can retry their saving throw and potentially end the effect early. In such situations, the stat block specifies "save ends at start of turn" or "save ends at end of turn."

When you see this phrase, it means any creature affected by a **save ends effect** like this can repeat the saving throw on each of their turns, ending the effect on themself early on a success. They can only make that saving throw either at the start or end of their turn, as specified in the stat block.

Here is an example of an attack with a save ends effect from the **goblin cursespitter** stat block:

Toxic Touch (Cantrip). *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Behind the Design: Save Ends Effects

Save ends effects are one way of saving space in stat blocks and making them less complex for GMs to run at the table. Much like how stat blocks just reference the poisoned condition instead of spelling its rules out each time, we didn't want to fill up the pages by repeating long sentences similar to this one: "A target poisoned in this way can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success."

Spells

Some creatures have magical actions, bonus actions, and reactions. When these features should be considered spells (for the purpose of *counterspell*, *dispel magic*, and similar effects), the spell level is noted in parentheses. If the spell requires concentration, this is also noted in parentheses. Unless otherwise noted, these spells have somatic and verbal components.

Casting Multiple Spells

Unlike player characters, if a creature's stat block allows them to cast a spell as a bonus action, they can still cast another spell of 1st level or higher as an action on that turn. For example, a creature who casts the *misty step* spell as a bonus action can also make a 2nd-level spell attack as an action. Similarly, many Multiattack actions let a creature make multiple spell attacks on a turn, even though each attack is a spell of its own.

Spell Attacks as Opportunity Attacks

When an enemy's movement provokes an opportunity attack from a creature whose stat block includes a melee spell attack, the creature can use their reaction to make a melee spell attack against the creature, rather than making an opportunity attack.

Utility Spells

In addition to combat-focused spells, some creatures can cast spells that are primarily used outside of combat. To streamline the stat blocks, these spells aren't written out in the creature's combat-oriented "Actions" section. Instead, their names are listed in a separate "Utility Spells" section at the end of the stat block. After each spell name, the casting time is indicated in superscript, as shown in the Casting Times table.

Casting Times

Superscript	Casting Time
A	1 action
B	1 bonus action
R	1 reaction
+	Longer than 1 action (see spell description)

For example, a spellcaster's utility spells might appear as follows:

1/day each: *expeditious retreat*[B], *mage armor*[A], *phantom steed*[+]

Section Structure

In this book, creature sections begin with broad descriptions for all the creatures in that section. While not all the information is common in-character knowledge, you can share these early pages with your players if you don't mind them having a little meta-knowledge.

The creature stat blocks aren't presented until the end of each section, allowing you to share flavorful information with your players and flip fewer pages when you run a band of similar creatures.

Unusual Needs

Stat blocks in the core rules often indicate when a creature has an unusual nature and doesn't require air, food, sleep, or water to live and function. To keep the stat blocks in this book succinct, we've omitted those traits from individual stat blocks. Instead, you can refer to the following list to determine each creature type's unusual needs (or lack thereof):

Construct. Constructs don't require air, food, drink, or sleep.

Elemental. Elementals don't require air, food, drink, or sleep.

Ooze. Oozes don't require air or sleep.

Undead. Undead don't require air, food, drink, or sleep.

Other Creature Types. Unless otherwise specified, other creature types require air, food, drink, and sleep.

Action-Oriented Creatures

The solo and leader creatures presented in this book are designed to be bosses: enemies who can take on an entire party by themselves or with a handful of underlings. Rather than simply increasing the challenge rating (an approach that often leads to underwhelming encounters), this book introduces **action-oriented creatures**.

A powerful villain needs plenty of opportunities to act and move when it's not their turn. Thus, each action-oriented creature has at least one special bonus action and reaction, as well as a special section with villain actions that let them dominate the battlefield.

These actions make the boss creatures dynamic and formidable. Whether fought as an exciting solo challenge or alongside a few easy-to-run underlings, action-oriented creatures challenge the characters with dramatic and powerful actions in combat.

Villain Actions

Every action-oriented creature has three **villain actions** they can use after an enemy's turn. Villain actions are similar to legendary actions with the following exceptions:

- A creature can use only one villain action per round (as such, villain actions tend to be more powerful than legendary actions).
- Each villain action can only be used once during a combat encounter.

Like legendary actions, a creature can't use villain actions if incapacitated or otherwise unable to take actions.

Choosing Villain Actions

Each trio of villain actions has a recommended round order. These abilities give the battle a logical flow and a cinematic arc:

- The first villain action is an opener, which shows the characters they're not battling a typical creature. Openers generally deal some damage, summon a lackey or three, buff the boss, debuff the characters, or move the creature into an advantageous position. They're just a taste of what's to come.
- The second villain action provides crowd control. It typically fires after the heroes have had a chance to respond once or twice, get into position, and surround the villain. This second action helps the villain regain the upper hand. Like an opener, this action comes in many flavors, but it's even more powerful than an opener.
- The third and final villain action is an ultimate move or "ult"—a showstopper the villain can use to deal a devastating blow to the characters before the end of the battle.

While every creature has a recommended order of actions, you can take villain actions in any order if it makes your fight more dramatic. You could push back a villain action if a creature is stunned or might stay alive for more than three rounds, or you could perform the recommended third action in round two after several surprise critical hits!

Unique Creatures

Many of the action-oriented creatures in this book are unique. They typically have a specific name and backstory, though you can ignore these if you wish to use the creature's stat block in another way in your campaign. For instance, Queen Bargnot's stat block could be used for any action-oriented goblin in your game.

FLEE, MORTALS!

Companion Creatures

A **companion** is a wild ally who adventures with characters. Each companion has unique traits and actions that make them a great ally. But beware! These creatures can be difficult to control in the heat of battle and just might bite the hand that feeds. Don't fret too much, though! A companion gelatinous cube or owlbear is worth the risk of an occasional wild rampage.

Caregiver

Every companion has a player character **caregiver** who commands the creature. The caregiver's player controls the companion most of the time during the game, though the GM can step in to take control if the companion and caregiver are separated, or if the caregiver mistreats the companion in some way.

In combat, a companion shares a turn with their caregiver and acts during the caregiver's turn. A companion can move and use their own reaction and bonus action independently. But they can take only the Dash, Disengage, or Dodge actions unless their caregiver uses a bonus action to command the companion to take a different action, including any of the actions noted in the companion's stat block. A companion must be able to see or hear their caregiver to receive a command. A companion can also take other actions if their caregiver is incapacitated or if the companion enters a rampage (as discussed below).

One Companion per Group

Companions are a lot of fun, but having more than one companion to manage can slow things down at the table. A companion is another member of the party, with statistics and actions to track, and additional companions can easily make combat slow to a crawl. If every player wants to get in on the companion action, it's simpler for the characters to take turns as a creature's caregiver, rather than running around adventuring with a menagerie.

For characters wishing to share a companion, the companion accepts a new caregiver at the end of a short or long rest. Because a companion's proficiency bonus and hit points depend on their caregiver's level, those statistics might fluctuate if the characters in a party are different levels, reflecting that a more experienced caregiver is more adept at directing a companion.

Charmed Caregiver

A caregiver who is charmed can still command their companion, but they can't command the companion to attack a creature who charmed them.

Incapacitated or Absent Caregiver

If a companion's caregiver is incapacitated or dies, the GM determines who controls the companion—typically, the caregiver's player can maintain control of their companion as they take a heroic stand against the enemy.

However, in cases where a caregiver and their companion are physically separated, such as when a companion is captured, the GM might wish to take control of the companion to keep the player in suspense about the creature's fate.

New Caregiver

At the GM's discretion, a companion can abandon a caregiver character and choose a different willing creature as a caregiver.

Ferocity

Companions are dangerous creatures. Though often more docile than their wild counterparts, they aren't fully domesticated. Each companion's **ferocity** is a measure of their tenacity and fury, and of how those things build in battle. As a companion's ferocity increases, they gain access to powerful new actions, but they also become more difficult for a caregiver to control.

If a companion isn't incapacitated at the start of their and their caregiver's turn, their ferocity increases by 1d4 + the number of enemies the companion can see or hear within 5 feet of them. For the purpose of increasing ferocity, a group of creatures who share a single stat block (such as a swarm of rats) counts as one creature. Ferocity increases round after round during combat, and there is no maximum to the level of ferocity a companion can gain.

Bag of Rats

We can already tell that some crafty players are scheming to stuff a bag full of slightly groggy rats, then open that bag up in front of their companion to build up their ferocity during a fight. However, a too-easy target doesn't rile up a companion the way being threatened by an enemy combatant in a battle for survival does. As such, the GM makes the final decision as to what constitutes an enemy for the purpose of increasing a companion's ferocity. Likewise, in the same way a swarm of creatures is counted as a single creature for the purpose of increasing ferocity, the GM is free to determine that two or three weak creatures might count as only one creature for that purpose.

Rampage

After rolling to increase ferocity at the start of their turn, if a companion has 10 ferocity or more and isn't incapacitated, they run the risk of entering a **rampage**. The companion's caregiver can make a Wisdom (Animal Handling) check (no action required) to try to stop the companion from entering a rampage. To make the check, the caregiver must not be incapacitated, and the companion must be able to see or hear the caregiver. The DC for the check equals 5 + the companion's ferocity. On a success, the companion acts normally on their turn. On a failure, or if the caregiver doesn't make the check, the companion enters a rampage.

When a companion enters a rampage, they immediately move up to their speed toward the nearest creature they can sense and attack that creature with their signature attack (see below), dealing extra damage equal to half their ferocity if the attack hits. If at least one ally and one enemy are nearest and equidistant to the companion, the caregiver's player rolls any die. On an odd number, the companion attacks an ally. On an even number, the companion attacks an enemy. The caregiver's player determines which specific equidistant ally or enemy the companion engages (and can choose their own character if they wish).

A companion who can't reach a creature to attack while in a rampage uses the Dash action to move as far as they can toward the nearest creature they can sense. If a companion can't sense any potential targets, they move as far as they can in a random direction determined by the GM, avoiding danger.

When a companion who has entered a rampage resolves their action or ends their turn, their ferocity drops to 0 and they're no longer in a rampage.

Reducing Ferocity

To prevent a companion from entering a dangerous rampage, a caregiver has several options at their disposal for reducing the creature's ferocity.

Ferocity Actions. Each companion has three actions in their stat block that cost ferocity to use. To use one of these ferocity actions, the caregiver's character level must be equal to or greater than the ferocity action's level, and the companion must spend the necessary amount of ferocity before they use the action. If the companion doesn't have enough ferocity to spend, they can't use the action.

Ferocity actions always use the companion's action, meaning they can't be used as part of an opportunity attack. Ferocity actions can't be used while a companion is in a rampage.

End of Combat. When a combat encounter involving a companion ends and the companion isn't dying, the companion regains hit points equal to their ferocity, and their ferocity drops to 0. The GM determines when a combat encounter ends, typically at the point when creatures stop acting in initiative order.

Dying Companions

When a companion is reduced to 0 hit points, they are dying and make death saving throws just as characters do. Thus, characters always have a chance to save their furry (or scaly, or slimy, or exoskeletony) friends' lives! If combat ends while a companion is dying, their ferocity drops to 0 but they don't regain hit points (see "End of Combat" above).

Statistics

In addition to their ferocity actions, a companion's statistics vary from the statistics of their wild counterparts. This makes a companion easier to run, keeps their power in line with other companions, and helps ensure companions never outshine the characters. As somewhat more social versions of wild creatures, companions are often cleverer and more versatile than their untamed counterparts.

Hit Dice

Most creatures without character classes have their Hit Die type determined by their size (d4 for Tiny creatures, d6 for Small creatures, and so forth). However, companions are special and use a d8 for Hit Dice regardless of size.

Language

A companion shares a unique bond with their caregiver and can understand basic commands in one language chosen by the caregiver. However, the companion can't read, speak, or write any language, even if similar creatures normally can.

Proficiency Bonus

Because a companion's effectiveness and survivability depend on the training and expertise of their caregiver, a companion's proficiency bonus is equal to their caregiver's proficiency bonus. Additionally, some of a companion's statistics refer to their proficiency bonus, abbreviated as PB. Other statistics use a number of dice equal to a companion's proficiency bonus; these are expressed with PB in place of the number of dice. For example, if a companion has a +2 proficiency bonus, PBd6 means 2d6.

Signature Attack

Each companion has an action designated as their **signature attack**. A signature attack is always a melee attack, and it's typically the creature's best natural attack. A companion uses their signature attack when they enter a rampage.

Each companion also has special actions that they can use only by spending ferocity during their turn, with some of those actions making use of the companion's signature attack. See "Reducing Ferocity" above for more information on ferocity actions.

Companion Mounts

Many companions are large enough to ride, especially by caregivers who are Small, when outfitted with an exotic saddle similar to those worn by aquatic or flying mounts. When a caregiver rides a companion into combat, not much actually changes. The caregiver and companion still each act on the same turn, and the caregiver must use their bonus action to direct the companion to take any action other than the Dash, Disengage, or Dodge actions. Under some circumstances, a companion might allow themself to be ridden by a creature other than their caregiver, though that other creature can't give the companion commands.

If a companion rampages while bearing a rider, that rider counts as being within 5 feet of the companion when determining which creature the companion attacks. If a companion attacks their rider, they have disadvantage on the attack roll.

Companion Barding

At the GM's discretion, characters can purchase barding for a companion, as discussed in the core rules, with the following adjustments:

- Barding for Small companions weighs half as much as the equivalent armor for Humanoids. Barding for Medium companions weighs the same as Humanoid armor, while barding for Large companions weighs four times as much.
- Companions are proficient in any barding they wear.
- When a companion wears barding, they don't add their caregiver's proficiency bonus to their AC.
- Companions who are shapechangers (such as the mimic companion) can't use that ability while wearing barding.
- Companions who have corrosive bodies or are amorphous (such as the gelatinous cube companion) can't wear nonmagical barding.

Companion Encounter Balance

Unless a caregiver has the beastheart class (found in *Beastheart and Monstrous Companions*), the GM should consider a companion as akin to a powerful combat-focused magic item when building encounters. A companion gives a party a significant power boost, not just by dishing out more damage and providing more hit points for enemies to target, but also by creating complications that can make a fight more challenging for the party's foes. GMs can adjust encounter difficulty by one step (from easy to medium, hard to deadly, and so forth) to properly challenge a group of characters with a companion, particularly if the characters' average level is 7th or lower.

NPCs with Companions

Companion creatures are designed to accompany player characters on adventures. If an NPC has a pet or creature servant, it's recommended you use the creature's normal stat block. For instance, if an NPC ranger has an owlbear they work with, that creature would use the normal **owlbear** stat block and be played by the GM as normal. But if the characters are charged with rescuing a fallen druid NPC's owlbear pet from the clutches of a villain, the GM can choose to instead make the pet an **owlbear companion**, allowing the creature to join their rescuers on their adventures.

Companion Stat Blocks

Name	Type	Entry
Abyssal Hyena Companion	Fiend	Gnolls
Basilisk Companion	Monstrosity	Basilisks
Bear Companion	Beast	Animals
Blood-Borne Ooze Companion	Ooze	Graveyard and Tomb*
Blood Hawk Companion	Beast	Animals
Camel Companion	Beast	Animals
Chimera Companion	Monstrosity	Chimeras
Clawfish Companion	Beast	Angulotls
Crawling Claw Companion	Undead	Undead
Drangolin Companion	Dragon	Kobolds
Earth Elemental Companion	Elemental	Elementals
Gem Jelly Companion	Ooze	Underground*
Gibbering Mouther Companion	Aberration	Gibbering Mouthers
Griffon Companion	Beast	Griffons
Hellhound Companion	Fiend	Hellhounds
Kingfissure Worm Companion	Monstrosity	Kingfissure Worms
Leyleech Companion	Monstrosity	Underground*
Lightbender Companion	Monstrosity	Lightbenders
Manticore Companion	Monstrosity	Manticores
Mimic Companion	Monstrosity	Mimics
Mohler Companion	Beast	Orcs
Otyugh Companion	Aberration	Otyughs
Owlbear Companion	Monstrosity	Owlbears
Rotbeast Companion	Beast	Enchanted Forest*
Shambling Mound Companion	Plant	Shambling Mounds
Skitterling Companion	Beast	Goblins
Stirge Companion	Monstrosity	Stirges
Stoneback Isopod Companion	Beast	Sewer*
Wildcat Companion	Beast	Animals
Worg Companion	Monstrosity	Goblins
Wyvern Companion	Dragon	Wyverns

**This entry is in chapter 2, "Environments."*

Retainer Stat Blocks

Name	Type	Entry
Angulotl Yegg	Humanoid	Angulotls
Blood Seneschal	Elemental	Elementals
Bugbear Warden	Humanoid	Bugbears
Devil Retainer	Fiend	Devils
Ghost Sycophant	Undead	Undead
Gnoll Gnasher	Fiend	Gnolls
Goblin Sneak	Humanoid	Goblins
Harpy Fledgling	Monstrosity	Harpies
Hobgoblin Tactician	Humanoid	Hobgoblins
Human Mercenary	Humanoid	Humans
Kobold Decanus	Humanoid	Kobolds
Lava Bastion	Elemental	Elementals
Lizardfolk Hunter	Humanoid	Lizardfolk
Medusa Headstrong	Monstrosity	Medusas
Minotaur Devastator	Monstrosity	Minotaurs
Ogre Basher	Giant	Ogres
Orc Blacksmith	Humanoid	Orcs
Sea Hag Apprentice	Fey	Hags
Time Raider Freebooter	Humanoid	Time Raiders
Treant Immobilizer	Plant	Treants
Vampire Neophyte	Undead	Undead
Voiceless Talker Operative	Aberration	Voiceless Talkers
Wight Deathguard	Undead	Undead

Retainers

Retainers are sapient beings who adventure alongside the player characters. Each retainer is a less experienced adventurer who a player character can take under their wing. Retainers are never meant to achieve the same power level as the player characters.

Rules for retainers first appeared in *Strongholds & Followers*. This book contains updated rules for these followers.

Mentor

Every retainer has a player character **mentor**. A retainer's mentor gives them orders, and the mentor's player also controls the retainer. A retainer acts on the same initiative count as their mentor in combat, acting immediately before or after the mentor (player's choice). As a mentor gains experience and levels up, so does their retainer (see "Statistics" below).

Statistics

Retainers are designed to be easy to run so their player (who is already managing a complex character) doesn't get overwhelmed with even more details. Each retainer has a simple stat block—though these are similar to other creature stat blocks, retainers follow a few different rules.

Level

A retainer's level equals their mentor's level. As a retainer levels up, their hit points increase (see "Hit Points and Hit Dice") and they gain combat features (see "Features"). Additionally, a few of their statistics increase when their mentor's proficiency bonus does, including attack bonuses, skills, and save DC (see "Proficiency Bonus"). Their other statistics typically remain the same regardless of their level.

Armor Class

Unlike player characters, a retainer's armor class isn't determined by a particular set of armor they don (like studded leather). Instead, each retainer's armor class is simplified to one of three armor types:

- Retainers with light armor have AC 13.
- Retainers with medium armor have AC 15.
- Retainers with heavy armor have AC 18.

Hit Points and Hit Dice

Retainers gain one Hit Die per level. Their hit point maximum is based on the size of their Hit Die, as shown on the Retainer Hit Points table.

Retainers have exceptionally high hit points—sometimes even higher than their mentor. This allows the party to enjoy the presence of a beloved retainer without worrying about losing them to an unlucky roll of the dice or decision by a single player. The GM often awards characters with retainers in lieu of other treasure. Such rewards shouldn't be lost easily.

Retainer Hit Points

Hit Die Size	Hit Point Maximum
d6	6 times their level
d8	7 times their level
d10	8 times their level
d12	9 times their level

Proficiency Bonus

Because a retainer's effectiveness and survivability depend on the training and expertise of their mentor, a retainer's proficiency bonus is equal to their mentor's proficiency bonus.

Some of a retainer's statistics refer to their proficiency bonus, abbreviated as PB. Other statistics use a number of dice equal to a retainer's proficiency bonus; these are expressed with PB in place of the number of dice. For example, if a retainer has a +3 proficiency bonus, PBd10 means 3d10.

A retainer adds their proficiency bonus to any saving throw they make.

Features

Each retainer has a **signature attack** they can make using the Attack action each round. Retainers can use their signature attack to make opportunity attacks, even if their signature attack isn't a melee weapon attack.

A retainer gains new features at 3rd, 5th, and 7th level. Some features can only be used a certain number of times per day (as noted in the retainer's stat block).

Additionally, if a retainer's signature attack is a weapon attack, they typically gain an extra attack at 7th level (as noted in their stat block), allowing them to make two signature attacks per round instead of one.

Gear

When a retainer joins the party, they typically carry clothes appropriate to their position, a suit of armor, a weapon, and an explorer's pack. If the retainer casts spells, they also carry a spellcasting implement. Any additional equipment must be provided to them by their mentor.

Magic Items. Retainers can use magic items like anyone else. For example, a *+1 weapon* increases their attack and damage rolls by 1, and *+1 armor* of the appropriate type (light, medium, or heavy) increases their AC by 1.

One happy side effect of having retainers is that as a player character levels up and acquires better equipment, they can pass their obsolete items on to the retainer.

Dying Retainers

When a retainer is reduced to 0 hit points, they follow the same rules as player characters. If not killed instantly by massive damage, they fall unconscious, make death saving throws, and can be stabilized or healed.

Optional Rule: Shared Attacks

If a player wants to speed up their retainer's turn, they can make **shared attacks** at the GM's discretion.

When the mentor hits a creature with an attack, if their retainer can see or hear them, the retainer is inspired by their mentor's success. On the inspired retainer's next turn, for each successful attack their mentor just made, the retainer can automatically hit a creature of their choice within range with their signature attack, up to the number of attacks the retainer can make.

If the mentor hit with fewer attacks than the number of attacks the retainer can make, the retainer can make additional attack rolls for those attacks to see if they hit.

Retainer Encounter Balance

When building encounters, the GM should consider a retainer as akin to a powerful combat-focused magic item. A retainer gives a party a significant power boost; they not only dish out more damage and provide more hit points for enemies to target, but they also create complications to challenge the party's foes. GMs can increase encounter difficulty by one step (from easy to medium, hard to deadly, and so forth) to properly challenge a group of characters with a retainer.

Minions

A **minion** is a weak foe, designed to allow GMs to create dramatic combat encounters with hordes of enemies without overwhelming the characters. In fact, an encounter with minions makes characters feel heroic, since they can take on a myriad of foes and live to tell the tale.

However, minions still make threatening foes. Killing a minion still requires penetrating their defenses, and characters can't just shrug off damage from minion attacks.

So how do minions make running a horde of enemies quick and easy for the GM?

- Minions are simple to run. Their stat blocks are small and uncomplicated.
- Minions act quickly. They don't multiattack, roll for damage, or take unique bonus actions or reactions, so their turns aren't long.
- Minions die fast. A character can kill several minions with a single weapon attack!
- Minions have strength in numbers. Their attacks can be grouped together to make them deadlier and faster to use at the table.

No Hit Dice

Minions have hit points but no Hit Dice, simplifying their design. Minions can't spend Hit Dice to heal during a short rest because they have none.

No Damage Rolls

Minions don't roll for damage because their attacks deal a static amount of damage. They also can't score critical hits.

Shared Turns

Typically, all minions of the same stat block act on the same turn. Since they share a turn, the minions can each move into position then each use an action if they wish, instead of each moving and taking an action individually.

Minion Trait

Every minion has the Minion trait, which affects the creature in the following ways:

- If the minion takes any damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0.
- If the minion takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Overkill Attacks

Powerful weapon attacks can kill more than one minion in a single maneuver called an **overkill attack**.

As already discussed, a weapon attack requires only 1 point of damage to reduce a minion to 0 hit points, regardless of their hit point maximum. However, when a weapon attack's damage does exceed the target minion's hit point maximum, the attack becomes an overkill attack and the damage dealt beyond the minion's hit point maximum becomes **overkill damage**.

Overkill damage can be applied to a second minion who has the same stat block as the target and is in overkill range (see below). Damage against the second minion is counted as if you made a weapon attack against them; since it only takes 1 point of weapon damage to reduce a minion to 0 hit points, *any* amount of overkill damage immediately knocks them out. But wait, it gets better—if the initial attack's overkill damage exceeds the second minion's hit point maximum, the leftover overkill damage can roll over to a third minion, and so on! In other words, for each time the overkill damage exceeds the new target's hit point maximum, the attacker can choose an additional minion to reduce to 0 hit points.

For example, when a weapon attack deals 18 damage to a minion with a hit point maximum of 5, the overkill damage is 13. If there are three additional minions of the same stat block in overkill range, they can all three be immediately reduced to 0 hit points, since the overkill damage exceeded the target's hit point maximum more than twice over.

Overkill attacks can't be made as part of an opportunity attack.

Overkill Range

Minions must be within a certain range to qualify for an overkill attack, determined by whether the attack is a melee or ranged attack. In addition to the examples below, the "Overkill Damage Illustrated" sidebar demonstrates how to calculate overkill damage

Melee Overkill Attacks. When a creature hits a minion with a melee weapon attack, other minions within reach of the attack are in **overkill range** and can be chosen as additional targets for an overkill attack. The overkill attack can't target minions outside the weapon attack's reach.

Lady Ulnock the paladin battles a horde of goblin minions (each with 6 hit points). She hits a goblin minion with her longsword and uses Divine Smite, dealing 8 slashing damage and 11 radiant damage to the target for a total of 19 damage. Since Lady Ulnock dealt 13 points of overkill damage–more than the hit point maximum of two additional minions–she can choose up to three additional goblin minions within 5 feet of her (the reach of her longsword attack) and reduce them to 0 hit points. If there are no other goblin minions within 5 feet of Lady Ulnock, she can't damage additional minions with this attack.

Ranged Overkill Attacks. When a creature hits a minion with a ranged weapon attack, other minions in a line originating from the creature in the direction of the target, to a distance equal to the weapon's short range, are in **overkill range** and can be chosen as additional targets for an overkill attack. The overkill attack can't target minions outside the line or beyond the weapon's short range.

Perigold Quickfingers the rogue is hidden and takes aim at a group of zombie minions (each with 6 hit points) with his light crossbow (which has a short range of 80 feet). He hits a zombie minion with his crossbow, dealing extra damage thanks to his Sneak Attack, for a total of 14 damage. Since Perigold dealt 8 points of overkill damage–more than the hit point maximum of one additional minion–he can choose up to two additional zombie minions in an 80-foot-long line extending from Perigold in the direction of the target, reducing them to 0 hit points. If there are no other zombie minions in the line, then Perigold can't damage other minions with this attack.

Behind the Design: Minion Trait

You might ask, why not just give minions 1 hit point and take no damage when they save for half, like in fourth edition? First, spells that use a creature's hit points to determine effectiveness—like *color spray* and *sleep*—would devastate all minions, even those meant to challenge high-level characters. These spells are still effective against minions, just not devastating!

Second, spells and effects that deal damage without any attack roll or save—like *magic missile* and *spike growth*—would lay waste to minions with 1 hit point. This fits the fiction for minions with low challenge ratings, like goblins and zombies. But the balance of combat and fiction breaks down to near-silliness at higher levels when the same spells easily take down powerful devil minions.

Finally, high-level spells with a save for half damage—like *fireball* or *meteor swarm*—would feel wasted against minions with 1 hit point. Why use a higher-level spell when a lower-level one will do? Similarly, the fourth edition design could lead to a kobold minion illogically surviving a *fireball* spell while a "stronger" standard kobold next to them dies, despite both creatures succeeding on their saving throw. By contrast, under this book's minion rules, spellcasters still have a good reason to use high-level spells against minions.

Outnumbered? Switch to area-of-effect powers. Otherwise you're gonna have a bad day, which will probably last the rest of your life.

The Sun,
Senior Pyrokinetic,
The Society

Group Attacks

Each minion has at least one **group attack** action that speeds up play. In a group attack, two to five minions of the same stat block who share a turn can all use their action to join the attack, provided the target is within the original attack's reach or range for each minion.

- Make a single attack roll for the group attack. It counts as one attack.
- A group attack roll gains a +1 bonus to the attack roll for each minion who joins the attack. (For example, if four goblin minions make a group attack together, the attack roll has a +4 bonus.)
- If the group attack hits, multiply the damage by the number of minions who joined that group attack. (For example, if four goblin minions hit with a group attack that deals 1 damage, their group attack deals 4 damage.)

The GM decides how many minions join a group attack. For instance, if five minions surround a target, the GM may decide to have all five attack at once to speed up combat, or may break up the attacks among smaller groups to increase the odds that some minions hit while others miss. A single minion can even use their group attack action on their own—they make the attack as a normal creature would, and simply don't benefit from the group bonuses described above.

Advantage and Disadvantage

A group attack is only made with advantage or disadvantage if all the minions joining the group attack have advantage or disadvantage on the attack roll. Otherwise, the attack is made without advantage or disadvantage.

Cover and Concealment

If a target has cover or concealment from some but not all minions, the GM should divide the minions into multiple groups based on the type of cover or concealment they have, then make a separate attack for each group.

Target Response Effects

If a group attack triggers a reaction or similar effect that would normally affect a single attacker, such as the *fire shield* or *hellish rebuke* spell, the target of the group attack picks one minion who joined the attack to be affected by the effect.

Group Opportunity Attacks

If a creature provokes an opportunity attack from more than one minion of the same stat block at a time and those minions have a melee group attack action, the minions can each use their reaction to join a group attack as an opportunity attack.

Optional Rule: Group Saving Throws

Though minions often make saving throws individually, there are times when rolling individual saving throws for each minion could slow down the fight, like when a cleric surrounded by eighteen shade minions uses Turn Undead.

When many minions with the same stat block need to make a saving throw against the same effect at the same time, you can make one saving throw for a group of up to five minions at a time. All minions in a group use the result of the saving throw.

For instance, if thirty-four goblin minions need to make a saving throw against a *hypnotic pattern* spell, the minions would make a total of seven saving throws against the spell: six for thirty minions divided into six groups of five, and one more save for the remaining group of four minions.

Optional Rule: Tough Minions

Minions of a higher challenge rating, such as abyssal ghouls or fire giants, make for powerful foes. Consequently, it could break the game's verisimilitude for an NPC commoner to kill such a minion with a single attack. To keep minions believable, you can use the following rule.

Overkill Damage Illustrated

Imagine a fighter is making a melee attack with a shortsword against a lackey, and two more lackeys are within overkill range of that attack. Each lackey is a minion with 6 hit points. In example A, the attack hits and deals 4 piercing damage. This kills only the targeted lackey. A successful attack against a minion always kills the target.

Example A

In example B, the attack is a critical hit and deals 13 piercing damage. This kills the targeted lackey with 7 overkill damage remaining, which spreads to the other minions within the fighter's overkill range. So a second lackey within 5 feet of the fighter takes 6 piercing damage and dies, leaving 1 overkill damage remaining. The third lackey takes that last point of overkill damage and dies.

Example B

When a minion's challenge rating is at least 6 higher than an NPC's challenge rating, that NPC's actions and traits affect a minion as if they didn't have the Minion trait, reducing the minion's hit points like a normal creature instead of automatically dropping them to 0.

This rule shouldn't be applied to player characters—they're heroes who can always kill a minion in one hit.

Special Traits

Many minions have traits that give them strength in numbers but become less powerful as their allies are defeated. For example, an enemy who starts their turn within 5 feet of three or more goblin lackeys must succeed on a saving throw or take damage from the lackeys' Tiny Stabs trait.

Challenge Ratings

Minions have a challenge rating just like any other creature. However, their experience point value depends on their challenge rating, as shown on the Minion Encounter Building table. Aside from their damage output, the Minion trait, and their experience point value, a minion's statistics are on par with a standard creature of the same challenge rating.

When the rules reference a challenge rating, such as the *polymorph* spell or the cleric's Destroy Undead feature, use the minion's listed challenge rating as normal. For instance, a 5th-level cleric can affect Undead creatures with a challenge rating of 1/2 or lower with their Destroy Undead feature—so this feature can affect rotting zombie minions (CR 1/4) but not shade minions (CR 1).

Building Minion Encounters

Minions present opportunities for memorable, cinematic encounters. Keep the following tips in mind to achieve maximum fun while planning and running combat encounters with minions.

Encounter Difficulty

When building encounters against a single foe, the core rules advise matching the characters with a creature whose challenge rating (CR) is close to the average party level. What happens when you add minions to the mix?

You can use the Minion Encounter Building table to determine how many minions are equivalent to one standard creature of that CR for encounter building.

You can increase a minion's challenge rating using the rules in the "Modifying and Making Minions" section.

Tell Your Players

While it's tempting to pit your unsuspecting players against a horde of fire giants just to watch their eyes pop out of their faces in surprise, minion encounters are more fun overall if you share the rules for minions with your players before they get into an encounter. They'll understand how overkill and group attacks work, spend their resources more efficiently, and be able to help you track the fight more easily, which is worth a lot more than the shock value of a sea of foes the players don't know are minions.

If you want the best of both worlds, end a session with the characters confronting a horde of creatures before rolling initiative. At the start of the next session, reveal those creatures are minions and share the rules.

Minion Encounter Building

CR	XP	Minions per Standard
0	0 or 2	5
1/8	5	5
1/4	10	5
1/2	20	5
1	40	5
2	90	5
3	140	5
4	220	5
5	225	8
6	285	8
7	360	8
8	485	8
9	500	10
10	590	10
11	720	10
12	840	10
13	1,000	10
14	1,150	10
15	1,300	10
16	1,500	10
17	1,800	10
18	2,000	10
19	2,200	10
20	2,500	10
21	3,300	10
22	4,100	10
23	5,000	10
24	6,200	10
25	7,500	10
26	9,000	10
27	10,500	10
28	12,000	10
29	13,500	10
30	15,500	10

Not Too Many

When you're planning your encounters, think of five minions as one standard creature. While it might be exciting to throw a hundred minions at the characters, that's like them facing twenty standard creatures. It can be done and might even be fun, but it's not the typical minion experience and results in a much longer battle than normal. Keep the following tips in mind when adding minions to an encounter:

- When the characters are 10th level or lower, most encounters work well with ten to twenty minions in addition to other creatures.
- When the characters are 11th level or higher, they're more efficient at killing minions, and many of the poor critters will die before even acting. Most high-level encounters work well with twenty to thirty minions.
- If you find midbattle that minions are dying too quickly to present a challenge, you can have reinforcements join the fray.
- Though too many minions can cause a problem, you don't want too few either. If you're using minions in your encounter, plan to include at least enough minions to count as one standard creature, as shown on the Minion Encounter Building table. You won't break anything if you include fewer—the encounter just isn't likely to be as satisfying.

Add Standard Creatures

Minion encounters become more dynamic if you add some standard creatures allied with the minions. A hag coven surrounded by ogre minions or a red dragon tyrant commanding fire giant minions present more interesting encounters than copies of the same enemy, challenging the characters to use diverse tactics.

Minion Bands

A combat encounter with more than five minions per character can become deadly if all minions act on the same turn—the characters cut down minion hordes on their turns but then suffer massive damage as a sea of minions pour down on them. While many groups like this challenge, you have the option to divide the minions into different bands that act on different initiative counts. If you do this, minions can only join group attacks with minions in the same band. At the start of a new round, two or more bands of minions can reorganize into one band, acting on the lowest initiative count of the bands that combined.

If you divide minions into bands, be sure to distinguish which minions belong together. For gridded combat, you could use a colored marker for each miniature. In a theater of the mind encounter, try group descriptors like "zombie dwarves" and "zombie elves."

Cut the Choke Points

Since minions are most effective in numbers, avoid encounters in cramped dungeon tunnels and similar choke points. Combat becomes dull in tight quarters if only a couple minions can attack at a time.

Modifying and Making Minions

You can increase a minion's challenge rating or create new minions using the Minion Statistics by Challenge Rating table. To change an existing minion's challenge rating, adjust their proficiency bonus, hit points, and damage dealt by their attacks. If a minion's proficiency bonus changes, their AC, ability modifiers, attack bonuses, and the DC for ability checks and saving throws made to resist the minion's traits and actions have the same adjustments. For example, if the minion's proficiency bonus increases by 1, so do their AC, ability modifiers, attack bonuses, and DCs.

If you're using the table to create a new minion, you can lift statistics directly from the table. If the minion doesn't wear armor and their AC is less than 10 plus their proficiency modifier, consider giving the creature natural armor that grants a bonus to AC equal to their proficiency bonus.

The table is merely a guide—feel free to tweak the math to get the specific minion you desire.

The Timescape

The places, people, and other proper names in the lore of this book come from the timescape, the MCDM multiverse. Most of the creatures detailed in this book are found in Orden, a world of high fantasy and just one of the timescape's many planes (also called manifolds). Orden is also called the Mundane World. If you like what you're reading, you can find more lore about the timescape on the MCDM Patreon at *mcdm.gg/patreon*.

You can ignore any creature's lore if you wish to use their stat block in another way in your campaign.

FLEE, MORTALS!

Minion Statistics by Challenge Rating

CR	Prof. Bonus	Hit Points	Damage
0	+2	≤ 4	1
1/8	+2	5	1
1/4	+2	6	1
1/2	+2	7	1
1	+2	8	1
2	+2	9	2
3	+2	10	3
4	+2	11	4
5	+3	12	4
6	+3	13	4
7	+3	14	4
8	+3	15	5
9	+4	16	5
10	+4	17	5
11	+4	18	6
12	+4	19	6
13	+5	20	7
14	+5	21	7
15	+5	22	8
16	+5	23	8
17	+6	24	9
18	+6	25	9
19	+6	26	10
20	+6	27	10
21	+7	28	11
22	+7	29	11
23	+7	30	12
24	+7	31	12
25	+8	32	13
26	+8	33	13
27	+8	34	14
28	+8	35	14
29	+9	36	15
30	+9	37	15

Using Creature Roles

Creature roles help you build interesting encounters with varied challenges. While including every role in a combat encounter makes the battle too complicated for most groups, a fight with creatures who are all the same role typically leads to dull, grindy combat—and few players (or GMs) enjoy combat where both sides are just standing still and rolling to hit without anything dynamic or dramatic happening. For instance, an encounter with a controller, a skirmisher, and two soldiers is more interesting and fun than an encounter with four soldiers.

Ambusher Creatures

Ambusher creatures can hide, become invisible, or otherwise disappear from sight on their turns. They typically spend half their turn attacking a player character, and the other half slipping away and hiding. They focus on taking down a single character, sometimes dragging their target into the place where they hide.

Encounters that include ambushers should have plenty of cover, giving them places to hide. Adding other creatures—typically brutes, minions, skirmishers, or soldiers—keeps other player characters busy while the ambusher focuses on taking down a single target.

Artillery Creatures

Artillery creatures are great at ranged combat and can damage player characters who typically hang back behind beefier counterparts. Most artillery creatures are weak in melee, so add some brutes, minions, or soldiers for them to hide behind during combat.

On their turn in combat, an artillery creature typically tries to move away from any foes within 30 feet, puts a brute, soldier, or other ally between themself and the threat, then attacks that enemy. If forced into melee, most artillery creatures do whatever they can to get away, including using the Dash or Disengage action. If no enemies are closing in, artillery creatures move to keep the player characters at the edge of their range and often attack the biggest threat to their allies first.

Brute Creatures

Brute creatures hit hard and have a lot of hit points. Their damage output can't be ignored, so player characters often focus on taking down brutes instead of other creatures who have fewer hit points or are weaker in melee. Brutes need to get up close to perform their most devastating attacks, so they work best on smaller battlefields. On their turn in combat, brutes move toward the closest group of enemies and attack, preferring to engage multiple foes at once. Brutes tend to be simpler to run than other creatures, so you can include a lot of them in an encounter.

Controller Creatures

With their ability to debuff, hamper, and move player characters, controllers make a dynamic addition to any battle. They tend to have more complicated actions and traits with unique effects, so most combat encounters shouldn't have more than one or two controllers.

Many controllers work best when they have brutes, minions, skirmishers, and soldiers protecting them and taking advantage of the effects they create. Controllers often use their biggest and most powerful effects at the start of an encounter, affecting as many foes as possible. If the controller can't affect multiple characters or use their most powerful feature, they focus on manipulating the battlefield and repositioning so they can use that feature on their next turn.

Leader and Support Creatures

Leader creatures are action oriented (see "Action-Oriented Creatures") and fight best alongside allies. Support creatures function much like leaders, but they lack villain actions and are less complex.

Leader and support creatures can summon reinforcements, buff their allies, and grant allies extra movement and actions. As long as a leader or support creature stays in the fight, their allies are enhanced. They are most effective when protected by and buffing artillery, brutes, minions, skirmishers, and soldiers. You typically shouldn't use more than one leader or support creature in an encounter, as their overlapping enhancements can turn a seemingly normal encounter into a fatal one.

Leaders and support creatures remain close to their allies so their features can benefit as many creatures as possible.

Minion Creatures

As discussed in the "Minions" section, minions allow you to create cinematic battles where the characters feel heroic as they cut through several foes at a time. Using minions of a challenge rating within 2 of the characters' average level also keeps them dangerous and relevant. When minions work together, they can't be ignored, as they deal a lot of damage and can lock down the characters. Minions make excellent protectors for ambushers, artillery, controllers, and leaders.

Skirmisher Creatures

Skirmisher creatures make battles dynamic. They can move to attack vulnerable player characters who are weaker in melee, then retreat (if they can do so safely) to protect their artillery, controller, leader, and support allies. Since they can outrun and outmaneuver player characters, this forces the heroes to act tactically. Skirmishers pair well with each other creature role, including other skirmishers.

Soldier Creatures

Soldier creatures defend their allies by drawing the player characters' attacks. They make excellent protectors for ambushers, artillery creatures, controllers, leaders, and support creatures. Soldiers don't need to stay very close to the creatures they protect—and it's better if they don't. A soldier who breaks away from their charge can lock down a threat far from the rest of the fight.

During combat, soldiers engage characters who are strong in melee. A soldier battles as many foes as they can reach so their allies can freely move. If more than one soldier is in a battle, they typically split up, each fighting a different character.

Solo Creatures

Solo creatures are action-oriented (see "Action-Oriented Creatures"). Their villain actions and lair actions allow them to hamper and harm foes outside of the normal turn order. They're encountered alone and fight most effectively in environments with plenty of space to move around and find cover.

Solo creatures use every movement advantage they have, burrowing, climbing, flying, swimming, or teleporting around the battlefield on their turn. They focus on the character threatening them most, but also position themselves to target as many foes as possible with their area-of-effect features.

Encounter Building

Building combat encounters using the game's core rules is complex, time-consuming, and doesn't work for the play style of many groups. The core rules state that most adventuring parties can handle about six to eight medium-difficulty encounters per adventuring day. This is good advice for classic dungeon crawls, but in adventures that fit more into the heroic fantasy genre, player characters rarely face more than three or four encounters before settling down for a long rest. When GMs use the core guidelines for such adventures, heroes often aren't pushed to satisfying limits—especially at higher levels where their daily resources are vast.

The guidance in this section presents a more flexible way of planning a challenging (but survivable) adventuring day. It replaces the advice in the core rules and allows you to better dial in the challenge of an encounter with less preparation time.

Encounters per Day

An adventuring day is the time between the end of one long rest to the end of the next. How many combat encounters should adventurers face between those long rests? The answer really depends on how difficult the combat encounters are. To help plan encounters, each level of encounter difficulty has a **daily encounter points rating**. See "Step 1: Choose Encounter Difficulty" for each difficulty's rating.

To give the characters a good but survivable challenge, fill each adventuring day with encounters that total 6 to 8 points over the course of the day. Here are some examples of daily encounter combinations:

- Two easy encounters (1 point each), one standard encounter (2 points), and one hard encounter (4 points), for a total of 8 points
- Three easy encounters (1 point each) and one hard encounter (4 points), for a total of 7 points
- Three standard encounters (2 points each), for a total of 6 points
- Two standard encounters (2 points each) and one hard encounter (4 points), for a total of 8 points
- Two hard encounters (4 points each), for a total of 8 points

The daily encounter budgets have been calibrated so it's likely a party will run out of resources but survive the adventuring day. If you want a more challenging adventure day that doesn't ensure a party's survival, give yourself a daily encounter points budget of 12 points.

Step 1: Choose Encounter Difficulty

Begin building your encounter by determining how difficult you want the threat to be. This section provides guidance on choosing an encounter difficulty and how many daily encounter points each encounter is worth.

Though this section uses familiar language regarding encounter difficulty, the meanings of these terms don't align perfectly with the core rules. For instance, for parties of 5th level and beyond, the core rules might call an encounter "hard," but under our guidelines the encounter is standard or even easy. And some "deadly" encounters in the core rules are merely hard encounters under our guidelines. These differences account for fewer encounters in a day.

Easier than Easy: Trivial Encounters

Trivial encounters require barely any effort on the part of the characters—like a group of 20th-level heroes taking on a handful of crawling claws or goblins. The characters are guaranteed to survive the fight and won't spend many resources. These encounters can be fun to occasionally throw into your game, but for many groups, the novelty disappears quickly. Too many trivial encounters can feel like a waste of time.

A trivial encounter is worth 0 daily encounter points.

Easy Encounters (1 Point)

Unless the characters have already depleted many of their resources and hit points, easy encounters won't threaten their lives. Easy encounters are great for adventures that don't give the characters much time to rest or for times when you want the heroes to feel like superheroes.

An easy encounter is worth 1 daily encounter point.

Standard Encounters (2 Points)

Standard encounters are the most common for many adventuring groups. These battles deplete significant resources and hit points. While character death is uncommon in standard encounters, it isn't impossible, especially if a player makes a poor tactical choice or just finds the dice are against them.

A standard encounter is worth 2 daily encounter points.

Hard Encounters (4 Points)

Hard encounters are typically climactic encounters with bosses and their minions—or anything else that puts the characters' lives in peril. Hard encounters are winnable, but the characters need all their resources, wits, and luck to survive.

A hard encounter is worth 4 daily encounter points.

Extreme Encounters (8 Points)

Extreme encounters are ones where the characters will likely not survive if they try to fight to the bitter end. Such encounters rarely or never appear in most campaigns—though if the characters are level 17 or higher, they can typically survive (or come back to life after) such encounters.

An extreme encounter is worth 8 daily encounter points.

Avoiding Combat

The characters might avoid combat encounters through stealth, clever negotiation, luck, or other unforeseen circumstances. You have two options when this happens. First is to let the heroes have the extra resources going into the next battle—clever thinking should be rewarded! But if your group likes to fight, you can always add another combat encounter to the adventuring day (if it fits within your daily encounter points budget).

Step 2: Determine CR Budget

Once you choose the desired difficulty of your encounter, you can determine its CR budget. To do so, you'll need to know the average character level of the party (rounding down).

Using the Encounter CR per Character table, find the row that lists your party's average character level, then find the column that lists your desired encounter difficulty. The number in that intersecting cell is your CR budget *per character*—just multiply that number by the number of characters in the party, and that's your total CR budget to spend in the "Step 3: Spend CR Budget" section.

For example, if you wanted to build a hard encounter for a group of four 5th-level characters, you would multiply 2½ (from the Encounter CR per Character table) by 4 (the number of characters) to get a total CR budget of 10.

Encounter CR per Character

Average Character Level	Easy	Standard	Hard	CR Cap
1st	1/8*	1/8*	1/4	1
2nd	1/8	1/4	1/2	3
3rd	1/4	1/2	3/4	4
4th	1/2	3/4	1	6
5th	1	1 ½	2 ½	8
6th	1 ½	2	3	9
7th	2	2 ½	3 ½	10
8th	2 ½	3	4	12
9th	3	3 ½	4 ½	13
10th	3 ½	4	5	15
11th	4	4 ½	5 ½	16
12th	4 ½	5	6	17
13th	5	5 ½	6 ½	19
14th	5 ½	6	7	20
15th	6	6 ½	7 ½	22
16th	6 ½	7	8	24
17th	7	7 ½	8 ½	25
18th	7 ½	8	9	26
19th	8	8 ½	9 ½	28
20th	8 ½	9	10	30

**Given how low a character's hit points are at 1st level, there isn't much difference between an easy and a standard encounter.*

Companions and Retainers

For the purpose of encounter building, if the player characters adventure with one or more companions or retainers, consider them player characters but subtract 2 from their actual level. However, if a companion's caregiver is a beastheart, don't count the companion as an extra character—the beastheart and companion together have the equivalent power of one full character.

CR Cap

Some creatures who fit into your CR budget are too much for the characters to handle. Those monsters deal a lot of damage and create effects that are difficult to overcome for characters under a certain level. That's why the Encounter CR per Character table provides a challenge rating cap for each average character level. When you're building your encounter (see "Step 3: Spend CR Budget"), don't add any creature with a challenge rating higher than the average character level's CR cap.

Solo Creatures

When you use a solo creature, you shouldn't use the above encounter-building rules. Instead, refer to the CR cap for the average character level, then depending on how difficult you want the encounter to be, select one solo creature within the CR range indicated on the Solo Creatures Encounters table.

Solo Creature Encounters

Group Size	Encounter Difficulty			
	Trivial	Easy	Standard	Hard
4–5 characters	CR cap minus 7+	CR cap minus 5–6	CR cap minus 3–4	CR cap minus 0–2
6–7 characters	CR cap minus 6+	CR cap minus 4–5	CR cap minus 2–3	CR cap minus 0–1

For example, a group of four 5th-level characters has a CR cap of 8. A solo creature with a challenge rating of 1 or less is a trivial encounter for them, and a solo creature with a challenge rating of 6–8 is a hard encounter for them.

Low-CR Solo Creatures. The above guidance applies to most of the solo creatures in this book, but the ankheg is an exception—CR scales differently at low levels, and at CR 2, the ankheg has the lowest CR of any solo monster in this book. If a party has four or five characters, you can pit the ankheg (or another solo creature of CR 4 or below) against a party that's one level lower than indicated by the Solo Creature Encounters table. If a party has six or seven characters, you can pit the ankheg against a party that's two levels lower than indicated by that table.

Step 3: Spend CR Budget

Now that you have your CR budget, spend it! Select creatures you want to use in the encounter and add their challenge ratings together until you get as close as you can to your CR budget. Here are some things to keep in mind:

- If you're building a hard encounter, don't go over your budget (unless you want to create an extreme encounter).
- If you're building an easy encounter, don't go under your budget (unless you want to create a trivial encounter).
- Remember that when encounter building, minions don't count as a full creature. Refer to the Minion Encounter Building table (in the "Minions" section) to determine how many minions count as one creature of their CR.
- You typically shouldn't use more than three non-minion creatures per character. For example, a party of four player characters usually shouldn't fight more than twelve non-minion creatures at a time. Going beyond this limit could increase the difficulty of an encounter.

For instance, if you're building a hard encounter for four 5th-level characters, you have a CR budget of 10 with a CR cap of 8. You could build any of the following encounters with these guidelines:

- A **bugbear predator** (CR 3), a **lizardfolk terrorsaur** (CR 4), and an **owlbear** (CR 3)
- **Dohma Raskovar** (CR 5), ten **orc blitzers** (CR 1/2 minions), and two **orc ramparts** (CR 2)
- Four **gnoll abyssal archers** (CR 1/2), a **gnoll bone-splitter** (CR 4), four **gnoll marauders** (CR 1/2), and ten **gnoll wildlings** (CR 1 minions)
- A **gibbering mouther** (CR 2) and a **time raider nemesis** (CR 8)
- Five **ogres** (CR 2)

Start Slow

The creatures in this book have more flexibility and depth than those presented in the core rules. Many of their attacks do more than simply damage enemies. Their unique traits, bonus actions, and reactions make them more interesting—but also more complicated than other creatures. That little bit of complexity can add up if you use a lot of different stat blocks in an encounter.

Until you're used to running complex encounters, take it easy the first few times you use a stat block from this book—we recommend not using more than three unfamiliar stat blocks in an encounter. While it might be tempting to use every gnoll in one grand battle, give yourself time to figure out how these creatures work before using a bunch of stat blocks at once.

Tweaking Difficulty

While these new encounter-building guidelines can help you target the difficulty of an encounter, it's impossible for any system to account for the countless details that vary widely from game to game. Keep an eye out for the following factors when building encounters, and tweak the difficulty as needed.

Party Composition

A well-rounded party with a cleric, a fighter, a rogue, and a wizard is going to handle combat differently than a group of four barbarians. The new encounter-building system works well for the former group, but a group of typical barbarians tears through combat with melee-focused enemies … and loses just as quickly against foes who force them to make a lot of Intelligence or Wisdom saving throws.

Keep the mix of character classes and other features in mind as you build encounters. Play to the characters' strengths when you want to ensure success. Exploit their weaknesses when you want to challenge them—but do so sparingly. First and foremost, the game should be fun.

You can increase the encounter's difficulty one step (for example, from standard to hard) if the encounter exploits most of the characters' weaknesses. Decrease it one step if it plays into most of their strengths.

Player Play Styles

The mechanics of fifth edition reward system mastery. Experienced and rules-invested players often build characters who are more powerful than average by synergizing ancestries, classes, feats, spells, and other elements of the game. Likewise, players who are less experienced or rules invested may build characters below average power. Depending on who plays in your group, you may need to tweak the numbers to challenge (or avoid slaughtering) the characters.

Magic Items

The core rules make some brief suggestions about distributing magic items, but there are no hard-and-fast rules about how many or what kind of magic items to give to characters. Some GMs shower characters with countless baubles and *vorpal swords* while others hand out one *potion of healing* once every five levels. Most games are somewhere in between. Keep in mind that a group with many powerful magic items is going to have a much easier time at any level. And especially at higher levels, a group with few magic items will have a tougher time battling powerful creatures—doubly so when a party without magic weapons has to overcome a creature's damage immunities and resistances!

If a character has more magic items than the average suggested in the core rules, consider that character to be one level higher when determining the party's average character level.

Short Rests

The number of short rests the characters take during a day influences the difficulty of encounters, especially if the characters have important class features that recharge during a short rest (like the warlock's Pact Magic). A short rest after every battle makes things a lot easier, and no short rests at all makes the adventuring day much tougher the longer it goes on.

If the characters take more than two short rests during an adventuring day, add an extra 2 points to your daily encounter budget.

Environment

Combat encounters don't typically occur in big empty rooms. Hazards, terrain, traps, and even the shape of an environment can change the difficulty of an encounter. An encounter is easier if there's a choke point where the characters can easily fight a group of dangerous monsters one at a time, while a *sphere of annihilation* rolling through a hallway can make an easy battle turn deadly.

Similarly, you may need to increase the encounter's difficulty by one step if it includes an environment that deals damage to the characters but not their enemies, or if it inflicts the blinded, charmed, dazed, frightened, petrified, poisoned, paralyzed, restrained, stunned, or unconscious conditions or similar effects on the characters but not their enemies.

Creatures by CR

The Creatures by Challenge Rating table lists all the non-companion and non-retainer stat blocks in this book in order of their challenge rating. The companions and retainers tables are presented in their respective sections earlier in this book.

Creature Spreadsheet

We wanted to include lots of tables in this book so that you could also see the creatures listed by type, role, chapter, or page number, but we just didn't have the space. However, we do have that information in an easy-to-sort spreadsheet, and we thought you might want it too.

If you go to *mcdm.gg/FM-CreatureList*, you can download the spreadsheet, then sort and edit it however works best for your preparation and play. You can even add in your own stat blocks or merge it with similar sheets to create a super list of all the creatures at your command!

The spreadsheet is a living document that we will update if any new editions of this book are ever created. It will always live at *mcdm.gg/FM-CreatureList*, so if you lose your copy, head on over there to pick up another one. It's also a free, public document that you can share with anyone however you like—even on social media.

Reporting Spreadsheet Errors

Since the spreadsheet is a living document that we might update from time to time, it's possible you'll find errors in it. To report an error, please email *hello@mcdmproductions.com*, and we will update the sheet as soon as possible.

Creatures by Challenge Rating

Name	CR	Role	Type	Entry
Crawling Claw	0	Minion	Undead	Undead
Yumgrub	0	Minion	Beast	Cave*
Clawfish	1/8	Brute	Beast	Angulotls
Human Guard	1/8	Minion	Humanoid	Humans
Kobold Adeptus	1/8	Artillery	Humanoid	Kobolds
Kobold Tiro	1/8	Minion	Humanoid	Kobolds
Kobold Veles	1/8	Skirmisher	Humanoid	Kobolds
Leyleech	1/8	Controller	Monstrosity	Underground*
Skitterling	1/8	Skirmisher	Beast	Goblins
Stirge	1/8	Controller	Monstrosity	Stirges
Stirge Broodling	1/8	Minion	Monstrosity	Stirges
Angulotl Blade	1/4	Skirmisher	Humanoid	Angulotls
Angulotl Tadpole	1/4	Minion	Humanoid	Angulotls
Blood-Borne Ooze	1/4	Ambusher	Ooze	Graveyard and Tomb*
Decrepit Skeleton	1/4	Minion	Undead	Undead
Dragonet	1/4	Support	Dragon	Dragonets
Goblin Lackey	1/4	Minion	Humanoid	Goblins
Goblin Warrior	1/4	Skirmisher	Humanoid	Goblins
Grilp	1/4	Ambusher	Fiend	Hobgoblins
Kobold Venator	1/4	Ambusher	Humanoid	Kobolds
Mohler	1/4	Controller	Beast	Orcs
Rotting Zombie	1/4	Minion	Undead	Undead
Skeleton	1/4	Artillery	Undead	Undead
Snowfox	1/4	Ambusher	Beast	Animals
Zombie	1/4	Brute	Undead	Undead
Bird of Prey	1/2	Skirmisher	Beast	Animals
Camel	1/2	Controller	Beast	Animals
Gnoll Abyssal Archer	1/2	Artillery	Fiend	Gnolls
Gnoll Marauder	1/2	Skirmisher	Fiend	Gnolls
Goblin Assassin	1/2	Ambusher	Humanoid	Goblins
Goblin Sniper	1/2	Artillery	Humanoid	Goblins
Hobgoblin Recruit	1/2	Minion	Humanoid	Hobgoblins
Hobgoblin Trooper	1/2	Soldier	Humanoid	Hobgoblins
Human Raider	1/2	Skirmisher	Humanoid	Humans
Kobold Legionary	1/2	Soldier	Humanoid	Kobolds
Little Wildcat	1/2	Ambusher	Beast	Animals

Name	CR	Role	Type	Entry
Lizardfolk Grunt	1/2	Minion	Humanoid	Lizardfolk
Lizardfolk Scaletooth	1/2	Brute	Humanoid	Lizardfolk
Orc Blitzer	1/2	Minion	Humanoid	Orcs
Orc Bloodrunner	1/2	Skirmisher	Humanoid	Orcs
Orc Fury	1/2	Brute	Humanoid	Orcs
Shadow	1/2	Ambusher	Undead	Undead
Swarm of Insects	1/2	Soldier	Beast	Animals
Swarm of Spiders	1/2	Controller	Beast	Animals
Abyssal Hyena	1	Minion	Fiend	Gnolls
Bog Body	1	Ambusher	Undead	Swamp*
Bugbear Regular	1	Minion	Humanoid	Bugbears
Bugbear Roughneck	1	Brute	Humanoid	Bugbears
Ghoul	1	Skirmisher	Undead	Undead
Ghoul Craver	1	Minion	Undead	Undead
Gnoll Wildling	1	Minion	Fiend	Gnolls
Goblin Cursespitter	1	Controller	Humanoid	Goblins
Goblin Spinecleaver	1	Brute	Humanoid	Goblins
Halorin Yandres	1	Soldier	Undead	Grave Order**
Harpy	1	Controller	Monstrosity	Harpies
Hobgoblin Incendiarist	1	Artillery	Humanoid	Hobgoblins
Jedar Pike	1	Support	Humanoid	Grave Order**
Kobold Centurion	1	Controller	Humanoid	Kobolds
Kobold Signifer	1	Support	Humanoid	Kobolds
Little Bear	1	Brute	Beast	Animals

Name	CR	Role	Type	Entry
Mimic Mimiature	1	Minion	Monstrosity	Mimics
Mycete	1	Controller	Humanoid	Grave Order**
Orc Conduit	1	Artillery	Humanoid	Orcs
Orc Forcecaller	1	Minion	Humanoid	Orcs
Orc Garroter	1	Ambusher	Humanoid	Orcs
Shade	1	Minion	Undead	Undead
Specter	1	Skirmisher	Undead	Undead
Starving Harpy	1	Minion	Monstrosity	Harpies
The Horror	1	Brute	Undead	Grave Order**
Wildcat	1	Ambusher	Beast	Animals
Angulotl Slink	2	Ambusher	Humanoid	Angulotls
Ankheg	2	Solo	Monstrosity	Road*
Bear	2	Controller	Beast	Animals
Excess	2	Ambusher	Monstrosity	Abomina-tions**
Gibbering Mouther	2	Controller	Aberration	Gibbering Mouthers
Gnoll Cackler	2	Controller	Fiend	Gnolls
Goblin Underboss	2	Support	Humanoid	Goblins
Griffon	2	Controller	Beast	Griffons
Hobgoblin Smokebinder	2	Ambusher	Humanoid	Hobgoblins
Human Brawler	2	Brute	Humanoid	Humans
Human Death Acolyte	2	Minion	Humanoid	Humans
Human Trickshot	2	Artillery	Humanoid	Humans
Klar	2	Skirmisher	Monstrosity	Abomina-tions**
Kobold Artifex	2	Controller	Humanoid	Kobolds
Lestheris Soldrei	2	Artillery	Humanoid	Grave Order**
Lightning Eel	2	Artillery	Beast	Animals

Name	CR	Role	Type	Entry
Lightthief	2	Ambusher	Fiend	Graveyard and Tomb*
Lizardfolk Bloodeye	2	Controller	Humanoid	Lizardfolk
Mimic	2	Ambusher	Monstrosity	Mimics
Mindkiller	2	Ambusher	Aberration	Voiceless Talkers
Mindkiller Whelp	2	Minion	Aberration	Voiceless Talkers
Ogre	2	Brute	Giant	Ogres
Ogre Goon	2	Minion	Giant	Ogres
Orc Rampart	2	Soldier	Humanoid	Orcs
Orc Terranova	2	Controller	Humanoid	Orcs
Sair	2	Artillery	Monstrosity	Abomina-tions**
Sea Hag	2	Artillery	Fey	Hags
Shieldscale Drangolin	2	Brute	Dragon	Kobolds
Stoneback Isopod	2	Brute	Beast	Sewer*
Swarm of Skitterlings	2	Soldier	Beast	Goblins
Troll Limbjumble	2	Minion	Giant	Trolls
Basilisk	3	Brute	Monstrosity	Basilisks
Boog	3	Brute	Monstrosity	Abomina-tions**
Bugbear Predator	3	Ambusher	Humanoid	Bugbears
Canon Athenodorus	3	Controller	Humanoid	Black Iron Pact**
Ceemal	3	Support	Monstrosity	Abomina-tions**
Dire Bird of Prey	3	Skirmisher	Beast	Animals
Green Hag	3	Support	Fey	Hags
Hellhound	3	Soldier	Fiend	Hellhounds
Hellhound Cur	3	Minion	Fiend	Hellhounds
Hobgoblin War Mage	3	Controller	Humanoid	Hobgoblins
Human Knave	3	Soldier	Humanoid	Humans

Name	CR	Role	Type	Entry
Human Scoundrel	3	Ambusher	Humanoid	Humans
Qar, Master of Jackals	3	Skirmisher	Humanoid	Black Iron Pact**
Lady Avalla Deseo	3	Controller	Humanoid	Black Iron Pact**
Manticore	3	Skirmisher	Monstrosity	Manticores
Minotaur	3	Skirmisher	Monstrosity	Minotaur
Minotaur Lackey	3	Minion	Monstrosity	Minotaur
Mummy	3	Brute	Undead	Undead
Owlbear	3	Brute	Monstrosity	Owlbears
Queen Bargnot	3	Leader	Humanoid	Goblins
Rotbeast	3	Brute	Beast	Enchanted Forest*
Time Raider Archon	3	Minion	Humanoid	Time Raiders
Time Raider Armiger	3	Soldier	Humanoid	Time Raiders
War Spider	3	Brute	Beast	Goblins
Wight	3	Soldier	Undead	Undead
Wight Siphoner	3	Minion	Undead	Undead
Angulotl Needler	4	Artillery	Humanoid	Angulotls
Cloak	4	Ambusher	Humanoid	Black Iron Pact**
Deathhawk	4	Skirmisher	Beast	Animals
Giant Zombie	4	Brute	Undead	Undead
Gnoll Bonesplitter	4	Brute	Fiend	Gnolls
Gnoll Mage-Gorger	4	Minion	Fiend	Gnolls
Hobgoblin Firerunner	4	Skirmisher	Humanoid	Hobgoblins
Human Death Cultist	4	Support	Humanoid	Humans
Lizardfolk Terrorsaur	4	Skirmisher	Humanoid	Lizardfolk
Lord Erasmus Deseo	4	Support	Humanoid	Black Iron Pact**
Mummy Rotwrap	4	Minion	Undead	Undead

Name	CR	Role	Type	Entry
Orc Godcaller	4	Support	Humanoid	Orcs
Pitling	4	Minion	Fiend	Demons
Rot Angel	4	Skirmisher	Celestial	Swamp*
Scyza	4	Brute	Monstrosity	Orcs
Sylphise	4	Skirmisher	Fey	Wilderkith**
Tuval-Uthriar	4	Soldier	Humanoid	Wilderkith**
Vali	4	Ambusher	Humanoid	Wilderkith**
Weeping Willow	4	Controller	Plant	Road*
Anthracia, Princess of Venom	5	Controller	Fey	Wilderkith**
Bugbear Commander	5	Support	Humanoid	Bugbears
Crux of Fire	5	Artillery	Elemental	Elementals
Dohma Raskovar	5	Leader	Humanoid	Orcs
Essence of Storms	5	Controller	Elemental	Elementals
Essence of Tides	5	Skirmisher	Elemental	Elementals
Fire Spark	5	Minion	Elemental	Elementals
Flesh Mournling	5	Brute	Undead	Undead
Force of Earth	5	Soldier	Elemental	Elementals
Hill Giant Clobberer	5	Brute	Giant	Giants
Hill Giant Flunky	5	Minion	Giant	Giants
Hobgoblin Brandbearer	5	Minion	Humanoid	Hobgoblins
Jutkarr Flintfingers	5	Support	Humanoid	Amethyst Knife**
Koptourok	5	Controller	Undead	Cave*
Lightbender	5	Ambusher	Monstrosity	Lightbenders
Llyvessa	5	Artillery	Humanoid	Amethyst Knife**
Logger	5	Brute	Plant	Wilderkith**
Night Hag	5	Controller	Fey	Hags

Name	CR	Role	Type	Entry
Otyugh	5	Controller	Aberration	Otyughs
Otyugh Dregsbelcher	5	Minion	Aberration	Otyughs
Shambling Mound	5	Controller	Plant	Shambling Mounds
Shambling Pile	5	Minion	Plant	Shambling Mounds
Treyvan von Hirnschmann	5	Soldier	Humanoid	Amethyst Knife**
Troll	5	Brute	Giant	Trolls
Troll Whelp	5	Minion	Giant	Trolls
Vampire Spawn	5	Skirmisher	Undead	Undead
Victory Graves	5	Skirmisher	Humanoid	Amethyst Knife**
Voiceless Talker Graywarper	5	Minion	Aberration	Voiceless Talkers
Wraith	5	Controller	Undead	Undead
Angulotl Seer	6	Controller	Humanoid	Angulotls
Arcane Amalgam	6	Controller	Ooze	Sewer*
Bonestalker	6	Ambusher	Fey	Enchanted Forest*
Chimera	6	Skirmisher	Monstrosity	Chimeras
Devil Notary	6	Minion	Fiend	Devils
Gnoll Abyssal Summoner	6	Support	Fiend	Gnolls
Harlo Honeygrin	6	Ambusher	Humanoid	Amethyst Knife**
Hobgoblin Death Captain	6	Support	Humanoid	Hobgoblins
Human Apprentice Mage	6	Minion	Humanoid	Humans
Human Storm Wizard	6	Controller	Humanoid	Humans
Kishina Darrowind	6	Skirmisher	Humanoid	Soulbinders**
Marble Stone Giant	6	Artillery	Giant	Giants
Medusa	6	Controller	Monstrosity	Medusas

Name	CR	Role	Type	Entry
Prince Ellan Farra	6	Controller	Humanoid	Soulbinders**
Ruinant	6	Skirmisher	Fiend	Demons
Scarlet Shadow	6	Ambusher	Humanoid	Soulbinders**
Shtriga Nonna	6	Solo	Fey	Hags
Wyvern	6	Controller	Dragon	Wyverns
Argan Rael	7	Artillery	Humanoid	Soulbinders**
Baron Uthrak	7	Leader	Humanoid	Humans
Bugbear Channeler	7	Controller	Humanoid	Bugbears
Caithas	7	Artillery	Humanoid	Hallowed Dark**
Draven Malas	7	Controller	Humanoid	Hallowed Dark**
Fossil Cryptic	7	Skirmisher	Elemental	Cave*
Granite Stone Giant	7	Soldier	Giant	Giants
Hulking Brain	7	Brute	Aberration	Voiceless Talkers
Marsh Hydra	7	Brute	Monstrosity	Swamp*
Radlee Thugram	7	Soldier	Humanoid	Soulbinders**
Time Raider Vertex	7	Support	Humanoid	Time Raiders
Tusker Demon	7	Skirmisher	Fiend	Gnolls
Vivienn Dirroze	7	Brute	Humanoid	Hallowed Dark**
Voiceless Talker	7	Controller	Aberration	Voiceless Talkers
Athmia Valkys	8	Skirmisher	Humanoid	Hallowed Dark**
Aronar Valkys	8	Support	Humanoid	Hallowed Dark**
Basalt Stone Giant	8	Controller	Giant	Giants
Bloodlord Varrox	8	Leader	Humanoid	Hobgoblins
Bredbeddle	8	Brute	Giant	Road*
Crux of Frost	8	Controller	Elemental	Elementals
Devil Legate	8	Soldier	Fiend	Devils

Name	CR	Role	Type	Entry
Frost Giant Storm Hurler	8	Artillery	Giant	Giants
Frost Giant Wind Sprinter	8	Skirmisher	Giant	Giants
Multivok Bodyguard	8	Soldier	Construct	Valok
Slaughter Demon	8	Brute	Fiend	Hobgoblins
Time Raider Nemesis	8	Skirmisher	Humanoid	Time Raiders
Tormenauk	8	Brute	Fiend	Demons
Blood-Starved Vampire	9	Minion	Undead	Undead
Dancing Lady	9	Controller	Plant	Enchanted Forest*
Fire Giant Red Fist	9	Soldier	Giant	Giants
Gem Jelly	9	Brute	Ooze	Under-ground*
Haunt	9	Skirmisher	Undead	Graveyard and Tomb*
Kiona the Dread Lord	9	Leader	Undead	Undead
Treant	9	Controller	Plant	Treants
Treant Sapling	9	Minion	Plant	Treants
Valochera	9	Controller	Plant	Sewer*
Ashen Hoarder	10	Controller	Construct	Graveyard and Tomb*
Devil Jurist	10	Artillery	Fiend	Devils
Earth Spark	10	Minion	Elemental	Elementals
Fire Giant Lightbearer	10	Support	Giant	Giants
Force of Iron	10	Brute	Elemental	Elementals
Olothec	10	Controller	Aberration	Olothec
Servok Miner	10	Controller	Construct	Valok
Voiceless Talker Artillerist	10	Artillery	Aberration	Voiceless Talkers
Wobalas	10	Artillery	Fiend	Demons

Name	CR	Role	Type	Entry
Flintmoth Swarm	11	Brute	Elemental	Ruined Keep*
Lady Emer	11	Solo	Monstrosity	Medusas
Overmind	11	Artillery	Aberration	Overminds
Ancient Lightning Eel	12	Leader	Beast	Animals
Chimeron	12	Brute	Fiend	Demons
Devil Magistrate	12	Skirmisher	Fiend	Devils
Fire Giant Trooper	12	Minion	Giant	Giants
Servok Builder	12	Brute	Construct	Valok
Sunlight Nexus	12	Support	Elemental	Elementals
Zenith Aastrika	12	Leader	Giant	Giants
Deep Dreamer	13	Controller	Plant	Under-ground*
Empyrean Stag	13	Support	Celestial	Enchanted Forest*
Essence of Mist	13	Ambusher	Elemental	Elementals
Lamasombra	13	Ambusher	Monstrosity	Cave*
Vampire	13	Skirmisher	Undead	Undead
Swamp Dryad	13	Controller	Fey	Swamp*
Aurumvas	14	Leader	Fiend	Demons
Devil Adjudicator	14	Controller	Fiend	Devils
Multivok Chief	14	Support	Construct	Valok
Xorannox	14	Solo	Aberration	Overminds
Air Spark	15	Minion	Elemental	Elementals
Ashyra	15	Solo	Undead	Undead
Kingfissure Worm	15	Solo	Monstrosity	Kingfissure Worms
Lacuna	15	Skirmisher	Fiend	Ruined Keep*
Lord Syuul	15	Solo	Aberration	Voiceless Talkers
Principle of Growth	15	Controller	Elemental	Elementals
Infernal Chancellor Lazivos	16	Leader	Fiend	Devils
Ithu'rath	16	Solo	Aberration	Olothec
Oracle of Storms	16	Artillery	Elemental	Elementals
Servok War Engine	16	Brute	Construct	Valok
Marvorok	17	Ambusher	Monstrosity	Under-ground*
Dirt Mournling	18	Controller	Undead	Undead
Count Rhodar von Glauer	19	Solo	Undead	Undead
Force of Blood	19	Brute	Elemental	Elementals
Durixaviinox	20	Solo	Dragon	Dragons
Thornblood	20	Controller	Plant	Ruined Keep*
Water Spark	20	Minion	Elemental	Elementals
Lich	21	Controller	Undead	Undead
Qazyldrath	21	Solo	Dragon	Dragons
Yserthrax	22	Solo	Dragon	Dragons
Atæshia	23	Leader	Elemental	Elementals
Xaantikorijek	23	Solo	Dragon	Dragons
Forzaantirilys	24	Solo	Dragon	Dragons
High Mage Vairae	25	Solo	Undead	Undead
Kraken	26	Solo	Monstrosity	Titans
Goxomoc	30	Solo	Monstrosity	Titans
Xogomoc	30	Solo	Elemental	Titans

**This entry is in chapter 2, "Environments."*

***This entry is in chapter 3, "Villain Parties."*

Converting Ancestries

This book contains multitudes of creatures—but really, does any GM ever have enough stat blocks? The **orc rampart** is a great soldier, but perhaps a kobold version of that creature would better suit your campaign. Or perhaps you need an angulotl who functions like the **lizardfolk terrorsaur**.

To expand your stat block options, you can use the rules in this section to convert non-minion stat blocks from any ancestry on this list to another:

- Angulotls
- Bugbears
- Devils
- Gnolls
- Goblins
- Hobgoblins
- Humans
- Kobolds
- Lizardfolk
- Orcs
- Time raiders

To convert a stat block to a new ancestry from this list, the creature should lose the **defining features** of their original ancestry (as listed in the following sections) and gain the defining features of their new ancestry. However, if the original creature's walking speed is 40 feet or more, keep their original walking speed.

Angulotl Defining Features

An angulotl has the following defining features:

Size. The angulotl's size is Small.
Type. The angulotl's type is Humanoid.
Speed. The angulotl has a walking speed of 20 feet, a climbing speed of 20 feet, and a swimming speed of 30 feet.
Damage Immunities. The angulotl is immune to poison damage.
Darkvision. The angulotl has darkvision out to a range of 60 feet.
Languages. The angulotl can speak, read, and write Angulotl.
Amphibious. The angulotl can breathe air and water.
Toxiferous. When a creature hits the angulotl with a melee attack while within 5 feet of them or touches the angulotl, that creature takes 2 (1d4) poison damage.
Hop. The angulotl jumps a number of feet up to their walking speed as a bonus action.

Bugbear Defining Features

A bugbear has the following defining features:

Size. The bugbear's size is Medium.
Type. The bugbear's type is Humanoid.
Speed. The bugbear has a walking speed of 30 feet.
Darkvision. The bugbear has darkvision out to a range of 60 feet.
Languages. The bugbear can speak, read, and write Common and Goblin.
Bugbear's Inspiration. Allied Humanoids within 15 feet of the bugbear who can see or hear them have advantage on Wisdom and Charisma saving throws.

Devil Defining Features

When converting another ancestry's stat block to a devil, increase the creature's challenge rating by 1. If converting a devil stat block to another ancestry, decrease the creature's challenge rating by 1.

A devil has the following defining features:

Size. The devil's size is Medium.
Type. The devil's type is Fiend.
Speed. The devil has a walking speed of 30 feet.
Damage Resistances. The devil is resistant to bludgeoning, piercing, and slashing damage from mundane attacks.
Damage Immunities. The devil is immune to fire damage.
Condition Immunities. The devil can't be charmed.
Darkvision. The devil has darkvision out to a range of 120 feet.
Languages. The devil can speak, read, and write Common and Infernal.
True Name. If a creature the devil can hear within 60 feet of them speaks aloud the devil's true name, the devil loses their damage resistances and immunities and their Devilish Charm reaction for 24 hours.
Devilish Charm (1/Day). When the devil is targeted by an attack, power, spell, or other effect by a creature they can see within 60 feet of them, the devil can use a reaction to force the creature to make a Charisma saving throw. The DC for this saving throw equals 8 + the devil's proficiency bonus + the devil's Intelligence, Wisdom, or Charisma modifier (whichever is highest). On a failed save, the creature is charmed by the devil until the start of the creature's next turn, and the devil chooses a new target the devil can see for the triggering effect. The new target must be within the triggering effect's range.

Gnoll Defining Features

A gnoll has the following defining features:

Size. The gnoll's size is Medium.
Type. The gnoll's type is Fiend.
Speed. The gnoll has a walking speed of 30 feet.
Darkvision. The gnoll has darkvision out to a range of 60 feet.
Languages. The gnoll can speak, read, and write Abyssal and Gnoll.
Bite Attack. The gnoll can use their teeth to make unarmed strikes using Strength or Dexterity (gnoll's choice) for the attack roll. When the gnoll hits with their teeth, the strike deals 1d4 + the gnoll's Strength or Dexterity modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike
Death Frenzy. When an ally the gnoll can see within 30 feet of them is reduced to 0 hit points, the gnoll can use their reaction to move up to half their speed and make a Bite attack.

Goblin Defining Features

A goblin has the following defining features:

Size. The goblin's size is Small.
Type. The goblin's type is Humanoid.
Speed. The goblin has a walking speed of 30 feet and a climbing speed of 20 feet.
Darkvision. The goblin has darkvision out to a range of 60 feet.
Languages. The goblin can speak, read, and write Common and Goblin.
Crafty. The goblin doesn't provoke opportunity attacks when they move out of an enemy's reach.

Hobgoblin Defining Features

A hobgoblin has the following defining features:

Size. The hobgoblin's size is Medium.
Type. The hobgoblin's type is Humanoid.
Speed. The hobgoblin has a walking speed of 30 feet.
Damage Resistances. The hobgoblin has resistance to fire damage.
Darkvision. The hobgoblin has darkvision out to a range of 60 feet.
Languages. The hobgoblin can speak, read, and write Common, Goblin, and Infernal.
Infernal Ichor. When the hobgoblin dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the hobgoblin takes fire damage equal to the hobgoblin's proficiency bonus.

Human Defining Features

A human has the following defining features:

Size. The human's size is Medium.
Type. The human's type is Humanoid.
Speed. The human has a walking speed of 30 feet.
Languages. The human can speak, read, and write Common.
Exploit Opening (3/Day). When the human makes an attack, they have advantage on the attack roll.

Kobold Defining Features

A kobold has the following defining features:

Size. The kobold's size is Small.
Type. The kobold's type is Humanoid.
Speed. The kobold has a walking speed of 30 feet.
Darkvision. The kobold has darkvision out to a range of 60 feet.
Languages. The kobold can speak, read, and write Common and Draconic.
Shield? Shield! The kobold gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the kobold must be wielding a shield.
Equipment. The kobold has a shield. When the kobold wields a shield, they gain a +2 bonus to AC.

Lizardfolk Defining Features

A lizardfolk has the following defining features:

Size. The lizardfolk's size is Medium.
Type. The lizardfolk's type is Humanoid.
Speed. The lizardfolk has a walking speed of 30 feet and a swimming speed of 30 feet.
Languages. The lizardfolk can speak, read, and write Common and Draconic.
Amphibious. The lizardfolk can breathe air and water.
Bite Attack. The lizardfolk can use their teeth to make unarmed strikes using Strength or Dexterity (lizardfolk's choice) for the attack roll. When the lizardfolk hits with their teeth, the strike deals 1d6 + the lizardfolk's Strength or Dexterity modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike
Reptilian Escape (1/Day). If the lizardfolk fails a Strength or Dexterity saving throw, they can use their reaction to lose their tail and succeed instead. They regrow their tail when they finish a long rest.

Orc Defining Features

An orc has the following defining features:

Size. The orc's size is Medium.
Type. The orc's type is Humanoid.
Speed. The orc has a walking speed of 35 feet.
Darkvision. The orc has darkvision out to a range of 60 feet.
Languages. The orc can speak, read, and write Common and Orc.
Relentless (1/Turn). When the orc isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the orc drops to 1 hit point instead of 0 hit points.

Time Raider Defining Features

A time raider has the following defining features:

Size. The time raider's size is Medium.
Type. The time raider's type is Humanoid.
Speed. The time raider has a walking speed of 30 feet.
Damage Resistances. The time raider is resistant to psychic damage.
Condition Immunities. The time raider can't be blinded or charmed.
Darkvision. The time raider has darkvision out to a range of 120 feet.
Languages. The time raider can speak, read, and write Common and Kuran'zoi.
Psychic Scar. The time raider is immune to any effect that would sense their emotions, read their thoughts, reveal they are lying, or reveal their alignment or location.

Chapter 1: Creatures

From swarms of spiders to ancient wyrms, the creatures who appear most often in your games are in this chapter. All the creatures are listed in alphabetical order. Refer to the introduction if you want to see the creatures listed by challenge rating. Most of the creature entries feature more than one stat block, providing different roles like action-oriented creatures, companions, minions, and retainers.

Angulotls

This river water taste funny to you, Sir Rogar?

Maxidroga, Deceased Squire of Sir Rogar

Found in freshwater swamps, rivers, and rainforests, angulotls (*ang-gwa-LAH-tulls*) are diminutive, brightly colored amphibious humanoids. Rather than defending their settlements and breeding grounds against hostile creatures, these poisonous frog folk prefer to establish their homes in places that are nigh-impossible for other humanoids to find, such as underwater caves and other enclosed spaces only accessible by water. They are happy to hide and watch a gaggle of noisy adventurers stumble past the entrance to an angulotl clutch without realizing it. Though angulotls prefer to avoid combat, when they're threatened or pressed, they turn deadly.

Deadly Toxins. Angulotls are poisonous creatures, which suits their preference to avoid aggression—they don't need to be! The contact toxin secreted by their skin gives them an edge in close combat; they also distill this toxin into more potent forms for coating blades and tipping darts.

Indicator Species. Angulotl physiology is delicately balanced, and it doesn't take much to upset it. While toxins don't kill them, they are still affected by pollutants in their waters. Ongoing contamination of their environment can corrupt angulotls, making them aggressive, confused, and angry. Most pollution-corrupted angulotls eventually attack any creature who crosses their path—even other angulotls! Runoff from magical experimentation seems to affect them the most … and sometimes gives them strange abilities.

Moisture Dependent. Angulotls breathe through their skin, but they need to stay damp or they suffocate. They often avoid travel in very dry areas, and they prefer not to stray far from a source of freshwater … unless it's raining.

Clawfish

Known as q'ukutxal (*koo-OOK-oot-shaal*) to angulotls, the clawfish resembles a moray eel with eight reptilian legs. These small beasts can slither through grass and clamber up trees nearly as well as they glide through river currents. Angulotls train them not only to pull rafts, but to cleverly fight by choking or electrocuting foes.

Angulotl Blade

CR 1/4 Skirmisher

Small Humanoid (Angulotl), Any Alignment — 50 XP

Armor Class 12
Hit Points 14 (4d6)
Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	8 (–1)

Skills Perception +4, Stealth +4
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 14
Languages Angulotl
Proficiency Bonus +2

Amphibious. The blade can breathe air and water.

Slippery. Opportunity attacks against the blade are made with disadvantage.

Toxiferous. When a creature hits the blade with a melee attack while within 5 feet of them or touches the blade, that creature takes 2 (1d4) poison damage.

Actions

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bonus Actions

Wild Hop. The blade jumps a number of feet up to their walking speed. If the blade uses this bonus action to jump at least 10 feet straight toward a creature, the next Machete attack the blade makes against that creature on the same turn is made with advantage.

They like humans! Adults tend to freak them out a little. I don't think they realize tall humans are the same species as tiny humans!

Pinna, Hedge Witch,
Gravesford

Angulotl Needler

CR 4 Artillery

Small Humanoid (Angulotl), Any Alignment

1,100 XP

Armor Class 14
Hit Points 54 (12d6 + 12)
Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	12 (+1)	11 (+0)	16 (+3)	8 (–1)

Saving Throws Dex +6
Skills Acrobatics +6, Perception +5, Stealth +8, Survival +5
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 15
Languages Angulotl
Proficiency Bonus +2

Amphibious. The needler can breathe air and water.

Sniper. If the needler misses with a ranged weapon attack while they are hidden, they remain hidden. Additionally, if the needler makes a ranged weapon attack with advantage and hits, the attack deals an extra 3 (1d6) damage.

Toxiferous. When a creature hits the needler with a melee attack while within 5 feet of them or touches the needler, that creature takes 2 (1d4) poison damage.

Actions

Poison Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn). While poisoned in this way, the target takes 14 (4d6) poison damage at the start of each of their turns.

Bonus Actions

Hop and Hide. The needler jumps a number of feet up to their walking speed, then takes the Hide action.

Angulotl Seer

CR 6 Controller
2,300 XP

Small Humanoid (Angulotl), Any Alignment

Armor Class 13
Hit Points 81 (18d6 + 18)
Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Dex +6, Wis +7
Skills Acrobatics +6, Perception +10, Stealth +6, Survival +7
Damage Immunities poison
Senses darkvision 120 ft., truesight 60 ft., passive Perception 20
Languages Angulotl
Proficiency Bonus +3

Amphibious. The seer can breathe air and water.

Third Eye. Creatures within 30 feet of the seer can't hide from the seer. Creatures who can't be targeted by divination magic are immune to this effect.

Toxiferous. When a creature hits the seer with a melee attack while within 5 feet of them or touches the seer, that creature takes 2 (1d4) poison damage.

Actions

Acid Grasp. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) acid damage. If the target is a creature and they attack the seer before the start of the seer's next turn, the target takes 14 (4d6) acid damage.

Refulgent Beam. The seer fires two magical beams of radiant energy, each beam targeting a creature the seer can see within 120 feet of them. Each target must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) radiant damage and shed dim light in a 10-foot radius for 1 minute (save ends at end of turn). While shedding light in this way, attack rolls against the target have advantage, the target can't benefit from being invisible, and they can't take the Hide action.

Noxious Bubble (1/Day). The seer creates a 5-foot-radius sphere filled with toxic gas in an unoccupied space they can see within 60 feet of them. If undisturbed, this bubble lasts for 1 minute then dissipates harmlessly. If a creature attacks the bubble, touches it, enters its space, or otherwise disturbs it, the bubble bursts, and each creature within 15 feet of it must make a DC 15 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

Psychedelic Drone (1/Day). Each enemy within 60 feet of the seer who can hear them must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage and be dazed for 1 minute (save ends at end of turn).

Bonus Actions

Hop. The seer jumps a number of feet up to their walking speed.

Angulotl Slink

CR 2 Ambusher

Small Humanoid (Angulotl), Any Alignment — 450 XP

Armor Class 13
Hit Points 45 (10d6 + 10)
Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	8 (–1)

Saving Throws Dex +5
Skills Perception +4, Stealth +7, Survival +4
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 14
Languages Angulotl
Proficiency Bonus +2

Amphibious. The slink can breathe air and water.

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

Toxiferous. When a creature hits the slink with a melee attack while within 5 feet of them or touches the slink, that creature takes 2 (1d4) poison damage.

Actions

Multiattack. The slink makes one Poison Dagger attack and one Tongue Nab attack.

Poison Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage, and the target can't take reactions until the start of their next turn.

Tongue Nab. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* The slink grabs one Small or Tiny object the slink can see that the target is holding or carrying. The slink can catch the object if they have a free hand, otherwise it lands at the slink's feet.

Bonus Actions

Hop and Hide. The slink jumps a number of feet up to their walking speed, then takes the Hide action.

Angulotl Tactics

Angulotls prefer to battle their foes in partially aquatic environments that include lots of vegetation or other places to hide. This allows the angulotls to leap from the water, attack, and then retreat into the murk or bushes. Marshes, swamps, and jungle rivers make ideal showdown locations.

An angulotl slink can give combat an interesting twist if they grab a magic item away from a character with their Tongue Nab attack then retreat, changing a deadly showdown into a dynamic chase. Just give the characters a fighting chance to get back any stolen goods!

Angulotl Tadpole

CR 1/4 Minion

Small Humanoid (Angulotl), Any Alignment — 10 XP

Armor Class 11
Hit Points 6
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	12 (+1)	9 (–1)	8 (–1)	8 (–1)	8 (–1)

Damage Immunities poison
Senses darkvision 60 ft., passive Perception 9
Languages —
Proficiency Bonus +2

Acid Burst. When the tadpole is reduced to 0 hit points, their body pops, spraying acid around them. Each creature within 5 feet of the tadpole takes 1 acid damage.

Amphibious. The tadpole can breathe air and water.

Minion. If the tadpole takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the tadpole takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Noxious Skin. When a creature starts their turn within 5 feet of three or more tadpoles, that creature must succeed on a Constitution saving throw or be poisoned until the start of their next turn. The DC for this saving throw equals 10 plus the number of tadpoles within 5 feet of the creature.

Actions

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

Angulotl Yegg

Clawfish

CR 1/8 Brute

Small Beast, Unaligned — 25 XP

Armor Class 11
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 30 ft., swim 40 ft.

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

Skills Perception +2
Damage Immunities lightning, poison
Senses passive Perception 12
Languages —
Proficiency Bonus +2

Hold Breath. The clawfish can hold their breath for 15 minutes.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, and if the target is a Small or larger creature, the clawfish can pull themself into the target's space and attach to the target. While attached, the clawfish moves with the target without provoking opportunity attacks, and the clawfish can't make Claw attacks. A creature who can reach the clawfish can use an action to make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the clawfish is detached and shunted into an unoccupied space of the clawfish's choice within 5 feet of the target. The clawfish also detaches if they become grappled, incapacitated, prone, or restrained, or if they use 5 feet of movement to detach.

Electrocute (Recharge 6). Each creature touching the clawfish takes 7 (2d6) lightning damage. If the clawfish is immersed in water, each other creature within 10 feet of the clawfish who is touching the same body of water must succeed on a DC 11 Dexterity saving throw or take the same damage.

Angulotl Magic Items

Angulotl value magic items that enhance their low Strength, such as *gauntlets of ogre power* and *potions of giant strength*. Some angulotl seers take great pleasure in brewing *potions of growth* and quaffing them whenever they need to intimidate a threat.

Angulotl Yegg

Retainer

Small Humanoid (Angulotl), Any Alignment

Armor Class 13 (light armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 25 ft., climb 20 ft., swim 30 ft.

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

Saving Throws +PB to all
Skills Acrobatics +3 plus PB, Athletics +0 plus PB, Stealth +3 plus PB, Survival +2 plus PB
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Angulotl, Common
Proficiency Bonus (PB) equals the mentor's bonus

Amphibious. The angulotl yegg can breathe air and water.

Signature Attack (Poison Knife). *Melee or Ranged Weapon Attack:* +3 plus PB to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 plus PB piercing damage plus 7 (2d6) poison damage. Beginning at 7th level, the yegg can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Death from Above! (3/Day). As a bonus action, the yegg jumps up to their walking speed without provoking opportunity attacks. If they leap over an enemy during this jump, the yegg can make a signature attack with advantage against that enemy. On a hit, this attack deals an extra PB piercing damage.

5th Level: Lay Low (3/Day). When the yegg hits a creature with a signature attack while hidden, the yegg can use their reaction to remain hidden.

7th Level: Excoriating Acid (3/Day). As an action, the yegg throws a flask of acid at a point they can see within 20 feet of them. The flask shatters, and each creature within 10 feet of that point must make a DC 10 plus PB Dexterity saving throw, taking PBd10 acid damage on a failed save, or half as much damage on a successful one.

Clawfish Companion

Companion

Small Beast, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Saving Throws Str +3 plus PB, Dex +1 plus PB
Skills Perception +0 plus PB, Stealth +1 plus PB
Senses passive Perception 10 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Hold Breath. The clawfish can hold their breath for 15 minutes.

Actions

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

1st Level: Overwhelming Attack (2 Ferocity). The clawfish makes a signature attack. On a hit, the attack deals an extra PB lightning damage, and the target can't take reactions until the start of the clawfish's next turn.

3rd Level: Coiling Claws (5 Ferocity). The clawfish makes a signature attack against a Medium or smaller creature. On a hit, the target is grappled (escape DC 10 plus PB). Until this grapple ends, the target is restrained and the clawfish can't make a signature attack against another target.

5th Level: Lightning Bomb (8 Ferocity). Each creature within 10 feet of the clawfish must make a DC 10 plus PB Dexterity saving throw, taking PBd8 lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Lightning Retaliation (Recharges after a Short or Long Rest). When the clawfish or their caregiver is attacked by a creature the clawfish can see within 5 feet of them, the clawfish shocks the attacker. The attacker must make a DC 10 plus PB Dexterity saving throw, taking PBd6 lightning damage on a failed save, or half as much damage on a successful one.

Mystic Connection: Clawfish

If you're playing a beastheart and have a clawfish companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Riverkith. You gain a swimming speed equal to your walking speed, and you can hold your breath for up to 15 minutes. Additionally, as a bonus action, you can breathe lightning in a 30-foot cone. Each creature in the cone must make a Dexterity saving throw against your exploit save DC, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. Once you use this bonus action, you can't do so again until you finish a long rest.

Animals

Animals play a prominent role in every fantasy story and can be found in every environment. This section introduces new fantastical beasts and offers fresh takes on popular predators and companions.

Optional Features

The timescape holds many more animals than one book could possibly contain. To aid in customizing the animals in this section—or even creating new ones—some creatures are accompanied by tables of optional features you can add to their stat blocks. These features are often based on real-world creatures the stat block can represent, and the table gives examples of those creature varieties.

Challenge Rating Adjustments. If an optional feature increases a creature's challenge rating, this is indicated in parentheses at the end of that feature. If a creature's original CR was less than 1 and you select a feature that adds 1 to their CR, their CR increases to 1 regardless of whether their original CR was 0, 1/8, 1/4, or 1/2.

Since optional features increase a creature's power, they shouldn't be added to a companion creature without the GM's permission. This applies even to features that don't impact their official challenge rating.

Repurposing Stat Blocks. You can use these tables to inspire the creation of various animals in your fantasy world—perhaps a certain island is home to bears who have webbed feet and can breathe underwater while hunting aquatic prey, or maybe a powerful devil is accompanied by an infernal lion who exhales gouts of flame.

You can also reflavor stat blocks and optional features to represent other real-world creatures. For example, an albatross isn't technically a bird of prey, but you can make an excellent albatross stat block by using a **bird of prey** with the Ocean Hunter and Glide features from the Optional Bird of Prey Features table. Similarly, the **little wildcat** stat block can be handily used for a jackal, fox (give a fennec fox the same features as a sand cat), or dhole (add the Deadly Bite and Pack Tactics features).

Bears

Known for their immense strength, formidable stature, and status as apex predators in forests, mountains, and ice sheets, bears are revered (and feared) as embodiments of nature's might.

Ursine Variation. In our own world, bears vary in size and diet. The brown bear (a category that includes the grizzly bear and Kodiak bear) and polar bear are the largest land predators in the world—though despite their bulk, they can sprint toward their prey at terrifying speeds. On the other hand, the giant panda and much smaller sun bear are herbivores, while the odd sloth bear uses their long, curved claws to dig up ants and termites.

Birds of Prey

Also known as raptors, birds of prey are the consummate avian predators. They hunt from the skies and dive toward their quarry at extraordinary speeds, either killing on impact or raking the unlucky target with their powerful beaks and talons.

Avian Variation. Birds of prey include eagles, falcons, hawks, owls, vultures, and more. From snowy owls in the frozen tundra to desert condors, raptors rule the skies.

Camels

As consummate desert travelers, camels are known for their characteristic hump (or humps). These masses of fatty tissue help regulate a camel's body temperature, and when food is scarce, the humps can be metabolized for nutrition. Camels also have large eyebrows and eyelashes that shield their eyes from the harsh desert glare, and their powerful jaws masticate thorny desert plants, wood, and the occasional unwise attacker.

Deathhawk

This carrion bird is known in various cultures as the deathhawk, flesh-eater, scourger, or great devourer. They feast on rotting flesh—the more decayed, the better. With a wingspan of nearly 8 feet, bone-white feathers, and a piercing, blood-chilling shriek, even one deathhawk is a sight most mortals hope never to encounter.

Harbingers of Death. Fittingly, a group of deathhawks is known as a foreboding. They have an uncanny sense of imminent bloodshed, and forebodings often circle above a besieged settlement or future battlefield for days, awaiting the coming feast. After the carnage, they linger for weeks at a time, slowly devouring the dead as they wait for the fresh bodies to become maggot-riddled corpses.

Meal Prep. Though deathhawks prefer decomposing flesh, they hunt live prey if no corpses are available—or if they are preparing for their young to hatch. While one deathhawk guards the nest, their mate hunts, accumulating a grisly collection of flesh that has plenty of time to rot before the scaly gray chicks are born.

Undead Hunters. Deathhawks can prove useful to mortals—particularly those who hunt undead—for these birds are not only terrifyingly intelligent, but eager to eat the flesh of the living dead. Organizations devoted to resisting the scourge of unnatural forces raise deathhawks from chicks and train them to hunt.

Lightning Eel

Lightning eels have mottled dark-gray skin threaded with trails of silvery blue. They continue growing throughout their lifetime, simply adding vertebrae to their long, sinuous bodies. A lightning eel might grow to 2 feet long in the first year of their life, but ancient lightning eels have been rumored to live for half a century and grow up to 30 feet long—a small sea serpent!

Lightning eels live in groups of ten to twenty individuals of various sizes, known as a flash. They can hunt alone or as a group to take down entire shoals of fish—or larger, more dangerous prey. The flash migrates between bodies of fresh and salt water, following the patterns of storms and hurricanes. The sight of a flash circling just beneath the surface is a sure sign of an impending storm.

Snowfox

These winged white foxes live in frigid polar regions and high snow-covered plateaus. During the winter, a snowfox's beautiful coat and plumage are primarily white with a scattering of dark-gray speckles. In warmer months, their coat takes on more brown, gray, and black, helping them blend in with the shifting terrain. Snowfoxes tend to live in mated pairs (for life or for a season) and raise a litter of two to four kits at a time.

Swarms

A droning, chirping, or clicking swarm of insectoids is a surprisingly daunting sight. Though they be but tiny, they are numerous and united in pursuit of their collective goal.

Content Warning: Insects and Spiders

If you or any of your players are viscerally bothered by many-legged bugs, stinging insects, or spiders, you may want to avoid using the swarms in this section—or instead describe them as some other Tiny creature with substantially fewer legs.

Wildcats

Felines of all shapes and sizes roam the wilds—and the occasional urban alleyway. Cats are usually solitary hunters who stalk their prey before bringing them down in one leap. Padded feet, sensitive whiskers, and long tails help them move nimbly and silently.

Feline Variation. Many different cats live in woodlands, jungles, savannahs, and mountains. Big cats, like lions, cougars, and jaguars, use their strength to quell larger prey. Smaller felines, like ocelots, servals, margays, and even housecats, rely on their agility and reflexes to ambush their quarry.

I know it's a cliché, but they really are more afraid of you than you are of them. And it's their forest, remember!

Pinna, Hedge Witch, Gravesford

Bear

CR 2 Controller

Large Beast, Unaligned — 450 XP

Armor Class 11 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	8 (–1)	12 (+1)	7 (–2)

Skills Perception +3, Survival +3
Senses passive Perception 13
Languages —
Proficiency Bonus +2

Exceptional Smell. The bear has a +10 bonus to Wisdom (Perception) checks that rely on smell, and they can smell creatures even through dirt, snow, and water.

Natural Camouflage. The bear has advantage on Dexterity (Stealth) checks made in their native terrain.

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is Medium or smaller, they are grappled (escape DC 14). Until this grapple ends, the bear can't use their Bite attack on another target.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is Medium or smaller, they are knocked prone.

Powerful Swipe (Recharge 6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage. If the target is Medium or smaller, they are shoved up to 10 feet away and knocked prone. If the target hits a solid surface, they take an extra 7 (2d6) bludgeoning damage.

Little Bear

CR 1 Brute

Small or Medium Beast, Unaligned — 200 XP

Armor Class 12 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (–1)	12 (+1)	7 (–2)

Skills Perception +3, Survival +3
Senses passive Perception 13
Languages —
Proficiency Bonus +2

Exceptional Smell. The bear has a +10 bonus to Wisdom (Perception) checks that rely on smell, and they can smell creatures even through dirt, snow, and water.

Natural Camouflage. The bear has advantage on Dexterity (Stealth) checks made in their native terrain.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or maximum damage if the target is a Plant.

Swat. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing or bludgeoning damage (bear's choice), and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Animal Handling in the Wild

While Wisdom (Animal Handling) checks are typically limited to influencing trained or domesticated animals, you can lift this restriction to allow your characters to attempt to influence wild animals, such as a hungry panther who sees the party as dinner. Allowing the Animal Handling skill to influence wild beasts increases the versatility of a skill with a very limited number of uses in a typical game. It may be that you allow any character to attempt to use the skill to influence wild animals or that you restrict this special use to specific characters connected to nature, like druids and rangers.

If you do allow Animal Handling to be used to influence wild animals, remember that skills aren't magic. The same way a single successful Charisma (Persuasion) check isn't likely to turn a hostile bandit who wants to kill you into an ally ready to fight by your side, a Wisdom (Animal Handling) check can't turn a wolf the barbarian just punched in the face into a loyal pet. But it might convince the wolf to scurry off in search of easier prey.

Optional Bear Features

Feature	Variety of Bear
Adept Climber. The bear has a climbing speed of 25 feet.	Black bear, spectacled bear
Arctic Traveler. The bear has advantage on saving throws to avoid gaining exhaustion, can tolerate temperatures as cold as –50° Fahrenheit, and ignores difficult terrain created by ice or snow.	Polar bear
Bonus Action: Fearsome Growl (1/Day). The bear lets out a mighty growl. Each creature within 15 feet of the bear who can hear them must succeed on a DC 13 Wisdom saving throw or be frightened of the bear until the end of the bear's next turn. A creature who succeeds on their saving throw is immune to the Fearsome Growl of all bears for 24 hours.	Any
Clever Claws. The bear can use their long claws in place of thieves' tools to open locks, and they gain a +3 bonus to Dexterity checks made to do so.	Sloth bear
Powerful Jaws. The bear's Bite attack deals an extra 4 (1d8) damage, and it deals maximum damage to Plants. (A bear with this feature can't take the Multiattack action.)	Giant panda, sun bear
Sprint (Recharges after a Short or Long Rest). When the bear moves on their turn in combat, they can triple their speed until the end of their turn.	Black bear, brown bear (grizzly bear), polar bear, spectacled bear, sun bear

Wild Shape and Optional Features

At the GM's discretion, the beasts presented in the "Animals" entry can be Wild Shape options for druids. A druid player should also get their GM's approval before adding any of the optional features to a creature's stat block. For instance, a GM might be fine with a druid turning into a **bird of prey** using the base stat block presented in this entry but not allow the Decapitating Strike trait to be added to it.

Bird of Prey

CR 1/2 Skirmisher

Tiny or Small Beast, Unaligned — 100 XP

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	4 (–3)	12 (+1)	5 (–3)

Skills Athletics +4, Perception +5
Senses passive Perception 15
Languages —
Proficiency Bonus +2

Exceptional Vision. The bird has a +10 bonus to Wisdom (Perception) checks that rely on sight.

Flyby. The bird doesn't provoke opportunity attacks when they fly out of an enemy's reach.

High-Speed Dive (Recharges after a Short or Long Rest). If the bird descends at least 30 feet on their turn, they can take the Dash action as a bonus action. When they do, they have advantage on the next attack they make before the end of their turn.

Actions

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If the target is a Tiny creature, they are grappled (escape DC 12). If the target is a Small or larger creature, the bird attaches to them. While attached, the bird's Beak attacks against that target are made with advantage, and the bird can't attack another target. The target or a creature who can reach them can attempt to detach the bird as an action by making a DC 12 Strength (Athletics) check. On a failed check, the attached target takes 2 (1d4) slashing damage. On a successful check, the attached target takes 2 (1d4) slashing damage and is no longer attached. The bird can detach by spending 5 feet of their movement.

Bonus Actions

Spot. The bird makes a Wisdom (Perception) check.

Dire Bird of Prey

CR 3 Skirmisher

Medium or Large Beast, Unaligned — 700 XP

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (–2)	12 (+1)	5 (–3)

Skills Athletics +5, Perception +5
Senses passive Perception 15
Languages —
Proficiency Bonus +2

Exceptional Vision. The bird has a +10 bonus to Wisdom (Perception) checks that rely on sight.

Flyby. The bird doesn't provoke opportunity attacks when they fly out of an enemy's reach.

High-Speed Dive (Recharges after a Short or Long Rest). If the bird descends at least 30 feet on their turn, they can take the Dash action as a bonus action. When they do, they have advantage on the next attack they make before the end of their turn.

Actions

Multiattack. The bird makes two attacks using Heavy Beak, Rending Talons, or both.

Heavy Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. On a critical hit, the target is dazed until the start of the bird's next turn.

Rending Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is Medium or smaller, they are grappled (escape DC 13). While grappling a target, the bird's Beak attacks against that target are made with advantage, and the bird can't attack another target. Each time the target makes a check to end the grapple, the target takes 4 (1d8) slashing damage.

Crushing Grip. The bird's powerful talons crush a grappled target. The target must make a DC 13 Strength saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target fails the save by 5 or more, they are also dazed until the end of their next turn.

Bonus Actions

Spot. The bird makes a Wisdom (Perception) check.

Optional Bird of Prey Features

Feature	Varieties of Bird
Action: Crushing Grip. The bird's powerful talons crush a creature they are grappling or attached to. The target must make a DC 13 Strength saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.	Eagle, falcon
Aerial Pursuit (Recharges after a Short or Long Rest). When the bird starts their turn in the air, they can triple their flying speed until the end of their turn. If they descend at least 30 feet on that turn, they have advantage on the next attack they make before the end of their turn. (Replaces the High-Speed Dive trait.)	Merlin
Agile Flyer. While in the air, the bird has a +5 bonus to Dexterity saving throws and Dexterity (Acrobatics) checks.	Kite, harrier, hawk
Decapitating Strike. When the bird scores a critical hit against a Tiny target, the target is decapitated. A decapitated target dies if they can't survive without that head.	Eagle, owl
Glide. The bird can take a short rest while flying horizontally.	Condor, golden eagle
Night Hunter. The bird has darkvision out to a range of 120 feet and has a +5 bonus to Dexterity (Stealth) checks.	Owl, letter-winged kite
Ocean Hunter. When the bird starts their turn above water, they don't have disadvantage on attacks due to being underwater until the end of their turn.	Osprey
Powerful Impact. If the bird descends at least 20 feet on their turn immediately before hitting with a Rending Talons attack or Talons attack, the target takes an extra 7 (2d6) bludgeoning damage. (+1 CR)	Falcon
Scavenger's Resilience. The bird has advantage on Constitution saving throws and resistance to poison damage.	Vulture, caracara
Wind Hover. The bird can hover while flying.	Kestrel, osprey

Camel

CR 1/2 Controller
Large Beast, Unaligned 100 XP

Armor Class 11
Hit Points 28 (3d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	4 (–3)	12 (+1)	5 (–3)

Saving Throws Str +5, Con +6
Senses passive Perception 11
Languages —
Proficiency Bonus +2

Beast of Burden. The camel is considered to be one size larger for the purpose of determining their carrying capacity.

Desert Dweller. The camel ignores difficult terrain created by dirt or sand. They can tolerate temperatures as high as 120° Fahrenheit.

Metabolic Reserves. The camel can go without water for up to 7 days, and without food for up to 90 days.

Stubborn. The camel has advantage on saving throws made to avoid or end the charmed, frightened, or prone condition on themself.

Actions

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Bonus Actions

Bilious Spit (Recharge 5–6). The camel vomits bile onto a creature they can see within 10 feet of them. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn). If the target fails the save by 5 or more, they are also blinded while poisoned in this way.

Deathhawk

CR 4 Skirmisher
Medium Beast, Unaligned 1,100 XP

Armor Class 13 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	11 (+0)	10 (+0)	9 (–1)

Saving Throws Dex +4, Con +6
Skills Perception +4
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages understands Common but can't speak it
Proficiency Bonus +2

Corpse Sense. Within a range of 5 miles, the deathhawk can sense the presence of Undead or corpses that have been dead for less than 90 days; the deathhawk knows the general direction these are in but not their exact locations. In addition, the deathhawk has advantage on Wisdom (Perception) checks made to find Undead or corpses that have been dead for less than 90 days.

Flyby. The deathhawk doesn't provoke opportunity attacks when they fly out of an enemy's reach.

Actions

Multiattack. The deathhawk makes one Beak attack and one Wounding Talons attack.

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

Wounding Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature who isn't a Construct or an Undead, they gain a bleeding wound that lasts until they regain at least 1 hit point. A bleeding creature loses 5 (1d10) hit points for each bleeding wound they have at the start of their turn. Any creature who can reach the target can use an action to stanch all the target's wounds, ending the effect.

Bonus Actions

Bloodcurdling Shriek (Recharge 6). The deathhawk shrieks, and each enemy within 300 feet of the deathhawk who can hear them must make a DC 14 Wisdom saving throw. Creatures who are immune to the frightened condition automatically succeed on this saving throw. On a failed save, a creature is horrified for 1 minute (save ends at end of turn). While horrified, each time the creature makes an attack roll or a saving throw, they must roll a d4 and subtract the number rolled from the attack roll or saving throw.

If a creature's saving throw is successful or the effect ends for them, they are immune to the Bloodcurdling Shriek of all deathhawks for the next 24 hours.

Lightning Eel

CR 2 Artillery
Medium Beast, Unaligned 450 XP

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	5 (–3)	10 (+0)	4 (–3)

Saving Throws Dex +4
Skills Acrobatics +6, Perception +2
Damage Immunities lightning
Senses passive Perception 12
Languages —
Proficiency Bonus +2

Amphibious. The eel can breathe air and water. They can survive out of water for up to 8 hours.

Slippery. The eel has advantage on ability checks and saving throws made to avoid or end the grappled condition on themself.

Actions

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

Electric Pulse. The eel channels energy toward a creature within 20 feet of them. The target must make a DC 12 Constitution saving throw, made with disadvantage if the target is touching the eel. On a failed save, a creature takes 18 (4d8) lightning damage and is dazed until the end of their next turn. On a successful save, a creature takes half as much damage and isn't dazed.

Ancient Lightning Eel

CR 12 Leader
Gargantuan Beast, Unaligned 8,400 XP

Armor Class 17 (natural armor)
Hit Points 203 (14d20 + 56)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	7 (–2)	13 (+1)	6 (–2)

Saving Throws Str +9, Dex +6
Skills Acrobatics +10, Athletics +9, Perception +9
Damage Resistances cold, thunder
Damage Immunities lightning
Senses passive Perception 19
Languages —
Proficiency Bonus +4

Amphibious. The eel can breathe air and water. They can survive out of water for up to 24 hours.

Foudroyant Majesty (3/Day). When the eel fails a saving throw, they can succeed instead. When they do, they can't take the Multiattack action on their next turn.

Slippery. The eel has advantage on ability checks and saving throws made to avoid or end the grappled condition on themself.

Stormsurge. Other lightning eels within 30 feet of the ancient eel deal an extra 4 (1d8) lightning damage with their weapon attacks and Electric Pulse.

Actions

Multiattack. The eel makes one Bite attack and uses Electric Pulse.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) lightning damage, and the target is grappled (escape DC 17). While grappled, the target is restrained and the eel can't make a Bite attack against another target.

Electric Pulse. The eel channels energy toward a creature within 60 feet of them. The creature must make a DC 16 Constitution saving throw, made with disadvantage if the target is touching the eel. On a failed save, a creature takes 27 (6d8) lightning damage and is dazed until the end of their next turn. On a successful save, a creature takes half as much damage and isn't dazed.

Bonus Actions

Coiling Storm. The eel coils around a creature within 5 feet of them. The target must succeed on a DC 17 Dexterity saving throw or be grappled (escape DC 17).

Reactions

Heart of the Storm. When another lightning eel that the ancient eel can see within 30 feet of them is reduced to 0 hit points, the ancient eel releases a crackling filament of lightning in their direction. The target is restored to life with 10 hit points. Each lighting eel can be restored to life only once with this reaction.

Villain Actions

The eel has three villain actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

Action 1: Call to the Storm. Every other lightning eel within 30 feet of the ancient eel can use their Electric Pulse action as a reaction.

Action 2: Electric Rush. The eel surges with lightning, moves up to their speed, then makes a Bite attack. On a hit, the Bite attack deals an extra 18 (4d8) lightning damage. A creature who hits the eel with a melee attack during this movement takes 9 (2d8) lightning damage.

Action 3: Fulminous Wave. The eel releases a crackling wave of electricity and uses Electric Pulse against each enemy within 30 feet of them.

Snowfox

CR 1/4 Ambusher

Tiny Beast, Unaligned — 50 XP

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 30 ft., burrow 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	14 (+2)	6 (–2)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +5, Survival +3
Damage Resistances cold
Senses darkvision 120 ft., tremorsense 15 ft., passive Perception 15
Languages —
Proficiency Bonus +2

Natural Camouflage. The snowfox has advantage on Dexterity (Stealth) checks made in snowy terrain or cloudy skies.

Nimble Escape. The snowfox doesn't provoke opportunity attacks when they leave an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 piercing damage, and the snowfox attaches to the target. While attached, the snowfox's Claw attacks against that target are made with advantage, and the snowfox can't attack another target. The target or a creature who can reach them can detach the snowfox as an action with a successful DC 13 Strength (Athletics) check. The snowfox can detach by spending 5 feet of their movement.

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

Bonus Actions

Burrow. The snowfox burrows up to 5 feet in snow.

Listen. The snowfox makes a Wisdom (Perception) check.

Swarm of Insects

CR 1/2 Soldier

Medium Swarm of Tiny Beasts, Unaligned — 100 XP

Armor Class 12
Hit Points 18 (4d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	14 (+2)	10 (+0)	2 (–4)	9 (–1)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, dazed, flanked, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 9
Languages —
Proficiency Bonus +2

Multitudinous. The swarm has advantage on opportunity attacks, and creatures provoke opportunity attacks from the swarm even if they take the Disengage action before leaving the swarm's reach.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half their hit points or fewer.

Distracting Buzz. If the swarm has at least half their hit points remaining, they emit an annoying drone, buzz, or skittering sound. Until the start of the swarm's next turn, creatures within 15 feet of the swarm who can hear them have disadvantage on attack rolls against creatures other than the swarm.

Variant: Snowfox Familiar

Snowfoxes make clever, playful familiars for spellcasters seeking a winged traveling companion. Patient hunters and excellent scouts in any territory, they're particularly well adapted to the snowy tundra.

Familiar. The snowfox can serve another creature as a familiar, forming a telepathic bond with their willing companion. While the two are bonded, the companion can sense what the snowfox senses as long as they are within 1 mile of each other. In addition, the snowfox can use the companion's proficiency bonus for ability checks, and the snowfox gains temporary hit points equal to the companion's proficiency bonus at the end of a long rest. Either creature can end the bond at any time.

Researched Options

Many of the optional features provided for the different animal stat blocks are based on the incredible abilities of critters from the real world. Sometimes the best ideas for fantasy come from the truly wild nature of reality. Do an internet search for an aye-aye and you'll see.

If you need inspiration for new creature traits and actions, research the surprising things that animals can do. You might be as shocked as we were when we learned that some bears can run more than 30 miles per hour and many wildcats can survive falls as high as four stories without injury.

Optional Insect Swarm Features

Feature	Varieties of Insect
Action: Deafening Song (Recharge 6). The swarm produces an earsplitting buzz. Each creature within 15 feet of them must succeed on a DC 12 Constitution saving throw or be deafened (save ends at end of turn).	Cicadas
Action: Multiattack. The swarm makes two Bite attacks. (+1 CR)	Locusts
Burrower. The swarm has a burrowing speed of 5 feet.	Ants, beetles, termites
Darkvision. The swarm has darkvision out to a range of 30 feet.	Beetles, mosquitoes, cockroaches, any nocturnal insect
Disease Carrier. When the swarm hits a creature with an attack, the target must succeed on a DC 12 Constitution saving throw or be poisoned (save ends at end of turn).	Mosquitoes, dung beetles, fleas
Durable. The swarm's hit points are doubled, and they have an Armor Class of 15, a +5 bonus to Constitution saving throws, and advantage on Constitution saving throws. (+1 CR)	Cockroaches
Flyer. The swarm has a flying speed of 30 feet.	Cicadas, locusts, wasps, any flying insect
Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 7 (2d6) poison damage, or 1 piercing damage plus 3 (1d6) poison damage if the swarm has half their hit points or fewer. (Replaces the Bite attack)	Fire ants, bullet ants, wasps

Swarm of Spiders

CR 1/2 Controller

Medium Swarm of Tiny Beasts, Unaligned — 100 XP

Armor Class 12
Hit Points 18 (4d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	14 (+2)	10 (+0)	2 (–4)	9 (–1)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, dazed, flanked, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., darkvision 30 ft., passive Perception 9
Languages —
Proficiency Bonus +2

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

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage plus 4 (1d8) poison damage, or 2 (1d4) piercing damage plus 3 (1d6) poison damage if the swarm has half their hit points or fewer.

Too Many Legs. The swarm mobs a creature in their space and attaches to them. When the swarm takes damage other than psychic damage, the attached creature also takes half as much damage. The attached creature has disadvantage on attacks against creatures other than the swarm, and attacks against the attached creature have advantage.

While attached, the swarm can't attack another target. The attached creature or another creature who can reach them can shake off the swarm and detach them as an action. The swarm can detach by spending 5 feet of their movement.

Wildcat

CR 1 Ambusher

Medium or Large Beast, Unaligned — 200 XP

Armor Class 13 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (–2)	14 (+2)	8 (–1)

Skills Perception +6, Stealth +4
Senses darkvision 60 ft., passive Perception 16
Languages —
Proficiency Bonus +2

Hunter's Pounce. If the wildcat hits a Large or smaller target and had advantage on the attack roll, the target is grappled (escape DC 13). While grappling the target in this way, the wildcat can't attack another creature.

Natural Camouflage. The wildcat has advantage on Dexterity (Stealth) checks made in their native terrain.

Sprint (Recharges after a Short or Long Rest). When the wildcat moves on their turn in combat, they can triple their speed until the end of their turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus an extra 3 (1d6) piercing damage if the target is grappled or restrained.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus an extra 3 (1d6) slashing damage if the wildcat had advantage on the attack roll.

Bonus Actions

Sneak. The wildcat takes the Hide action.

Little Wildcat

CR 1/2 Ambusher

Tiny or Small Beast, Unaligned — 100 XP

Armor Class 13 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	12 (+1)	6 (–2)	14 (+2)	8 (–1)

Skills Acrobatics +4, Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Proficiency Bonus +2

Agile Landing. The wildcat takes no damage from falling 40 feet or less, provided they aren't incapacitated.

Hunter's Pounce. If the wildcat hits a Small or smaller target and had advantage on the attack roll, the target is grappled (escape DC 12). While grappling the target in this way, the wildcat can't attack another creature.

Natural Camouflage. The wildcat has advantage on Dexterity (Stealth) checks made in their native terrain.

Sprint (Recharges after a Short or Long Rest). When the wildcat moves on their turn in combat, they can triple their speed until the end of their turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, plus an extra 2 (1d4) piercing damage if the target is grappled or restrained.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, plus an extra 2 (1d4) slashing damage if the wildcat had advantage on the attack roll.

Bonus Actions

Sneak. The wildcat takes the Hide action.

Surprise Swarm!

Because a swarm of insects or spiders can fit into any reasonably sized vessel, you can surprise players by having bugs burst forth from a chest, pack, or other container. A trap could dispense a swarm in a manner similar to how it might shoot a jet of flame or unleash poison gas. A swarm surprise is such good fun for many groups that we made it part of a stat block: a **swarm of spiders** emerges from the corpse of a newly deceased **war spider** (see the "Goblins" entry).

Before you unleash such a horrifying surprise on unsuspecting players, make sure it is the kind of thing that will thrill them in a good way. Ask your players about their comfort level with swarms, insects, and spiders and adjust your story and descriptions to the taste of your players.

No no, they make terrible *pets! Good teammates though! I think maybe they think* you're *the pet.*

Pinna, Hedge Witch,
Gravesford

Optional Wildcat Features

Feature	Varieties of Cat
Adept Climber. The wildcat has a climbing speed of 25 feet.	Clouded leopard, jaguar, leopard, lynx, snow leopard
Agile Landing. The wildcat takes no damage from falling 40 feet or less, provided they aren't incapacitated.	Any Medium wildcat
Deadly Bite. When the wildcat hits a prone creature with a Bite attack, the attack is a critical hit.	Lion, tiger, jaguar
Desert Dweller. The wildcat ignores difficult terrain created by dirt and sand. They can tolerate temperatures as high as 120° Fahrenheit, and they don't need to drink water as long as they have fresh food.	Sand cat
Mountain Dweller. The wildcat ignores difficult terrain created by snow, ice, or steep slopes.	Lynx, snow leopard
Superior Sprint (2/Short or Long Rest). When the wildcat moves on their turn in combat, they can quadruple their speed until the end of their turn. (Replaces the Sprint trait.)	Cheetah, sand cat
Pack Tactics. The wildcat has advantage on an attack roll against a creature if at least one of the wildcat's allies is within 5 feet of the target and the ally isn't incapacitated.	Lion
Powerful Leap. The wildcat's jump distance is doubled, with or without a running start. They can choose whether their Strength or Dexterity score determines their jump distance.	Caracal, cougar, lion, margay, serval, snow leopard
Swimmer. The wildcat has a swimming speed of 30 feet.	Tiger, leopard, ocelot, jaguar

Mystic Connection: Bear

If you're playing a beastheart and have a bear companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Ursine Might. As a bonus action, you empower yourself with the strength of a great bear. For the next minute, your Strength-based attacks deal an extra 1d10 damage and you have advantage on Strength checks and saving throws. Once you use this bonus action, you can't do so again until you finish a long rest.

Bear Companion

Companion

Large Beast, Unaligned

Armor Class 10 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (–1)	12 (+1)	7 (–2)

Saving Throws Str +3 plus PB, Con +2 plus PB
Skills Athletics +3 plus PB, Perception +1 plus PB
Senses passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Exceptional Smell. The bear's proficiency bonus is doubled for Wisdom (Perception) checks that rely on smell, and they can smell creatures even through dirt, snow, and water.

Familiar Territory. The bear has advantage on Dexterity (Stealth) and Wisdom (Survival) checks made in their native terrain (as determined by you and the GM).

Actions

Signature Attack (Bite or Claw). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage (Bite) or slashing damage (Claw).

1st Level: Tenacious Strike (2 Ferocity). The bear makes a signature attack. On a hit, the attack deals an extra PB damage. On a miss, the bear deals PB slashing damage to the target and gains 2 ferocity.

3rd Level: Pummel (5 Ferocity). The bear makes a signature attack. On a hit, the target is also grappled (escape DC 10 plus PB). While grappled in this way, the bear's attacks (including the triggering attack) deal an extra PB damage, the target is restrained if they are Large or smaller, and the bear can't make a signature attack against another target.

5th Level: Clawing Frenzy (8 Ferocity). The bear makes a signature Claw attack against PB creatures of their choice within 5 feet of them. At the end of their turn, the bear gains 1 ferocity for every attack that missed.

Bonus Actions

Hunt by Scent. The bear detects the location of each living creature within 10 × PB feet of them, unless the creature is hiding their scent by supernatural means.

Blood Hawk Companion

Companion

Small Beast, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 6 + six times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	5 (–3)	14 (+2)	10 (+0)

Saving Throws Dex +3 plus PB, Wis +2 plus PB
Skills Perception +2 plus PB
Senses passive Perception 12 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

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

Actions

Signature Attack (Beak). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Distracting Attack (2 Ferocity). The hawk makes a signature attack. On a hit, the next attack made against the target before the start of the hawk's next turn has advantage.

3rd Level: Swooping Attack (5 Ferocity). The hawk moves up to their speed without provoking opportunity attacks. During or after this move, they can make a signature attack against one target. On a hit, the target must succeed on a DC 10 plus PB Strength saving throw or drop one item they are holding.

5th Level: Storm of Talons (8 Ferocity). The hawk moves up to their speed without provoking opportunity attacks, then they can dive onto one creature within 5 feet of them. The target must make a DC 10 plus PB Dexterity saving throw. On a failed save, the target takes PBd10 slashing damage and is blinded until the end of the hawk's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Reactions

Swoop In (Recharges after a Long Rest). When the hawk's caregiver is hit with an attack while the hawk is within 30 feet of them, the hawk moves up to their speed without provoking opportunity attacks. If the hawk ends this movement within 5 feet of the caregiver, the hawk becomes the target of the triggering attack instead, and the attack deals half as much damage.

Mystic Connection: Camel

If you're playing a beastheart and have a camel companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Desert Warrior. You ignore difficult terrain created by dirt or sand, and you are considered naturally adapted to hot climates.

Additionally, you can use a bonus action to activate an aura that shimmers around you like a desert mirage. For 1 minute, you and allies within 10 feet of you have a +PB bonus to Constitution saving throws and saving throws against being charmed, frightened, or knocked prone. Once you use this bonus action, you can't do so again until you finish a long rest.

Camel Companion

Companion

Large Beast, Unaligned

Armor Class 11 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	4 (–3)	12 (+1)	5 (–3)

Saving Throws Str +3 plus PB, Con +2 plus PB
Skills Athletics +3 plus PB, Survival +1 plus PB
Senses passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Beast of Burden. The camel is considered to be one size larger for the purpose of determining their carrying capacity.

Desert Dweller. The camel ignores difficult terrain created by dirt or sand. They can tolerate temperatures as high as 120° Fahrenheit.

Metabolic Reserves. The camel can go without water for up to 7 days, and without food for up to 90 days.

Stubborn. The camel has advantage on saving throws made to avoid or end the charmed, frightened, or prone condition on themself.

Tall and Narrow. If the camel's caregiver is Medium or smaller, the caregiver can occupy the camel's space and vice versa, and it doesn't count as difficult terrain for them.

Actions

Signature Attack (Bite or Kick). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage (Bite) or bludgeoning damage (Kick).

1st Level: Bilious Spit (2 Ferocity). The camel spits at a creature they can see within 10 feet of them. The target must succeed on a DC 10 plus PB Constitution saving throw or be poisoned until the start of the camel's next turn.

3rd Level: Punishing Shake (5 Ferocity). The camel moves up to their speed and makes a signature Bite attack against one target. If the attack hits and the target is Medium or smaller, the camel also shakes and flings them up to 10 feet away horizontally. If the target hits a solid surface, they are knocked prone and take an extra PB bludgeoning damage.

5th Level: Trample (8 Ferocity). The camel moves up to their speed. During this move, they can move through other creature's spaces. Each Large or smaller creature whose space the camel passes through must make a DC 10 plus PB Strength saving throw. On a failed save, a creature takes PBd6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Reactions

Ungulate Urgency. If the camel's caretaker falls prone and the camel can see them, the camel moves up to their speed toward their caregiver. If they end this movement in the same space as their caregiver, attacks against the caregiver have disadvantage until either the caregiver is no longer prone, the caregiver is no longer in the same space as the camel, or the start of the camel's next turn, whichever comes first.

Wildcat Companion

Companion

Medium or Large Beast, Unaligned

Armor Class 12 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (–2)	14 (+2)	8 (–1)

Saving Throws Str +3 plus PB, Dex +2 plus PB
Skills Perception +2 plus PB, Stealth +2 plus PB
Senses darkvision 60 ft., passive Perception 12 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Familiar Territory. The wildcat has advantage on Dexterity (Stealth) and Wisdom (Survival) checks made in their native terrain (as determined by you and the GM).

Predator's Grab (Recharges after a Short or Long Rest). When the wildcat hits a creature with an opportunity attack, the creature is also grappled (escape DC 10 plus PB).

Sprint (Recharges after a Short or Long Rest). When the wildcat moves on their turn in combat, they can triple their speed until the end of their turn.

Actions

Signature Attack (Bite or Claw). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage (Bite) or slashing damage (Claw).

1st Level: Crushing Jaws (2 Ferocity). The wildcat makes a signature Bite attack, dealing an extra PB bludgeoning damage on a hit, or an extra 2 × PB bludgeoning damage to a target they are grappling.

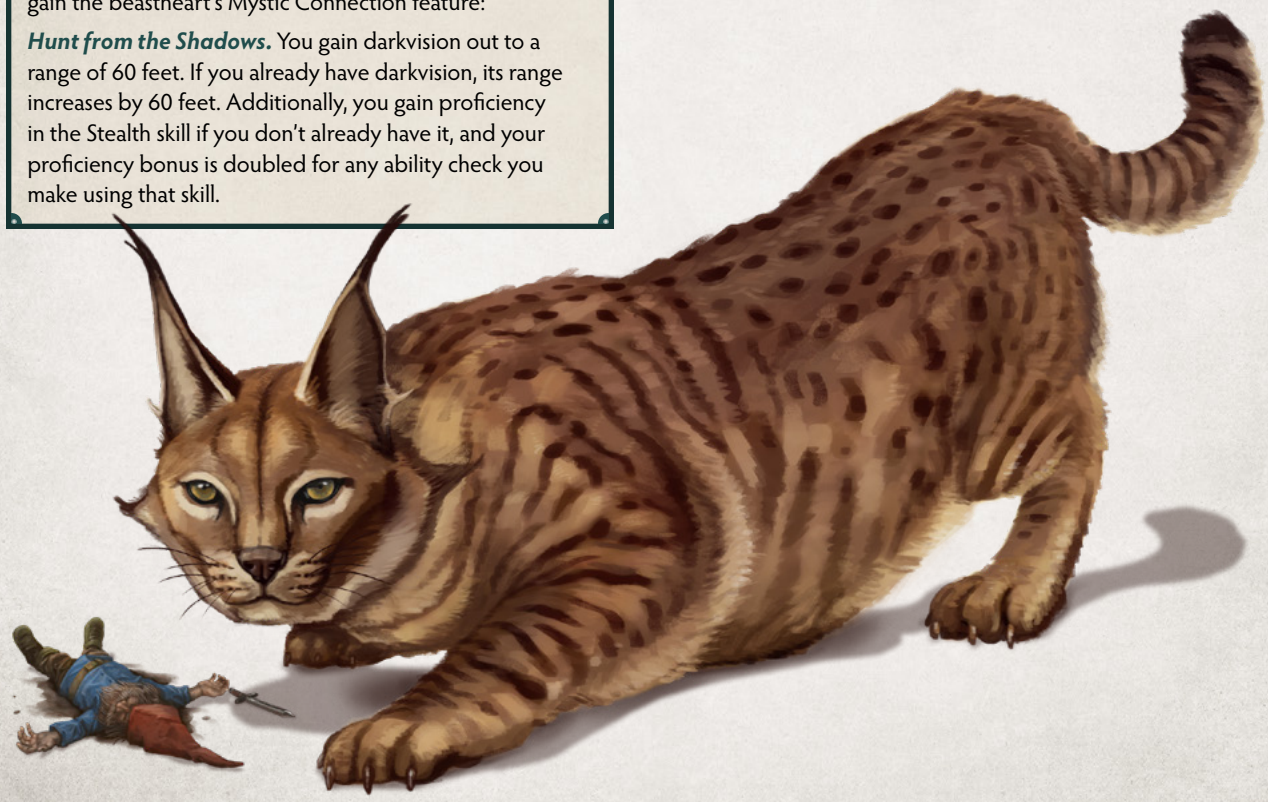
3rd Level: Pounce (5 Ferocity). The wildcat moves up to their speed and makes a signature attack against one target, dealing an extra PB damage on a hit. If the target is Large or smaller, they are grappled (escape DC 10 plus PB), and the wildcat can't attack another creature until the grapple ends.

5th Level: Shredding Claws (8 Ferocity). The wildcat makes three signature Claw attacks against the same target. The target must succeed on a DC 10 plus PB Charisma saving throw or be frightened of the wildcat for 1 minute (save ends at end of turn).

Mystic Connection: Wildcat

If you're playing a beastheart and have a wildcat companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Hunt from the Shadows. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet. Additionally, you gain proficiency in the Stealth skill if you don't already have it, and your proficiency bonus is doubled for any ability check you make using that skill.



Basilisks

They're great guard dogs. You just gotta raise 'em from eggs. No, no. Don't look her in the eye. She turned the tax collector to stone the other day when he tried to pet her. She's just a big softie, really.

With eight legs, a scaled rough hide, and razor-sharp teeth coated in poison, the basilisk is a deadly threat—even aside from their petrifying eye beams. This dreadful creature can fell the mightiest of foes with a look, turning them into immobilized stone statues. Horrifyingly, the basilisk's petrified prey remain aware of their fate and surroundings, trapping them in an unending nightmare.

Many Environments. One of the most adaptable predators, basilisks can be found in nearly any environment, but they prefer damp caves. Over time, their tough scales take on the color of their surroundings, allowing the bulky creatures to blend in better.

Raising Young. Basilisks typically live in mated pairs and raise several younglings. Adults prefer to subsist on berries, fish, fowl, and carrion, resorting to eating their petrified victims only when starving. On the other hand, basilisk younglings can only eat petrified victims, and families of basilisk have been known to travel far from their nest to populated areas in search of prey for their babies.

Petrification Is Death

A permanent petrified condition can take a low-level character out of the game like death. Some players might not like that a creature with a challenge rating of 3 can knock them out of the story. That's why the basilisk has the Alchemical Ingredients trait. Remove this trait for a more dangerous basilisk.

Dangerous Servitors. Crime lords and overminds seek basilisk eggs to raise and train as bodyguards and pets. Training is dangerous, and many handlers (and their unscrupulous colleagues) find themselves turned to stone as the basilisk escapes and runs amok.

Some creatures keep basilisks not for their terrifying abilities, but for their immunity to petrification. Medusas, largely due to their own limited options for companionship, commonly keep basilisks as pets. Both parties benefit from this symbiotic relationship, as the medusa feeds their own victims to the basilisk and their younglings.

Alchemical Properties. Alchemists have discovered that after a basilisk eats petrified flesh, the basilisk's gullet produces an oil that can be used to restore a petrified victim. Unsavory alchemists pay good money to those willing to steal a basilisk youngling from their nest.

Basilisk

CR 3 Brute
700 XP

Medium Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2 (–4)	8 (–1)	7 (–2)

Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Proficiency Bonus +2

Alchemical Ingredients. After the basilisk dies, a creature can make a DC 12 Wisdom (Medicine) check using an herbalism kit and the basilisk's gullet, destroying the gullet in the process. On a success, the creature creates three doses of a salve. One dose of this salve can be applied to a petrified creature as an action, and 1 minute after the salve is applied, the petrified condition ends for that creature.

Toxic Ichor. A creature who deals piercing or slashing damage to the basilisk while within 5 feet of them takes 2 (1d4) poison damage.

Actions

Multiattack. The basilisk uses Petrifying Eye Beams and makes one Bite attack or uses Poison Fumes, if available.

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

Petrifying Eye Beams. The basilisk targets one or two creatures they can see within 30 feet of them. Each target must succeed on a DC 12 Constitution saving throw or be restrained as they magically begin to turn to stone. Until the end of the restrained creature's next turn, they or an ally within 5 feet of them can use an action to cut the encroaching stone from the restrained creature's body using a weapon that deals slashing damage. When they do, the restrained creature takes 13 (2d12) slashing damage, which can't be reduced in any way, and they are no longer restrained.

A creature restrained in this way must repeat the saving throw at the end of their turn. On a successful save, the effect ends. On a failed save, this creature is petrified until freed by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect.

Poison Fumes (Recharge 4–6). The basilisk exhales poisonous fumes in a 15-foot cone. Each creature in this area must make a DC 12 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Poison Splash. When the basilisk takes piercing or slashing damage, their wound spews poison. Each creature within 10 feet of the basilisk must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Reversing Petrification

Petrification usually can't be reversed without the *greater restoration* spell or similarly powerful magic. However, the basilisk companion's Lesser Petrifying Gaze is weaker than that of most basilisks, allowing it to be countered with a *cure ailment* power or *lesser restoration* spell.

Basilisk Companion

Companion

Medium Monstrosity, Unaligned

Armor Class 15 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	5 (–3)	12 (+1)	10 (+0)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB, Survival +1 plus PB
Senses darkvision 60 ft., passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Poison Spittle (2 Ferocity). The basilisk makes a signature attack. On a hit, the attack deals an extra PB damage, and a different creature the basilisk chooses within 5 feet of them takes PB poison damage.

3rd Level: Poison Gaze (5 Ferocity). The basilisk chooses up to three creatures they can see within 15 feet of them. Each creature must succeed on a DC 10 plus PB Constitution saving throw or be poisoned until the start of the basilisk's next turn.

5th Level: Lesser Petrifying Eye Beams (8 Ferocity). The basilisk targets one creature they can see within 30 feet of them. The target must succeed on a DC 10 plus PB Constitution saving throw or be restrained as they magically begin to turn to stone. A creature restrained in this way must repeat the saving throw at the end of their turn. On a successful save, the effect ends. On a failed save, the creature is petrified for 1 hour or until freed by a *cure ailment* power, *lesser restoration* spell, or similar supernatural effect.

Reactions

Heavy Glare. When a creature who can see the basilisk is hit by an attack by the basilisk's caregiver, the basilisk forces that creature to make a DC 10 plus PB Constitution saving throw. On a failed save, the target can't make opportunity attacks and has their speed reduced by 10 feet until the start of their next turn.

Bugbear Channeler

Bugbear Predator

Bugbears

The oldest and largest of the goblinoids, bugbears combine remarkable silence with unusual strength. Most adventurers don't sense an approaching bugbear until a heavy weapon connects with the adventurer's skull. These fur-covered goblinoids thrive in almost any environment, inhabiting frigid tundra and sun-soaked plain alike—but good luck finding a bugbear tribe that doesn't want to be found.

Survival Lessons. Bugbears can trace their lineage back to the earliest days of civilization, when surviving in a harsh world teeming with monsters was no easy task. The bugbears of that ancient era passed down hard-learned lessons to their descendants. Every generation evolved and innovated these traditions, forging a people of fierce warriors, silent hunters, and powerful mages. Though many bugbears live peaceable lives or fight in defense of innocents, those who turn to evil wield these lessons to form armies of marauders and assassins.

Inspiring Goblinoids. So great is a bugbear's might and grace that they inspire others to fight on against overwhelming odds. Bugbears often recruit other goblinoids before a battle, but their inspiration doesn't end with other goblinoids. Clever commanders who lead humanoids know the benefit of keeping a bugbear in their ranks beyond their mere skill as a warrior.

Prepared for Battle. Bugbear training emphasizes that preparation is key to winning a battle. They prefer to pick their battlefields, preparing an ambush area with traps, reinforcements, and escape routes. At home, they leave no gaps in their defenses, often maintaining secret paths or havens where they can regroup, resupply, and continue the fight if caught unaware by invaders.

Bugbear Encounters

While bugbears work well together, each has unique traits and actions that bolster their allies. Using multiple types of bugbears at once can increase the GM's mental load and make it easy to forget things in combat. Before running a combat with three different bugbears, you may wish to get a feel for how they affect battle by trying one bugbear with other allies, like goblins or hobgoblins.

Bugbear Channeler

CR 7 Controller

Medium Humanoid (Bugbear), Any Alignment — 2,900 XP

Armor Class 14 (studded leather)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Arcana +5, Perception +6, Stealth +5, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Proficiency Bonus +3

Bugbear's Inspiration. Allied Humanoids within 15 feet of the channeler who can see or hear them have advantage on Wisdom and Charisma saving throws.

Actions

Multiattack. The channeler makes two Channeling Staff attacks.

Channeling Staff. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) lightning damage. If the target is a Large or smaller creature, the channeler can move them up to 10 feet horizontally.

Vine Eruption (3/Day; 4th-Level Spell). The channeler attempts to use primal magic to overload a creature they can see within 60 feet of them. The target must make a DC 15 Constitution saving throw as thorny vines erupt from their body and attempt to envelop them. On a failed save, the target takes 27 (5d10) piercing damage and is restrained until the vines are destroyed. On a successful save, a target takes half as much damage and isn't restrained. A creature restrained in this way takes 5 (1d10) piercing damage at the start of each of their turns. The vines have AC 15, 10 hit points, and immunity to psychic damage.

Ball Lightning (1/Day; 7th-Level Spell; Concentration). The channeler creates a 20-foot-radius sphere of electricity centered on a point they can see within 120 feet of them. The sphere lasts for 1 minute. When an enemy starts their turn in that area, they must succeed on a DC 15 Dexterity saving throw or take 27 (6d8) lightning damage. As a bonus action, the channeler can move the sphere up to 20 feet.

Reactions

Shared Shield (2/Day; 2nd-Level Spell). When a creature the channeler can see within 30 feet of them is hit with an attack, the channeler can create a barrier of magical force around that target. Until the start of the channeler's next turn, the target gains a +5 bonus to AC, including against the triggering attack.

Utility Spells

In addition to any other spells in this stat block, the channeler can cast the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *light*[A], *message*[A]
1/day each: *detect magic*[A], *disguise self*[A], *identify*[+]

Bugbear Commander

CR 5 Support

Medium Humanoid (Bugbear), Any Alignment — 1,800 XP

Armor Class 18 (plate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Intimidation +5, Persuasion +5, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Proficiency Bonus +3

Commander's Inspiration. Allied Humanoids within 30 feet of the commander who can see or hear them have advantage on Wisdom and Charisma saving throws and gain a +1 bonus to weapon attack and damage rolls.

Actions

Multiattack. The commander makes two Greatsword or two Longbow attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and one ally within 30 feet of the target who can see the commander has advantage on their next melee attack roll made against the target before the start of the commander's next turn.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bark Orders (Recharge 6). Each ally within 60 feet of the commander who can hear and understand them can use a reaction to move up to their speed and make a weapon attack.

Reactions

Bolstering Pride. When another creature within 60 feet of the commander who can hear and understand them makes a saving throw, the commander can give that creature advantage on the saving throw.

Bugbear Predator

CR 3 Ambusher

Medium Humanoid (Bugbear), Any Alignment — 700 XP

Armor Class 14 (leather armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Dex +5
Skills Perception +6, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Proficiency Bonus +2

Bugbear's Inspiration. Allied Humanoids within 15 feet of the predator who can see or hear them have advantage on Wisdom and Charisma saving throws.

Dirty Fighting. When the predator hits a creature with a melee weapon attack and has advantage on the attack roll, the target must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

Actions

Multiattack. The predator makes two Curved Dagger or two Longbow attacks. If both attacks hit the same target, the predator has advantage on their next attack roll made against the target before the end of the predator's next turn.

Curved Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Go for the Eyes (1/Day). Each ally within 30 feet of the predator who can hear and understand them gains the predator's Dirty Fighting trait until the start of the predator's next turn.

Bonus Actions

Guerilla Training. The predator takes the Dash or Hide action.

Bugbear Regular

CR 1 Minion

Medium Humanoid (Bugbear), Any Alignment — 40 XP

Armor Class 13 (leather armor)
Hit Points 8
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Proficiency Bonus +2

Bodyblock. When a Medium or smaller enemy is within 5 feet of three or more regulars who aren't prone or incapacitated, that enemy can't see beyond a range of 15 feet.

Bugbear's Encouragement. Allied Humanoids within 5 feet of the regular who can see or hear them gain a cumulative +1 bonus to Wisdom saving throws.

Minion. If the regular takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the regular takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

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

Bugbear Tactics

Most bugbears prefer to start a fight with an ambush. They pick a spot where they know their foe will pass through, set the area with traps, then hide with their allies and wait. When it's time to strike, a bugbear positions themself and moves as necessary so that as many allies as possible benefit from their Bugbear's Inspiration trait.

When commanding others, bugbears coordinate their allies to focus fire on healers first so that the rest of their foes go down more quickly. If losing a battle, bugbears retreat to a secondary location, where they can hide and spring out to gain the upper hand against any pursuers. These secondary locations are stocked with potions and ammunition and guarded by traps.

Bugbear Roughneck

CR 1 Brute

Medium Humanoid (Bugbear), Any Alignment — 200 XP

Armor Class 14 (hide armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +5, Stealth +4, Survival +3
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Proficiency Bonus +2

Bugbear's Inspiration. Allied Humanoids within 15 feet of the roughneck who can see or hear them have advantage on Wisdom and Charisma saving throws.

Actions

Multiattack (Battle Fury Only). The roughneck makes two Handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bugbear Battle Cry (1/Day). Each ally within 15 feet of the roughneck who can hear and understand them gains advantage on attack rolls until the start of the roughneck's next turn.

Bonus Actions

Battle Fury (1/Day). The roughneck enters a furious state that lasts for 1 minute. While in this state, the roughneck can take the Multiattack action on their turn, and they have resistance to bludgeoning, piercing, and slashing damage from mundane attacks.

Bugbear Magic Items

Bugbears benefit from magic items that enhance their stealth capabilities, such as the *cloak of elvenkind* or *potion of invisibility*. Since bugbears position themselves in battle to be close to their allies, magic items that provide benefits to nearby companions, such as the *rod of alertness* or a *spell scroll* of *mass healing word*, make excellent choices.

Bugbears are generous with their magic items. Before a battle, a bugbear may lend or even gift one of their items to an ally who can make better use of it. During a fight, a bugbear might toss a potion or magic weapon to a cornered ally. A bugbear whose defeat is imminent could quickly cast off a magic shield or scroll so a friend can grab the item before their enemies.

Bugbear Warden

Retainer

Medium Humanoid (Bugbear), Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Perception +1 plus PB, Stealth +3 plus PB, Survival +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Languages Common, Goblin
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Spiked Bow). *Melee or Ranged Weapon Attack:* +3 plus PB to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 2d6 plus PB piercing damage. Beginning at 7th level, the warden can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Halting Shot (3/Day). As an action, the warden makes a signature attack. On a hit, the target's speed is reduced to 0 until the end of their next turn.

5th Level: Presence of Inspiration (3/Day). As a bonus action, the warden inspires each ally within 30 feet of them who can hear them, granting them advantage on attack rolls until the start of the warden's next turn.

7th Level: Enraged Barrage (1/Day). As an action, the warden makes a signature attack. Each ally within 30 feet of them who can see them can use a reaction to make a weapon attack, cast a cantrip with a casting time of 1 action, or manifest a 1st-order power with a manifestation time of 1 action.

Number one rule against these guys? Kill the bugbear first. You have no idea how much worse they make fighting goblins. Bugbears are what we call a force multiplier–and it is not a small multiple.

The Sun,
Senior Pyrokinetic,
The Society

Chimeras

Massive flexing claws. Lashing draconic tail. Nimble leathery wings. And not one, but three menacing heads: a snarling lion, a helix-horned ram, and a dragon with fire sparking in its throat. Many see the chimera as an aggressor, but few know its origins as a divine guardian.

The First Chimera. The first chimera was a gift. A deity gave a devout queen this young guardian—one with the intelligence of a dragon, the bravery of a lion, and the tenacity of a ram. The queen raised the chimera to be a strong protector of not just her person, but of her people, who loved the chimera and their ruler. But neighboring lands feared the monstrosity. As a conquering force swept into the land, their first defilement of peace was slaughtering the chimera.

The queen's resulting fury was said to be felt by the gods. As she screamed, a nearby volcano erupted, spewing basalt and chimeras over the land. With fiery might, the chimeras overtook the opposing army and dispersed. Each found a new territory and claimed the role of divine protector over that place, its inhabitants, and its treasures.

Fiercely Faithful. When a chimera acts as a guardian, almost nothing can shake that loyalty. They are viciously territorial over objects, creatures, and founts of magic they defend. Even when the charges they defend turn wicked, chimeras remain faithful, willing to lay down their lives.

Corrupted Loyalty. Mortals who earn a chimera's trust can tempt and train the monstrosity to bring out the worst of their three parts: a dragon's greed, a lion's pride, and a goat's stubbornness. Such chimeras happily serve evil mortals.

Tactical Warriors. Chimeras have many ways to keep themselves and their charges from being cornered. The lion head snaps up enemies in massive jaws and hurls them away, the ram head pummels them to the ground, and the dragon head bathes them in fire. The sound of the three heads crying together can shake even the most stalwart warriors.

One Being, Three Heads. Unlike many other multi-headed creatures, a chimera has a single mind. Their heads work together, never snapping at one another over food, favors, or personality conflicts. The heads often express the chimera's emotions in unison, braying together in times of battle or purring all at once to show affection.

Protector Variant

If you want to use the chimera as a bodyguard for another creature, you can add this trait to their stat block:

Protector. The chimera is divinely bound to another creature, who is their charge. When the chimera and their charge are on the same plane, the charge can telepathically communicate with the chimera, and the chimera knows the distance and direction to the charge. If the chimera is within 60 feet of the charge, half of any damage the charge takes (rounded up) is transferred to the chimera.

Chimera

CR 6 Skirmisher

Large Monstrosity, Typically Neutral

2,300 XP

Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	3 (–4)	14 (+2)	11 (+0)

Skills Athletics +7, Perception +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 15
Languages understands any one language but can't speak
Proficiency Bonus +3

Volant. When the chimera reduces a creature to 0 hit points, the chimera can move up to their speed toward an enemy they can see.

Actions

Multiattack. The chimera makes three Bite attacks. They can replace one attack with a Lion's Toss attack or a use of Dragon's Eruption, if available.

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

Lion's Toss. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be moved up to 20 feet in any direction.

Dragon's Eruption (Recharge 6). The chimera spits a volcanic explosion at a point they can see within 120 feet of them. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Roar. Each enemy who can hear the chimera and is within 60 feet of them must succeed on a DC 13 Wisdom saving throw or be frightened of the chimera for 1 minute (save ends at end of turn). If a creature succeeds on a saving throw against this effect or if the effect ends for them, the creature is immune to the chimera's Roar for the next 24 hours.

Reactions

Ram's Defiance. When a creature within 30 feet of the chimera misses them with an attack, the chimera can move up to half their speed in a straight line toward the creature. If the chimera ends this movement within 5 feet of the creature, the creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Mystic Connection: Chimera

If you're playing a beastheart and have a chimera companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Defensive Eruption. As a bonus action, you unleash a burst of protective energy. Each enemy within 30 feet of you must make a Dexterity saving throw against your exploit save DC. On a failed save, a creature takes 4d6 fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. In addition, you and allies within 30 feet of you have advantage on their next attack roll made before the start of your next turn. Once you use this bonus action, you can't do so again until you finish a long rest.

Chimera Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Ram's Defense (2 Ferocity). The chimera makes a signature attack. On a hit, the attack imposes disadvantage on the target's next attack roll made before the start of the chimera's next turn.

3rd Level: Lion's Leap (5 Ferocity). The chimera moves up to half their speed without provoking opportunity attacks. If they end this movement on the ground, each creature within 5 feet of them must succeed on a DC 10 plus PB Strength saving throw or be knocked prone.

5th Level: Volcanic Blow (8 Ferocity). The chimera spits an explosion of fire at a point they can see within 60 feet of them. Each creature in a 10-foot-radius sphere centered on that point must make a DC 10 plus PB Dexterity saving throw, taking PBd6 fire damage on a failed save, or half as much damage on a successful one.

Reactions

Protective Absorption (Recharges after a Short or Long Rest). When the chimera's caregiver takes damage while within 60 feet of the chimera, half the damage taken (rounded up) is transferred to the chimera.

Demons

Demons spawn in the Abyssal Wasteland, where evil and chaos meet. These creatures of incarnate evil need violence and suffering the way most other creatures need food. A demon cares only for themself, and they torture or tear apart lesser demons for fun.

The bestial appearance of each demon is unique, with a chaotic arrangement of teeth, claws, and limbs meant for killing. Even demons of the same kind have unique features—one might have an extra set of eyes or teeth, while another could have a human arm growing from their forehead.

Mortal Alliances. Demons form temporary alliances with evil mortals in exchange for souls to consume. Though these alliances create carnage with alarming efficiency, they inevitably collapse when the demons decide to devour their foolish partners. The only creature who can truly keep a demon in line is a more powerful demon.

Chimeron

Demons and Souls

Demons feast not on food or water, but on souls. These fuel their bloodthirsty powers, and while starved for souls, a demon can scarcely think.

Soul Count

A demon's stat block states the number of souls a given demon has already consumed at the beginning of combat. This number is presented right under their hit points in a similar fashion: both as a die expression and as an average number.

Soul Devourer

Demons can gain more souls by slaying other creatures, as described in their Soul Devourer trait. Unlike hit points, there is no maximum limit to a demon's soul count.

Soul-Fueled Power

Most demons have one or more features that require souls to use.

Passive Traits. Passive traits automatically take effect after a demon's soul count crosses the threshold described in that trait. The trait remains active until the demon's soul count drops below the threshold, and the trait reactivates when the demon's soul count equals or exceeds it.

Active Features. During an encounter, a demon can burn souls to use or enhance certain abilities. When they do, their soul count decreases by the number indicated. This cost is sometimes noted in parentheses at the beginning of an ability, such as "(Costs 1 Soul)." Other times, the text of the ability itself describes it, such as saying "the demon can burn 1 soul" for an additional effect.

Lethe

When a demon's soul count drops to 0, they fall into a state known as lethe—a violent hunger wherein they can only lash out in a desperate search for sustenance. Demons who have fallen into lethe become single-minded and violent, seeking only to consume. See a demon's Lethe trait for more information.

Soulsight

Demons have a special sense called soulsight, allowing them to perceive each creature, other than Constructs and Undead, within a certain radius. Soulsight doesn't rely on sight but counts as "seeing" for features that require sight. Neither physical objects (including total cover) nor supernatural effects can impede soulsight unless otherwise stated. A demon's stat block lists the radius of their soulsight under "Senses."

Adjusting Lethality

Soul devouring makes demons deadly opponents. To give characters a better chance of living through their encounter with a demon, you can reduce the DC of the saving throw—or you can remove the saving throw entirely, and only allow a demon to devour a soul when a creature dies within 60 feet of them through other means. On the other hand, you might like to scale up the deadliness with more powerful demons! If so, instead of always using a DC 11 saving throw, you can set the DC equal to 8 + the demon's proficiency bonus.

Demonic Hierarchy

Mortal scholars classify demons in nine categories—the higher a demon's category, the more powerful the fiend. Though demons don't use these classifications themselves, scholars are correct that demons have a hierarchy, as stronger demons bully the weak into service.

Each time a demon consumes a soul, there's a chance they may evolve into a more powerful demon. Though Category 1 demons typically become Category 2 demons after consuming just one soul, there's no known pattern to how more powerful demons evolve. For example, some Category 2 demons evolve to Category 3 after consuming just one soul, while others must devour thousands before earning a promotion. This evolution can be instant, or it can take years. This inconsistency has led to much scholarly debate on whether all souls are equal, or whether these evolutions are aided by consuming souls that are especially corrupt or heroic.

The following sections describe the most common types of Category 1–5 demons, though there are many other types of demons within these categories.

Pitling

The most common Category 1 demon, pitlings resemble rodents or insects—but with gleaming green eyes, terrible body odor, and viscous, toxic phlegm. If a pitling moves to a new region with different wildlife, they slowly change form over time to better match the appearance of a local pest.

Pitling

Ruinant

Beings with glowing eyes and tendriled maws, ruinants breathe with a sickening wheeze and have bodies covered in inflamed scars. These Category 2 demons aim to kill healers first, knowing that such tactics make the rest of their prey fall faster. A ruinant can inflict fresh wounds and burns on their victims in a pattern mirroring those on the ruinant's own body.

Tormenauk

The tormenauk resembles a hulking ape with a dozen or more extra mouths randomly distributed around their body. Though their brute force is formidable enough, this Category 3 demon also inflicts raw psychic pain by screaming from their mouths in different voices—often using the agonized voices of souls the tormenauk has devoured.

Wobalas

The wobalas prefers to kill from afar while protected by allies. These Category 4 demons press lesser demons and mortals into service, first using them as meat shields, then devouring them when the wobalas needs a soul.

Wobalases have wildly different physical forms, but each wields a flesh bow attached to one of their limbs. This bow fires magical arrows that imbue their enemies with despair.

Chimeron

When a demon evolves to Category 5, their four previous forms sometimes meld into a chimeron, a horrid conglomeration of maws and mismatched body parts. The chimeron feels the hunger of all their mouths at the same time, and no number of souls can sate them.

Category 6 and Beyond

After devouring thousands of souls, a demon who reaches Category 6 develops a unique form and individual identity—the latter of which persists through future evolutions. These ancient demons thrive in the brutal chaos of the Abyss, each commanding a squad of bloodthirsty fiends.

Category 9 demons—the demon lords—are the most powerful. Their names are whispered carefully, their power rivals the gods', and their schemes ruin worlds.

Aurumvas of Meaningless Greed

Covetous is too soft a word to describe the avarice of Aurumvas (*or-UM-vahs*). This towering Category 6 demon wears a stack of crowns atop his reptilian head. His gaudy robe of gold and jewels hangs open, exposing his bare chest.

Aurumvas hungers for riches just as much as souls. His private vaults in the Abyssal Wastes hold treasures his band of demons has slaughtered hundreds of creatures to acquire. All he does is gaze on them and want for more.

Understanding that one needs to spend wealth to make it, Aurumvas is willing to part with smaller treasures to hire lesser fiends and wicked mortals. Someday his hoards and hordes may cover the timescape while he rules from atop a pile of platinum.

Chimeron

CR 12 Brute
8,400 XP

Huge Fiend (Demon, Category 5), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 230 (20d12 + 100)
Souls 5 (2d4)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +11, Dex +5, Cha +5
Skills Intimidation +9, Perception +6
Damage Resistances cold, fire, thunder
Senses darkvision 120 ft., soulsight 30 ft., passive Perception 16
Languages Abyssal, Common, telepathy 120 ft.
Proficiency Bonus +4

Lethe. While the chimeron's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the chimeron must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The chimeron can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the chimeron reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the chimeron consumes the creature's soul and adds 1 to the chimeron's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Soul Resistance. While the chimeron's soul count is is 2 or higher, they have advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The chimeron makes up to three attacks using Powerful Bite, Scorching Bite, Booming Bite, or Chilling Bite. They can't use any attack more than once.

Powerful Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Scorching Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 9 (2d8) fire damage, and the target is set on fire until the target or a creature who can reach them uses an action to extinguish the flames. A creature who is on fire at the start of their turn takes 7 (2d6) fire damage. If a creature who is already on fire is set on fire again on a subsequent turn, the damage isn't cumulative.

Booming Bite (Costs 1 Soul). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 9 (2d8) thunder damage, and the target is knocked prone.

Chilling Bite (Costs 1 Soul). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 9 (2d8) cold damage, the target's speed is halved until the end of their next turn, and they can only make one attack during their next turn.

Reactions

Pain Absorption (Costs 1 Soul). When the chimeron takes damage, they reduce the damage taken by 16 (3d10).

Pitling

CR 4 Minion
220 XP

Tiny Fiend (Demon, Category 1), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 11
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	3 (–4)	6 (–2)	6 (–2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., soulsight 10 ft., passive Perception 8
Languages Abyssal
Proficiency Bonus +2

Horrid Stench. If an enemy starts their turn within 10 feet of three or more pitlings, the enemy is poisoned until the start of their next turn.

Minion. If the pitling takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the pitling takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Soul Feast. When the pitling reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the pitling consumes the creature's soul, and the pitling becomes a Category 2 demon of the GM's choice with 1 soul. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell. If the creature was reduced to 0 hit points by a group attack, the GM picks one pitling who joined the attack to consume the soul.

Actions

Spit (Group Attack). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 15/30 ft., one target. *Hit:* 4 poison damage.

Ruinant

CR 6 Skirmisher
2,300 XP

Medium Fiend (Demon, Category 2), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Souls 2 (1d4)
Speed 60 ft.

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

Saving Throws Wis +7, Cha +6
Skills Deception +6, Perception +7
Damage Resistances necrotic
Senses darkvision 120 ft., soulsight 30 ft., passive Perception 17
Languages Abyssal, Common, telepathy 120 ft.
Proficiency Bonus +3

Lethe. When the ruinant's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the ruinant must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The ruinant can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the ruinant reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the ruinant consumes the creature's soul and adds 1 to the ruinant's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Actions

Multiattack. The ruinant makes three Bloodletting Claws attacks.

Bloodletting Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage, and the target can't take reactions this turn.

Salt Wounds (Costs 1 Soul). The ruinant chooses up to three creatures they can see within 60 feet of them who don't have all their hit points. Each target must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Corrupt Healing (Costs 1 Soul). When a creature within 60 feet of the ruinant regains hit points from a power, a spell, or a similar supernatural effect, the ruinant corrupts the effect. The target regains no hit points, and the target and each of the ruinant's enemies within 5 feet of the ruinant must succeed on a DC 15 Constitution saving throw or take necrotic damage equal to half the number of hit points the effect would have restored.

Tormenauk

CR 8 Brute
3,900 XP

Large Fiend (Demon, Category 3), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Souls 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Con +8, Wis +5, Cha +7
Skills Intimidation +7, Perception +5
Senses darkvision 120 ft., soulsight 30 ft., passive Perception 15
Languages Abyssal, Common, telepathy 120 ft.
Proficiency Bonus +3

Lethe. When the tormenauk's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the tormenauk must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The tormenauk can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the tormenauk reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the tormenauk consumes the creature's soul and adds 1 to the tormenauk's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Actions

Multiattack. The tormenauk makes two Slam attacks and one Many Maws attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is Large or smaller, they are grappled (escape DC 15), and they are restrained until the grapple ends. The tormenauk can grapple up to two targets at a time.

Many Maws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target grappled by the tormenauk. *Hit:* 21 (3d10 + 5) piercing damage.

Agony Wail (Costs 1 Soul). The tormenauk screeches, broadcasting a consumed soul's lifelong pain. Each creature within 30 feet of the tormenauk who can hear them must make a DC 15 Wisdom saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. Creatures who knew the owner of the burned soul have disadvantage on the saving throw.

Reactions

Share Agony (Costs 1 Soul). When the tormenauk takes damage, they choose a creature they can see within 30 feet of them to share the pain. The target must make a DC 15 Wisdom saving throw, taking psychic damage equal to the triggering damage taken by the tormenauk on a failed save, or half as much damage on a successful one.

Wobalas

CR 10 Artillery
5,900 XP

Medium Fiend (Demon, Category 4), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 156 (24d8 + 48)
Souls 2 (1d4)
Speed 30 ft.

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

Saving Throws Dex +10, Wis +8, Cha +8
Skills Deception +8, Intimidation +8, Perception +8
Senses darkvision 120 ft., soulsight 30 ft., passive Perception 18
Languages Abyssal, Common, telepathy 120 ft.
Proficiency Bonus +4

Lethe. When the wobalas's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the wobalas must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The wobalas can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the wobalas reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the wobalas consumes the creature's soul and adds 1 to the wobalas's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Actions

Multiattack. The wobalas makes three Despair Bolt attacks.

Despair Bolt. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one creature. *Hit:* 16 (3d6 + 6) piercing damage plus 10 (3d6) psychic damage. The wobalas can burn 1 soul to make the target frightened of them for 1 minute. If the target is immune to being frightened, the wobalas regains the burned soul.

Banishing Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) psychic damage, and the target is teleported up to 30 feet to an unoccupied space the wobalas can see.

Bonus Actions

Flee, Mortal (Costs 1 Soul). The wobalas chooses a creature they can see within 60 feet of them. The target must succeed on a DC 16 Charisma saving throw or use their reaction, if available, to move their speed away from the wobalas by the most direct route possible, with no regard for their own safety. Creatures who can't be frightened succeed on this saving throw automatically.

Aurumvas

CR 14 Leader

Huge Fiend (Demon, Category 6), Chaotic Evil — 11,500 XP

Armor Class 18 (natural armor)
Hit Points 273 (26d12 + 104)
Souls 5 (2d4)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	18 (+4)	22 (+6)	20 (+5)	21 (+5)

Saving Throws Dex +7, Wis +10, Cha +10
Skills Arcana +11, Athletics +12, Deception +10, History +11, Insight +10, Perception +10, Persuasion +10
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, stunned
Senses darkvision 120 ft., soulsight 30 ft., passive Perception 20
Languages all, telepathy 120 ft.
Proficiency Bonus +5

Abyssal Resistance (Costs 2 Souls). When Aurumvas fails a saving throw, he succeeds instead.

Lethe. When Aurumvas's soul count is 0, he has advantage on attack rolls, disadvantage on saving throws, and his Intelligence score becomes 3 (–4). Additionally, Aurumvas must use his movement on each of his turns to move as close as possible to the nearest creature he can sense with his soulsight, and then if he is able, he must use his action to attack and attempt to kill that creature. Aurumvas can't act with any other purpose until he adds 1 to his soul count.

Soul Devourer. When Aurumvas reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, Aurumvas consumes the creature's soul and adds 1 to his soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Soul Weapons. While Aurumvas's soul count is 2 or higher, his weapon attacks are magical, and allies within 60 feet of him deal an extra 5 (1d10) psychic damage with weapon attacks.

Actions

Multiattack. Aurumvas makes three attacks using Greedy Hands, Covetous Bolt, or both.

Greedy Hands. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 10 (3d6) psychic damage. Aurumvas can burn 1 soul to gain temporary hit points equal to the psychic damage dealt.

Covetous Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 22 (5d8) force damage. If the target has spell slots, Aurumvas can burn 2 souls to force the target to expend their highest-level spell slot available with no effect.

Bonus Actions

Greed Is Good. Aurumvas chooses an object he can see within 30 feet of him that is worth at least 100 gp. He teleports to an unoccupied space within 5 feet of that object.

Reactions

Absorb Soul. If a demon with a soul count of 1 or higher who Aurumvas can see dies within 60 feet of him, Aurumvas gains 1 soul.

Villain Actions

Aurumvas has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Time Is Money. Aurumvas warps time with his supernatural greed. Each ally he can see within 120 feet of him moves up to their speed. At the end of this round of combat, Aurumvas rearranges the initiative order in any way he chooses.

Action 2: That's Ours. Aurumvas chooses up to three magic items he can see within 30 feet of him that aren't artifacts or of legendary rarity and that don't require attunement. He teleports each item to an ally who he can see within 30 feet of him, placing it either into their hands or at their feet. If a targeted object is being worn or carried by an enemy, the enemy can make a DC 19 Charisma saving throw, preventing that object from being teleported on a success.

Action 3: At Any Cost. Aurumvas teleports Tiny explosive treasures from his vault to four different points he can see within 120 feet of him. Each creature within 10 feet of one or more of these points must make a DC 19 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one.

Teleporting Aurumvas

Aurumvas's Greed Is Good bonus action allows him to teleport all over the battlefield. By the time the characters are ready to face him in a mortal showdown, each likely has at least a few expensive magic items or pieces of equipment worth at least 100 gp. That allows Aurumvas to teleport to the most vulnerable and unprotected foe each round and unleash his Greedy Hands attacks upon them.

Aurumvas of Meaningless Greed sits upon his lavish throne, contemplating all that is missing from his vast hoard.

Devils

In the lower plane of Hell, devils of the Seven Cities vie unceasingly against each other for power and control—a conflict fought foremostly through cunning and schemes. Compared to other fiends, devils appear remarkably humanoid, but infernal attributes such as horns, hooves, tails, and wings still set them apart.

Precarious Pyramids. The Seven Cities are built on a strict hierarchy and bureaucracy. Draconian chains of command place each devil in service to a higher authority—typically a more powerful devil. While devils are lawful, they're always looking for another way up the ladder. They twist every rule to their benefit to gain power and usurp those they answer to, eager to uncover loopholes in the eternal struggle for significance and supremacy.

Silver Tongues. These winsome fiends can acquire great influence through corrupting mortal souls—who then become subordinate devils when they die. Devils are virtuosos with words, skilled at tempting and coercing people into performing atrocities. They exploit the weaknesses of mortals—greed, revenge, vanity—or just simple desperation. In the heat of battle, a devil's supernatural charisma can influence a mortal to do their bidding, often without realizing until it's too late.

True Names. All devils have two names: one they're commonly known by, and another secret true name. Every devil zealously safeguards the latter, as their true name can be spoken aloud to aid in summoning the fiend or to strip them of their power.

Hell's Defectors. Not every devil in the Seven Cities wants to ruthlessly ascend the hierarchy. Some others do desire advancement, but they remain dissatisfied at the bottom. As luck would have it, these fiends can free themselves from Hell's bureaucracy—for when a mortal overestimates their fortitude and dies while enacting an infernal summoning, it leaves open a passage to the Mundane World that an enterprising devil can cross through.

Some of these defectors cling to old habits, acquiring power in mortal spheres of business, law, or politics. Others, inspired by mortals, join adventuring parties or set out to explore the world. These devils and their descendants are often colloquially known as tieflings.

Infernal Chancellor Lazivos

To reach the rank of chancellor, Lazivos (*LAH-zih-vohs*) has executed dozens of intricate schemes, uttered hundreds of deceptions into opportune ears, and positioned countless rivals into unfortunate—yet completely compromising—circumstances.

And still, he remains unsatisfied.

Lazivos now pursues election to the Court of Seven Cities. In the meantime, he gladly commands and exploits his assembly of devils to curry favor and acquire loftier connections. His agents manipulate mortals and collect powerful relics on his behalf, ever expanding his reach and strengthening his grip.

A consummate narcissist, Lazivos dislikes dirtying his own hands unless absolutely necessary. Even when forced into a fight, the infernal chancellor coerces his enemies into aiding him, weakening them even further.

Summoning Devils

Ritually summoning a devil is not to be taken lightly. These rituals are costly and dangerous, and those determined to see it through are typically desperate, driven, or simply foolish. This section explains the rules for summoning devils, the costs involved, and the consequences of such a ritual.

The Ritual

To perform a ritual to summon a devil, a creature must meet the following requirements.

Material Components. The ritual requires the following material components, which are consumed regardless of whether the ritual succeeds (see "Summon Check"):

- 500 gp worth of brimstone
- 500 gp worth of obsidian
- 250 gp worth of magical incense, chalk, and candles
- 125 gp worth of Celestial blood, blessed by a priest (if such blood is unavailable, the priest can bless 250 gp worth of Humanoid blood in its place)

Personal Sacrifice. A creature who attempts to summon a devil must sacrifice their vitality as follows, regardless of whether the ritual succeeds (see "Summon Check"):

- The summoner rolls a number of d10s equal to their level or challenge rating (minimum of 1) and loses hit points equal to the result.
- The summoner also expends half their maximum Hit Dice with no effect. (If the summoner has less than half their maximum Hit Dice available, they can't perform this ritual until they regain enough Hit Dice.) Hit Dice expended in this way can't be regained until the *greater restoration* spell is cast on the summoner twice within the same hour, or by means of a *wish* spell.

Finding Components and True Names

Most of the material components required for summoning devils can be purchased at churches or magic shops. The characters might also come across these components in a cult hideout, an abandoned wizard's tower, or the lair of any creature who has cause to consort with fiends.

Characters might discover a devil's true name in a dusty tome after months of research, or they could hear it from the lips of a lesser devil with a score to settle. If you're using the domain rules in *Kingdoms & Warfare*, the characters can discover a devil's true name with a successful Lore test (DC equals 10 + the devil's challenge rating).

Ritual Length. When summoning a devil, a creature can perform either an instantaneous or hour-long ritual.

A desperate creature can use their action to perform an instantaneous ritual, which has a greater chance of failure. However, the exacting steps performed in an hour-long ritual reduce the summon check DC by 3.

True Name. A creature who knows a devil's true name can speak it aloud when performing the ritual. Invoking a devil's true name reduces the summon check DC by 5, and if the ritual succeeds, it summons the specific devil whose name was spoken.

Summon Check. To finish the ritual, a creature must make a summon check. This is a DC 18 Charisma check, though the DC decreases if the summoner performs an hour-long ritual or uses a devil's true name. "Ritual Consequences" details the results of a successful or failed summon check.

Another creature can assist the summoner with the ritual by taking the Help action. They are branded with the same infernal rune as the summoner, as described in "Ritual Consequences."

Ritual Consequences

Succeed or fail, summoning a devil has weighty consequences.

Branded. Succeed or fail, a creature who attempts or assists in a summoning ritual is branded by an infernal rune on a prominent part of their body, such as their head, chest, or back. This rune marks them as someone who has tried to summon a devil. Communities and individuals who recognize the meaning of the rune may treat the summoner with fear, suspicion, or contempt.

Success. If a creature succeeds on the summon check, roll on or choose from the Summoned Devil table to determine what type of devil is summoned (unless the summoner spoke a devil's true name during the ritual, thereby summoning that specific devil). At the GM's discretion, other devil types can be summoned instead.

A successful ritual binds the devil to a contract with the summoner. The devil must help the summoner with a specific task, such as finishing the current battle or aiding in a single quest objective. At the GM's discretion, a devil may be willing to extend the contract, but this has additional consequences for the summoner's soul and requires further payment, often in the form of favors.

Summoned Devil

d20	Devil
1–9	Devil legate
10–14	Devil jurist
15–17	Devil magistrate
18–19	Devil adjudicator
20	Infernal Chancellor Lazivos

Failure. If a creature fails the summon check by 4 or fewer, no devil is summoned.

If a creature fails the summon check by 5 or more, a devil is summoned as in the "Success" section, but the fiend isn't contractually bound to the summoner and can act as they please. At the GM's discretion, the devil could still offer a contract—one that asks much of the summoner.

If a creature fails the summon check by 10 or more, they suffer the consequences of failing by 5 or more, and an additional planar entity—such as a such as a demon, an Elemental, or a Celestial—is also summoned. This additional entity is hostile toward the summoner.

Devil Notary

Devil Adjudicator

CR 14 Controller

Medium Fiend (Devil), Typically Lawful Evil — 11,500 XP

Armor Class 18 (natural armor)
Hit Points 204 (24d8 + 96)
Speed 30 ft., fly 40 ft.

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

Saving Throws Con +9, Wis +7, Cha +10
Skills Deception +10, Insight +7, Perception +7, Persuasion +10, Religion +8
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 17
Languages Common, Infernal
Proficiency Bonus +5

True Name. If a creature the adjudicator can hear within 60 feet of them speaks the adjudicator's true name aloud, the adjudicator loses their damage resistances, damage immunities, and Devilish Charm reaction for 24 hours.

Actions

Multiattack. The adjudicator makes two Infernal Injunction attacks and uses Adjudicator's Interdiction, if available.

Infernal Injunction. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 27 (5d8 + 5) fire damage, and the target must make a DC 18 Wisdom saving throw. On a failed save, the adjudicator chooses for the target to become either charmed by or frightened of them until the end of the target's next turn.

Adjudicator's Interdiction (Recharge 5–6). The adjudicator places an infernal seal on one creature they can see within 120 feet of them. The target must succeed on a DC 18 Charisma saving throw or be interdicted until the adjudicator dies. While interdicted, a creature's speed is halved, they can't take reactions, and they can't regain hit points. A *cure ailment* power, a *lesser restoration* or *remove curse* spell, or a similar supernatural effect ends the effect early.

Bad Deal (1/Day). Three creatures the adjudicator can see within 60 feet of them must make a DC 18 Charisma saving throw. On a failed save, a target must choose to either take a –5 penalty to AC or a –5 penalty to ability checks and attack rolls. This penalty lasts for 10 minutes (save ends at end of turn).

Reactions

Devilish Charm (2/Day). When the adjudicator is targeted by an attack, power, spell, or other supernatural effect by a creature they can see within 60 feet of them, the creature must make a DC 18 Charisma saving throw. On a failed save, the creature is charmed by the adjudicator until the start of the creature's next turn, and the adjudicator chooses a new target the adjudicator can see for the triggering effect. The new target must be within the triggering effect's range.

Devil Jurist

CR 10 Artillery

Medium Fiend (Devil), Typically Lawful Evil — 5,900 XP

Armor Class 16 (studded leather)
Hit Points 156 (24d8 + 48)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Int +7, Wis +6, Cha +8
Skills Arcana +7, Deception +8, Perception +6, Persuasion +8
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 16
Languages Common, Infernal
Proficiency Bonus +4

Hellfire. Fire damage dealt by the jurist ignores damage resistance.

True Name. If a creature the jurist can hear within 60 feet of them speaks the jurist's true name aloud, the jurist loses their damage resistances, damage immunities, and Devilish Charm reaction for 24 hours.

Actions

Multiattack. The jurist makes two Fire and Brimstone attacks.

Fire and Brimstone. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 17 (3d8 + 4) fire damage, and the target must succeed on a DC 16 Constitution saving throw or gain one festering wound. A creature takes 4 (1d8) fire damage at the start of each of their turns for each festering wound they have. A creature who receives supernatural healing loses all festering wounds.

Inferno (Recharge 5–6). The jurist makes one Fire and Brimstone attack against each enemy they can see within 60 feet of them.

Bonus Actions

Ashes to Ashes. The jurist chooses a creature they can see within 120 feet of them who has one or more festering wounds. One of the target's wounds ignites and they take 9 (2d8) fire damage.

Reactions

Devilish Charm (1/Day). When the jurist is targeted by an attack, power, spell, or other supernatural effect by a creature they can see within 60 feet of them, the creature must make a DC 16 Charisma saving throw. On a failed save, the creature is charmed by the jurist until the start of the creature's next turn, and the jurist chooses a new target the jurist can see for the triggering effect. The new target must be within the triggering effect's range.

Devil Legate

CR 8 Soldier

Medium Fiend (Devil), Typically Lawful Evil — 3,900 XP

Armor Class 17 (half plate)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

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

Saving Throws Str +7, Wis +5, Cha +7
Skills Athletics +7, Deception +7, Persuasion +7
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal
Proficiency Bonus +3

Hellish Resistance. While in Hell or within 60 feet of a devil with a challenge rating of 9 or higher, the legate has advantage on saving throws against powers, spells, and other supernatural effects.

True Name. If a creature the legate can hear within 60 feet of them speaks the legate's true name aloud, the legate loses their damage resistances, damage immunities, and Devilish Charm reaction for 24 hours.

Actions

Multiattack. The legate makes two Infernal Pike attacks.

Infernal Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 11 (2d10) fire damage, and the legate chooses one of the following effects:

Focused Hate. The target has disadvantage on attack rolls made against creatures other than the legate until the end of the legate's next turn.
Hellbite. The target takes an extra 5 (2d4) fire damage.
Skewer. The legate deals 5 (1d10) piercing damage plus 5 (1d10) fire damage to another creature within 5 feet of the target.

Reactions

Devilish Charm (1/Day). When the legate is targeted by an attack, power, spell, or other supernatural effect by a creature they can see within 60 feet of them, the creature must make a DC 15 Charisma saving throw. On a failed save, the creature is charmed by the legate until the start of the creature's next turn, and the legate chooses a new target the legate can see for the triggering effect. The new target must be within the triggering effect's range.

FLEE, MORTALS!

Devil Magistrate

CR 12 Skirmisher

Medium Fiend (Devil), Typically Lawful Evil — 8,400 XP

Armor Class 18 (studded leather)
Hit Points 182 (28d8 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	14 (+2)	11 (+0)	16 (+3)	19 (+4)

Saving Throws Dex +10, Wis +7, Cha +8
Skills Acrobatics +10, Deception +8, Insight +7, Persuasion +8, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 13
Languages Common, Infernal
Proficiency Bonus +4

True Name. If a creature the magistrate can hear within 60 feet of them speaks the magistrate's true name aloud, the magistrate loses their damage resistances, damage immunities, and Devilish Charm reaction for 24 hours.

Actions

Multiattack. The magistrate makes two Infernal Knife attacks and one Obsidian Kris attack.

Infernal Knife. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage, and the target is frightened of their allies until the end of their next turn.

Obsidian Kris. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, and if the target is frightened, they can't take reactions until the frightened condition ends for them.

Reactions

Devilish Charm (2/Day). When the magistrate is targeted by an attack, power, spell, or other supernatural effect by a creature they can see within 60 feet of them, the creature must make a DC 16 Charisma saving throw. On a failed save, the creature is charmed by the magistrate until the start of the creature's next turn, and the magistrate chooses a new target the magistrate can see for the triggering effect. The new target must be within the triggering effect's range.

Devil Notary

CR 6 Minion

Medium Fiend (Devil), Typically Lawful Evil — 285 XP

Armor Class 15 (chain shirt)
Hit Points 13
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal
Proficiency Bonus +3

Importunity. At the start of the notary's turn, they can grant an infernal blessing to a non-minion ally they can see within 60 feet of them (no action required). The next time that ally makes an attack roll or saving throw before the start of the notary's next turn, the ally can add a +1 bonus to the roll. This bonus increases by 1 (maximum bonus of +5) for each notary who grants an infernal blessing to the creature.

Minion. If the notary takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the notary takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

True Name. If a creature the notary can hear within 60 feet of them speaks the notary's true name aloud, the notary loses their damage immunities and Importunity trait for 24 hours.

Actions

Brimstone (Group Attack). *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 4 fire damage.

Infernal Chancellor Lazivos

CR 16 Leader
15,000 XP

Medium Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor)
Hit Points 238 (28d8 + 112)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +10, Int +9, Wis +9, Cha +12
Skills Arcana +9, Deception +12, Insight +9, Perception +9, Persuasion +12, Religion +9
Damage Resistances psychic; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire
Condition Immunities charmed, dazed, exhaustion, flanked, frightened, paralyzed, stunned
Senses darkvision 120 ft., passive Perception 19
Languages Common, Infernal
Proficiency Bonus +5

Security for Speed (3/Day). When Lazivos fails a saving throw, he can succeed instead. When he does, his speed is halved and he can't take bonus actions or reactions until the end of his next turn.

Supernatural Resistance. Lazivos has advantage on saving throws against powers, spells, and other supernatural effects.

True Name. If a creature Lazivos can hear within 60 feet of him speaks his true name aloud, Lazivos loses his damage resistances, damage immunities, and Devilish Charm reaction for 24 hours. Lazivos's true name is Minto Abi.

Actions

Multiattack. Lazivos makes three attacks using Infernal Rapier, Chancellor's Decree, or both.

Infernal Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 9 (2d8) fire damage, and the target is marked with an infernal sigil until the end of their next turn. While marked, a creature can't hide or benefit from being invisible, and attack rolls against them have advantage.

Chancellor's Decree. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 18 (2d10 + 7) psychic damage, and the target must make a DC 20 Wisdom saving throw. On a failed save, the target is charmed by Lazivos until the end of his next turn or until Lazivos or one of his allies harms the target.

Diabolic Deposition (Recharge 5–6). On a failed save, a creature must choose to either take 27 (6d8) fire damage plus 27 (6d8) psychic damage or be dazed for 1 minute (save ends at end of turn). On a successful save, a creature must either choose to take half as much damage or be dazed until the end of their next turn. Succeed or fail, if a creature is already dazed, they must choose the damage

Bonus Actions

As I Say. Lazivos commands a creature charmed by him to use their reaction, if available, to make a weapon attack against a target of his choice.

Reactions

Devilish Charm. When Lazivos is targeted by an attack, power, spell, or other supernatural effect by a creature he can see within 60 feet of him, the creature must make a DC 20 Charisma saving throw. On a failed save, the creature is charmed by Lazivos until the start of the creature's next turn, and Lazivos chooses a new target he can see for the triggering effect. The new target must be within the triggering effect's range.

Villain Actions

Lazivos has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Welcome, Friends. Lazivos invokes an infernal word of power. Up to three enemies within 60 feet of him who can hear him must make a DC 20 Charisma saving throw. On a failed save, a target is charmed by Lazivos for 1 hour (save ends at end of turn) or until Lazivos or one of his allies harms the target. On a successful save, a target takes 16 (3d10) psychic damage.

Action 2: Heed My Commands! Lazivos and each ally within 60 feet of him moves up to their speed without provoking opportunity attacks. Each creature charmed by Lazivos moves up to half their speed in a direction he chooses (no action required).

Action 3: Deceptive Stratagem. Lazivos switches places with a willing creature of his choice within 120 feet of him. Immediately afterward, up to five creatures of Lazivos's choice within 120 feet of him can make a melee attack (no action required).

"It's all there in black and white." Infernal Chancellor Lazivos holds out a contract, offering the deal of a lifetime.

Devil Retainer

Retainer

Medium Fiend (Devil), Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Deception +2 plus PB, Persuasion +2 plus PB
Damage Resistances fire
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 10
Languages Common, Infernal
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Daggers). *Melee or Ranged Weapon Attack:* +3 plus PB to hit, reach 5 ft. or range 20/60 ft. *Hit:* 2d4 + PB piercing damage. Beginning at 7th level, the retainer can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Misleading Strike (3/Day). As an action, the retainer makes a signature attack. On a hit, the target must use their reaction, if available, to make a weapon attack against a creature of the retainer's choice.

5th Level: Adjuration (3/Day). As a bonus action, the retainer grants an infernal blessing to an ally they can see within 60 feet of them. The next time that ally makes an attack roll before the start of the retainer's next turn, the ally adds a +PB bonus to the roll. If the attack hits, it deals an extra PB damage.

7th Level: Hellbitten Knives (1/Day). As a bonus action, the retainer imbues their daggers with hellfire. For 1 minute, their signature attack deals an extra PB fire damage and ignores damage resistances.

In the end we got Zalkith's devil-lieutenant to switch sides. We were lucky; Chance is a devilkin. She did all the talking. After the fight, the lieutenant wanted to broker some agreement, but we're not stupid. First rule of dealing with devils–don't sign anything.

Dancer, Chronicler of the Chain of Acheron, Heroes 216–231

Dragonets

The tiny cousins of majestic true dragons, dragonets are much less powerful—and prideful—than their larger kin. Though true dragons are essentially immortal, dragonets are omnivores who only live for about a century and need food to survive.

Each dragonet has a traditional Draconic name, but they also choose a nickname reserved for clutchmates, close friends, and their mate or mates (many dragonets mate for life with one or more partners). An adventurer who befriends a dragonet might even find the dragonet bestows a nickname on their new friend. The Dragonet Names table presents examples of dragonet names and nicknames.

Although dragonets rarely practice spellcraft themselves, they are attuned to arcane forces. These clever creatures have an innate understanding of spells and supernatural effects, as well as a keen sense for telling truth from fiction. Dragonets eschew deception and lies among friends, and they have little compunction about calling out untrue statements with varying levels of tact, though they understand well the need for lying to enemies.

Family Bonds. True dragons recognize dragonets as kin, and most will protect a dragonet in danger—or at least try to avoid killing any dragonet caught up in their conflicts. Many dragons, dragonets, and humanoids alike believe that dragonets were created by dragons long ago, much as the dragon god created dragons themselves.

Variant: Dragonet Familiar

Particularly adventurous dragonets are eager to accompany spellcasters as their companions or familiars. Dragonets tend to be curious, gregarious, and fiercely loyal to their chosen companions. Those who hope to befriend a dragonet should take note that their preferred foods are fresh fruit and fish (raw, seared, or smoked)—though dragonets introduced to humanoid delicacies also become particularly fond of spiced or sweetened nuts.

Familiar. The dragonet can serve another creature as a familiar, forming a telepathic bond with their willing companion. While the two are bonded, the companion can sense what the dragonet senses as long as they are within 1 mile of each other. In addition, when the dragonet uses their Truesight action, their companion also has truesight while in physical contact with the dragonet. Either creature can end the bond at any time.

Dragonet Names

d8	Name (Nickname)	Pronunciation
1	Avirdrziliiv (Aviz)	*ah-VEER-driz-ill-iv (AH-veez)*
2	Cytraxaan (Traxie)	*sigh-TRACKS-zan (TRACKS-ee)*
3	Dvaxildail (Xil)	*duh-VAX-ill-dale (ZIL)*
4	Favinalakze (Fava)	*fah-VEEN-ah-lack-zay (FAH-vah)*
5	Lorimazdrix (Lori)	*lore-ee-MAZ-dricks (LORE-ee)*
6	Nerilatrixaaza (Aaza)	*ner-ill-AT-rix-ah-zah (AH-zah)*
7	Quiytrepartrz (Qui)	*KEY-tray-par-triz (KEY)*
8	Verilandrii (Verily)	*vare-ill-AN-dree (VARE-ill-ee)*

Dragonet

CR 1/4 Support

Tiny Dragon, Typically Neutral Good — 50 XP

Armor Class 15 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 10 ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)

Skills Arcana +4, Insight +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Draconic
Proficiency Bonus +2

Arcane Acumen. The dragonet has advantage on Intelligence (Arcana) checks made to reveal information about supernatural effects and objects they can see. Additionally, they always know if their emotions are being sensed, their thoughts are being read, or they are being targeted or perceived by any divination spells.

True Words. When a creature speaks in Draconic, the dragonet has advantage on Wisdom (Insight) checks to determine whether they are lying.

Actions

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

Revealing Breath (Recharges after a Short or Long Rest). The dragonet exhales sparkling light in a 15-foot cone. Each object in that area is outlined in light for 1 minute, and each creature in that area must succeed on a DC 13 Dexterity saving throw or also be outlined in light for the duration. Outlined creatures and objects shed dim light in a 5-foot radius, and if any outlined creatures or objects bear magic, the dragonet can learn its school of magic, if any, by looking at it. Any attack roll against an outlined creature or object has advantage if the attacker can see the target, and the outlined creature or object can't benefit from being invisible.

Truesight (Recharges after a Long Rest). For 1 minute, the dragonet gains truesight out to a range of 60 feet.

Dragons

We fear dragons above all else. Not only are they an expression of annihilation–our oldest and most basic dread–but they are a symbol of everything ancient, inscrutable, and unconquerable about our world.

Cultures across the timescape covet, fear, and revere dragons in equal measure. To mortals, dragons are the penultimate monster, second only to titans, and a fearsome challenge for even the greatest mortals. To dragons themselves, they are survivors, remnants of a once-great age brought low by hubris now forgotten.

Those who remain are unbroken by the passage of the ages, biding their time as they plot to rise again—but a dragon's biggest obstacle is their own kin. These scaled sovereigns despise nothing more than bowing to another's will, especially another wyrm.

Primal Majesty. Though many lesser creatures have been named "dragon" over the ages, there is no mistaking a true dragon's visage. These beings of legend inspire awe and terror in all who behold them—a reaction dragons proudly see as their due. They are majestic creatures, unrivaled in physical might and magical ability, and they know it.

Dragons are immune to the ravages of time, and those who have endured grow ever more powerful with age. The oldest among them become fountains of primal creation, their mere presence reshaping the world around them to their will.

Ageless Grudge. With lives spanning millennia, dragons have a perspective mortals can scarcely comprehend, and they often hold grudges for slights committed against them or their kin long ago. But some resentments predate even a dragon's own existence. Enmities boil deep within their blood, burdening them with the anger of a thousand ancestors. This is the price of their immortality—an endless cycle of spite that keeps each dragon from trusting anyone except themself.

Campaign Bosses

We made the choice to give you five serious ancient wyrms in this book instead of a greater number of unremarkable dragon stat blocks because every dragon battle should be memorable. Each dragon presented here can serve as the villain at the end of a campaign. Of course, some industrious GMs will find a way to tie all the dragons into their story. (Yes, that is a friendly challenge.)

Durixaviinox

In a cold expanse at the edge of the world, Durixaviinox (*dur-ih-ZAH-vin-nox*) lairs beneath the ruins of the draconic city of Vexinoth. Though many now call him the Ruined Providence, this frost-breathing ruin dragon once ruled as a benevolent and all-powerful emperor who amassed enough reverence to rival the gods. But Durixaviinox was betrayed by his sister Yserthrax, who conspired with Qazyldrath to destroy the city. The conflict killed countless dragons on both sides and Durixaviinox was left for dead, his body buried beneath the rubble of a once-mighty civilization.

But the Providence refused to die, bringing himself back from the brink through force of will. As Durixaviinox slowly regained his physical might over a millennium of wound licking, he swore oaths of revenge against his sister and Qazyldrath. He plans to bring an eternal winter to the Mundane World, making it a place fit only for those with frigid hearts.

Forzaantirilys

The blood dragon known as the Ashen Song is a creature of ash and cinder, her body wreathed in flames that burn with an unearthly heat. Forzaantirilys (*for-zan-TILL-ih-riss*) lairs in the heart of the world's largest volcano, and if the rumors are true, she can see and hear through magma and lava flows everywhere.

Forzaantirilys is an inferno of anger, and this burning rage makes her immune to all fires, including the harsh light of the sun. She hates humanoids for their belief they are entitled to the Mundane World, and she abhors the gods who created them. The Ashen Song also despises the wyrm Xaantikorijek, who killed her mate, Frezzelvarax (*frezz-el-VAR-ax*), nearly a thousand years ago. She wants nothing more than to see the world consumed and remade by her fire, though she knows wanton destruction would lead to her demise.

Qazyldrath

Qazyldrath (*KAZZ-ill-drath*) is an ancient creature of nightmares, a manipulator of acid and shadows, a monster who has haunted mortal minds ever since the dragon's wings first engulfed the light of the sun. This gloom dragon's venerable age is surpassed only by the fear they command. Also known as the Sun Eater and the Silent Decay, Qazyldrath features heavily in the oral tradition of draconic ancestries; they're said to be one of the progenitors of lesser dragons and the one responsible for the viciousness of dragonkind.

Though Qazyldrath hasn't been seen in millennia, their influence is ever-present across the timescape. Many elven dialects still use variations of the dragon's name for the word "eclipse." Some people believe darkness amplifies Qazyldrath's power, and the Sun Eater will one day return to plunge the world into eternal shadow.

Xaantikorijek

Deep beneath the barren wastes of the world rests one of its oldest creatures—so old, in fact, that he has forgotten his own name. This storm dragon has come to be known simply as the Voice of the Ages—or Xaantikorijek (*zan-tih-KOR-eh-jehk*) in Draconic.

Xaantikorijek is a master of thunder and lightning, and as part of the first brood to hatch on the Mundane World,

he predates most of his surviving kin. Legend holds that the Voice of the Ages once knew a secret that could remake the Mundane World in whatever form they choose—but the aging wyrm remembers very little of his own past. Whether this was the cost of surviving the doom that befell the dragons of old, a self-imposed condition, or some other magical malady, is unknown even to Xaantikorijek.

Once every few centuries, however, Xaantikorijek remembers a detail about his lost history. It is said that when this happens, his voice resounds worldwide as he relays the fact to all dragonkin. The dragons eagerly hope he may someday remember how to reforge the world with dragons as rulers.

Yserthrax

In the deepest and darkest parts of the timescape, there are beings that should not be, touched by corruption beyond worlds. One such creature is Yserthrax (*EE-sur-thracks*), a draconic abomination whose wings are lined with hundreds of emerald eyes.

Yserthrax was born a venom dragon, revered for her mastery of spellcraft and occult lore. Now, she has been transformed by the machinations of elder evils, her body becoming distended and covered with strange growths.

The Many-Eyed earned her name not only for her eye-laden form. She is widely praised as one of the most cunning and devious among her kin, sought after for her arcane talents, spycraft, and intrigue. Little happens among dragonkind that Yserthrax doesn't see; she knows every great wyrm's desires and could manipulate them into carrying out the will of the elder evils that bind her.

Dragon Tactics

Dragons seek lairs with lofty ceilings (or none at all) so they can use one of their greatest defenses: flight. A dramatic encounter with a dragon can quickly become a slog if the wyrm lands and never moves around the battlefield. Dragons are smart! They know to use their long reach and breath weapon to make life difficult for their enemies.

Dragons choose extremely defensible places for their lairs, which are part home and part treasure vault. The wyrms rely on loyal guardians and an environment that is inhospitable to mortal treasure hunters and would-be heroes. For instance, Forzaantirilys makes her home in Mount Brazen, an enormous volcano that is hotter than the Seven Cities of Hell. Her treasure sits on an obsidian island floating in a lake of lava in the heart of the mountain. Just walking through the tunnels to reach Forzaantirilys's hoard would bake most people to death.

Yserthrax and Morrax grappled.
Her heart he sought to kill.
Morrax fought.
Morrax died.
And Yserthrax lives still.

Last stanza from
the Tale of Morrax Qor,
Steel Dwarf Hero, from
the *Codex Valiar*

Durixaviinox

CR 20 Solo

Gargantuan Dragon, Lawful Evil

25,000 XP

Armor Class 18 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +14, Wis +8, Cha +10
Skills Intimidation +10, Perception +8, Persuasion +10
Damage Immunities cold, force
Condition Immunities charmed, dazed, frightened, paralyzed, petrified, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 18
Languages Common, Draconic
Proficiency Bonus +6

Frosted Resistance (3/Day). When Durixaviinox fails a saving throw, he can succeed instead. When he does, his speed is halved and he can't take the Disengage action until the end of his next turn.

Hoarfrost. Cold damage dealt by Durixaviinox ignores damage resistance.

Ice Walk. Durixaviinox can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Actions

Multiattack. Durixaviinox makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage, and the target can't take reactions until the end of their next turn.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and Durixaviinox can move the target up to 15 feet horizontally.

Numbing Breath (Recharge 5–6). Durixaviinox exhales a freezing blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, a creature takes 42 (12d6) cold damage and is restrained until the end of their next turn. On a successful save, a creature takes half as much damage and isn't restrained.

Bonus Actions

Icy Grip. Durixaviinox encases a creature he can see within 60 feet of him in ice. The target must make a DC 18 Strength saving throw. On a failed save, a creature takes 22 (4d10) cold damage and is restrained. On a successful save, a target takes half as much damage and isn't restrained. A creature can use an action to break themself or another creature they can reach out of the ice, ending the restrained condition.

Reactions

Withering Frost. When a creature within 5 feet of Durixaviinox hits him with an attack, Durixaviinox releases a burst of cold energy. Each creature within 5 feet of him must succeed on a DC 18 Constitution saving throw or take 10 (3d6) cold damage.

Villain Actions

Durixaviinox has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Raging Blizzard. Durixaviinox beats his wings, and frigid winds and hail swirl around him. Each creature within 120 feet of him must make a DC 18 Strength saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage, is pushed 60 feet directly away from Durixaviinox, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

Action 2: Royal Defense. Durixaviinox calls the faithful soul of a spectral guard to fight at his side. The guard uses the **frost giant wind sprinter** stat block, but they are an Undead instead of a Giant. The guard acts immediately after Durixaviinox and follows his verbal commands. While the guard is within 60 feet of Durixaviinox, Durixaviinox gains resistance to all damage. If Durixaviinox dies, the guard is destroyed.

Action 3: Frost Cataclysm. Durixaviinox releases a pulse of frigid energy followed by a shock wave of force in a 120-foot-radius sphere centered on him. Each enemy in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. Immediately after, each enemy in that area must make a DC 18 Strength saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

Durixaviinox stands in the frozen ruin of Vexinoth, head curled back in a roar of anguish for the kingdom he lost.

She'd destroy the world–herself included. They're all like that, the noble dragons. Draco Draconis. *They're so old, pain is all they know.*

Lady Demelza, Courser

Forzaantirilys the Ashen Song lives up to her name.

Forzaantirilys

CR 24 Solo

Gargantuan Dragon, Lawful Evil — 62,000 XP

Armor Class 20 (natural armor)
Hit Points 585 (30d20 + 270)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	19 (+4)	16 (+3)	22 (+6)

Saving Throws Con +16, Wis +10, Cha +13
Skills Athletics +17, Perception +10
Damage Immunities fire, radiant
Condition Immunities charmed, dazed, frightened, paralyzed, petrified, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 20
Languages Common, Draconic
Proficiency Bonus +7

Hellfire. Fire damage dealt by Forzaantirilys ignores damage resistance.

Ireful Defense (3/Day). When Forzaantirilys fails a saving throw, she can succeed instead. When she does, attack rolls made against her have advantage until the end of her next turn.

Actions

Multiattack. Forzaantirilys makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage, and the target is set on fire for 1 minute or until the target or a creature who can reach them uses an action to extinguish the flames. A creature who is on fire at the start of their turn takes 10 (3d6) fire damage. If a creature who is already on fire is set on fire again on a subsequent turn, the damage isn't cumulative, but the duration of the fire resets to 1 minute.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage, and Forzaantirilys can move the target up to 15 feet horizontally.

Scorching Breath (Recharge 5–6). Forzaantirilys exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 70 (20d6) fire damage, and any mundane metal objects they are wearing or carrying are melted into slag and destroyed. On a successful save, a creature takes half as much damage and their equipment isn't destroyed.

Additionally, the fire remains in that area until the end of Forzaantirilys's next turn. For the duration, that area is difficult terrain, and a creature who enters that area for the first time on a turn or ends their turn there takes 14 (4d6) fire damage.

Bonus Actions

Blazing Rush. Forzaantirilys moves up to half her speed. If she enters a creature's space during this move, the creature takes 10 (3d6) fire damage.

Reactions

Ignite the Insolent. When a creature within 120 feet of Forzaantirilys attacks her, the attacker must make a DC 21 Dexterity saving throw. On a failed save, the attacker is set on fire for 1 minute or until the attacker or a creature who can reach them uses an action to extinguish the flames. A creature who is on fire at the start of their turn takes 10 (3d6) fire damage. If a creature who is already on fire is set on fire again on a subsequent turn, the damage isn't cumulative, but the duration of the fire resets to 1 minute.

Villain Actions

Forzaantirilys has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Cinderfall. A 30-foot-radius cloud of smoke and cinders surrounds Forzaantirilys until the end of her next turn. That area is heavily obscured for creatures other than Forzaantirilys. An enemy who needs to breathe and starts their turn within the cloud must succeed on a DC 21 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Action 2: Ashen Armor. Forzaantirilys's skin hardens into a protective armor of ashen scales, granting her 100 temporary hit points. Until all these temporary hit points are gone, a creature within 5 feet of Forzaantirilys who touches her or hits her with an attack takes 14 (4d6) fire damage.

Action 3: Supernova. Forzaantirilys unleashes a massive burst of light and heat. Each creature within 120 feet of her must make a DC 21 Constitution saving throw. On a failed save, a creature takes 35 (10d6) fire damage plus 35 (10d6) radiant damage and is blinded. On a successful save, a creature takes half as much damage and isn't blinded. The blindness lasts until cured by a power, a spell, or a similar supernatural effect that removes the blinded condition.

Qazyldrath

CR 21 Solo

Gargantuan Dragon, Chaotic Evil

33,000 XP

Armor Class 20 (natural armor)
Hit Points 402 (23d20 + 161)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	24 (+7)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Con +14, Wis +10, Cha +11
Skills Arcana +9, History +9, Perception +10, Stealth +8
Damage Immunities acid, necrotic
Condition Immunities charmed, dazed, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 20
Languages Common, Draconic
Proficiency Bonus +7

Amphibious. Qazyldrath can breathe air and water.

Consume Shadow (3/Day). When Qazyldrath fails a saving throw, they can succeed instead. When they do, any areas of magical darkness in the lair are dispelled, and they can't use Enshroud or Thwart Healing until the end of their next turn.

Shadow Strength. Acid and necrotic damage dealt by Qazyldrath ignore damage resistance.

Actions

Multiattack. Qazyldrath makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) necrotic damage. If the target is a light source or is wearing or holding a light source, that light is extinguished.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and Qazyldrath can move the target up to 15 feet horizontally.

Vacuous Breath (Recharge 5–6). Qazyldrath exhales dark energy in a line that is 90 feet long and 20 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 24 (7d6) acid damage plus 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one.

Additionally, that area is filled with magical darkness for 1 minute. A creature with darkvision can't see through this darkness, and no light except a *daylight* spell or a light-creating spell of 5th level or higher can illuminate it.

Bonus Actions

Enshroud. Shadows cling to one creature Qazyldrath can see within 120 feet of them. The target must succeed on a DC 19 Dexterity saving throw or be blinded and vulnerable to necrotic damage until the start of Qazyldrath's next turn.

Reactions

Thwart Healing. When a creature within 60 feet of Qazyldrath regains hit points, Qazyldrath forces them to make a DC 19 Constitution saving throw. On a failed save, the creature regains half the number of hit points instead.

Villain Actions

Qazyldrath has three villain actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

Action 1: Burning Globs. Qazyldrath spits acid globules at each enemy they can see within 90 feet of them. Each target must succeed on a DC 19 Dexterity saving throw or have a globule attached to their body. A creature attached to a globule takes 14 (4d6) acid damage at the start of their turns. A creature can use an action to remove a globule from themself or a creature they can reach.

Action 2: Shadow Form. Qazyldrath becomes semi-incorporeal, gaining resistance to bludgeoning, piercing, and slashing damage until the end of their next turn. Qazyldrath then teleports up to 120 feet to an unoccupied space that they can see.

Action 3: Sinking Gloom. Qazyldrath summons sticky black acid centered on a point they can see on the ground within 120 feet of them, creating a 5-foot-deep, 20-foot-radius pool. The pool is difficult terrain and lasts for 1 minute. An enemy who starts their turn in the pool takes 24 (7d6) acid damage and must succeed on a DC 19 Strength saving throw or be restrained until the start of their next turn. An enemy who starts their turn flying within 30 feet of the pool must succeed on a DC 19 Dexterity saving throw or be pulled down by living acid, landing in the nearest unoccupied space of their choice within the pool, take 24 (7d6) acid damage, and be restrained until the start of their next turn.

Qazyldrath the Silent Decay plans to blot out the sun and plunge the Mundane World into darkness.

Xaantikorijek the Voice of the Ages unleashes a furious storm.

Xaantikorijek

CR 23 Solo
Gargantuan Dragon, Neutral
50,000 XP

Armor Class 20 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	24 (+7)	16 (+3)	20 (+5)

Saving Throws Con +15, Wis +10, Cha +12
Skills Arcana +21, History +21, Nature +21, Perception +10, Religion +21
Damage Immunities lightning, thunder
Condition Immunities charmed, dazed, frightened, paralyzed, petrified, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 20
Languages all
Proficiency Bonus +7

Static Shield (3/Day). When Xaantikorijek fails a saving throw, he can succeed instead. When he does, his sight, blindsight, and truesight are reduced to a range of 30 feet until the start of his next turn.

Storm of the Gods. Lightning and thunder damage dealt by Xaantikorijek ignore damage resistance.

Actions

Multiattack. Xaantikorijek makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 5 (1d10) lightning damage, and Xaantikorijek can move the target up to 20 feet in any direction.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) thunder damage, and the target is knocked prone.

Fulminating Breath (Recharge 5–6). Xaantikorijek exhales lightning in a line that is 120 feet long and 30 feet wide. Each creature in that area must make a DC 23 Dexterity saving throw. On a failed save, a creature takes 66 (12d10) lightning damage and has disadvantage on saving throws until the end of Xaantikorijek's next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

Bonus Actions

Lightning Discharge. Xaantikorijek makes one Bite attack. On a hit, Xaantikorijek's teeth spark with energy, dealing an extra 11 (2d10) lightning damage to the target and to one other enemy within 60 feet of the target.

Reactions

Voice of Negation. When a creature Xaantikorijek can see within 60 feet of him uses an action or bonus action to cast a spell, Xaantikorijek speaks an arcane word, forcing the creature to make a DC 23 saving throw using their spellcasting ability. On a failed save, the target takes 16 (3d10) thunder damage and is unable to cast spells until the end of their turn, but the spell slot is not expended and the creature's action is not lost.

Villain Actions

Xaantikorijek has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Voice of Reverence. Xaantikorijek speaks an ancient word of authority into the mind of each creature of his choice within 60 feet of him. Each target must succeed on a DC 20 Wisdom saving throw or fall prone. A creature who falls prone in this way takes 22 (4d10) thunder damage if they stand up before the end of Xaantikorijek's next turn.

Action 2: Fulguration. Xaantikorijek sheds his physical form to become a being of lightning until the end of his next turn. While in this form, Xaantikorijek gains the following benefits:

- He is resistant to all damage.
- He can move through a space as narrow as 1 inch wide without squeezing.
- His movement doesn't provoke opportunity attacks.
- He can move through any creature's space, and when he moves into a creature's space for the first time on a turn, that creature takes 16 (3d10) lightning damage.

Action 3: Voice of the Ages. Xaantikorijek recites an ancient lament that reverberates in nearby souls. Each enemy within 60 feet of Xaantikorijek who can hear him must make a DC 20 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) psychic damage, falls prone, and is unable to stand up for 1 minute as they weep uncontrollably (save ends at end of turn). On a successful save, a creature takes half as much damage and suffers no other effect.

Yserthrax

CR 22 Solo

Gargantuan Dragon, Neutral Evil — 41,000 XP

Armor Class 19 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	22 (+6)	17 (+3)	18 (+4)

Saving Throws Con +14, Wis +10, Cha +11
Skills Arcana +13, Deception +11, Insight +17, Perception +17, Persuasion +11, Stealth +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, dazed, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 27
Languages Common, Deep Speech, Draconic
Proficiency Bonus +7

Amphibious. Yserthrax can breathe air and water.

Corruption. Poison damage dealt by Yserthrax ignores damage resistance and treats damage immunity as damage resistance. Whenever Yserthrax deals poison damage to a creature who isn't a Construct or an Undead, that creature must succeed on a DC 19 Constitution saving throw or be corrupted (save ends at end of turn). The corruption lasts until cured by a *cure ailment* power, *lesser restoration* spell, or similar supernatural effect.

While corrupted, a creature takes 14 (4d6) psychic damage at the start of each of their turns as their mind and body are ravaged by reality-warping anomalies. If a creature dies while corrupted, their body melts into a gruesome puddle, becoming a **gibbering mouther** under Yserthrax's control.

Withering Resistance (3/Day). When Yserthrax fails a saving throw, she can take 16 (3d10) necrotic damage and succeed instead.

Actions

Multiattack. Yserthrax makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) poison damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage, and Yserthrax can move the target up to 15 feet horizontally.

Corrupting Breath (Recharge 5–6). Yserthrax exhales poison in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, a target takes 56 (16d6) poison damage and is poisoned until the end of their next turn. On a successful save, a target takes half as much damage and isn't poisoned.

Bonus Actions

Ulcerate. Yserthrax magically aggravates a creature she can see within 60 feet of her who is corrupted by her Corruption trait. The target must succeed on a DC 19 Constitution saving throw or be dazed until the end of their next turn.

Reactions

Eldritch Disruption. When a creature Yserthrax can see within 60 feet of her hits her with an attack or succeeds on a saving throw, Yserthrax conjures a reality-warping anomaly around them. The creature must choose to either take 10 (3d6) psychic damage or to reroll the attack or a saving throw and use the new result.

Villain Actions

Yserthrax has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Summon Monoliths. Yserthrax conjures three monoliths of otherworldly green crystal, which grow out of the ground centered on three points she can see within 500 feet of her. Each monolith is a 10-foot-radius, 60-foot-high cylinder with AC 19, 100 hit points, and immunity to poison and psychic damage. The monoliths don't block Yserthrax's vision. Each creature within 10 feet of a monolith other than Yserthrax is vulnerable to psychic damage. When a monolith is destroyed, each creature within 30 feet of it must make a DC 19 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Action 2: Spatial Alteration. Yserthrax bats her wings erratically, releasing foul energy that warps space around her. Each creature within 60 feet of her must succeed on a DC 19 Charisma saving throw or be teleported up to 120 feet to an unoccupied space Yserthrax can see.

Action 3: Elder Scream. Yserthrax unleashes an eldritch scream, piercing the mind of each enemy she can see within 120 feet of her. Each target must make a DC 19 Wisdom saving throw, taking 77 (14d10) psychic damage on a failed save, or half as much damage on a successful one.

Yserthrax breathes a corrupting poison onto a navy of would-be heroes who dared threaten her might.

Elementals

It is in changing that we find purpose.

Atæshia, Queen of Ash

When the gods formed the Mundane World, they took sparks of creation from the roiling plane of Quintessence and gave sentience to some of the universe's most basic elements—air, fire, earth, and water. Some elementals contain just one of these components, but the greatest embody multiple as creatures of ash, blood, ice, and similar reagents.

Duality of Form. Elementals are mercurial creatures of transformation, creation, and destruction. Though the deities first created the Mundane World, elementals cultivated and shaped it. When a tree, stone, or other aspect of the world doesn't suit an elemental, they break it down with fire, wind, or another element, then build it anew.

Elementals themselves also change like the winds and the tides, and from age to age, they remake themselves to reflect what the world has become. They are knights wrought of iron, lizards ablaze with fire, and angels of pure sunlight.

Rebirth and Reformation. When an elemental dies in the Mundane World, their spirit returns to Quintessence, where they must rest for decades to regain strength. Should the spirit return to the Mundane World, they take on a form that reflects a creature or other aspect of that plane.

Reactive Harmony. Each elemental can bolster themself or another elemental with the primordial power they embody. To maximize this power and to protect each other, elementals live and work in groups called *ishkrars*. This Primordial word translates literally to "family," but more accurately refers to a family that is not one's first.

Driven Back by Mortals. When the divine host created humanoids, many of these mortals tore down what the elementals had built to make way for roads, buildings, mines, and war. When the elementals sought a peaceful resolution to this conflict, their diplomats were assassinated by evil mortals, igniting a war which the unprepared and disorganized elementals lost.

Surviving elementals retreated to remote locations, fortifying their positions beneath the waves, within volcanoes, and in other places uninhabitable for humanoids. Many elementals in the Mundane World hold the weakness of mortals in contempt; others don't fault humanoids, but instead blame the gods who created such selfish creatures.

Sapient Elementals

This section presents sapient elementals that live and fight together as a band. Other elementals, called motes, exist in the timescape as well, but we didn't have the space for them in this book. Those elementals are less sapient than the ones presented here.

Storms of the mightiest oracles protect Tempest, the realm of Atæshia, Queen of Ash.

Crux of Fire

The crux of fire, often called a blazecaster, takes the form of a fiery lizard. They often live in hot zones of planar convergence or areas of volcanic activity. These territorial elementals usually question interlopers from afar—and if they don't like the answers, they rain down fire before their foes can draw near.

While many elementals weave their innate gifts into oral storytelling, cruxes of fire are particularly adroit at animating their stories in silhouettes of flame.

Crux of Frost

An entity of mirrored ice, the crux of frost is almost always covered by a frosted facade. They are commonly called frigid glintmasks due to their ability to imperfectly mimic creatures, inflicting supernatural terror on those they reflect. This fear makes the reflected creature more vulnerable to harm, their form and spirit withering to a brittle consistency under the crux's scrutiny.

Essence of Mist

When an elemental's spirit enters the Mundane World, their form reflects an aspect of the world. When this reagent is the breath of a cold-blooded killer, the elemental becomes an essence of mist, also called a breath lurker.

The essence has the misty silhouette of a cloaked humanoid. A brutal weapon forms in their grasp as they strike, rendering their victims breathless.

Essence of Storms

At a distance, most would mistake an essence of storms, or galeweaver, for a large bird of prey. This majestic creature is formed from streaks of colored cloud stuff woven into the silhouette of a large eagle or falcon.

Galeweavers act as scouts for their ishkrars, and they're usually the first to see trouble. Also insatiably curious, the essences often swoop down to talk when they see travelers.

Essence of Tides

An essence of tides looks like a shimmering blue manta ray that glides over land as easily as through water, earning them the common name of tidedrifter. Most common along coastlines, essences of tides enjoy harmless pranks, especially against regulars who sail or swim in their waters. With the tidedrifter's healthy sense of humor, it's not hard to win their friendship—but their relaxed demeanor evaporates if friend or family faces threat.

Content Warning: Blood and Suffocation

The force of blood, blood seneschal, and essence of mist manipulate the blood and breath of their enemies. If you or any of your players find descriptions of blood or suffocation upsetting, you may want to avoid using these elementals or reflavor their abilities.

Force of Blood

Forces of blood, also called blood sovereigns, are warlords and diplomats who equally represent the birth of mortal life and the moment of its ending. They could be mistaken for a massive humanoid clad entirely in black-and-red toothed armor, but in truth, their "armor" is blackened, gnarled flesh punctuated with veins of boiling red.

Mortal monarchs would do well to take heed when a force of blood's scarlet lance approaches. These elementals keenly understand mortals and never treat with them for idle purpose.

Force of Earth

A protective earth elemental, a force of earth resembles a nine-foot-tall great ape formed of rough stone. They act as guardians and historians to their ishkrar, working tirelessly to thwart ills from befalling the group. These elementals are sometimes called earthen bulwarks.

Force of Iron

A force of iron, also called an iron stalwart, appears as a four-armed centaur made of malleable metal with a head shaped like an empty knight's helm. Most are staunch, loyal, and uncompromising. Some forces of iron even achieve fame by facing down wickedness where they find it—but others become wickedness, using their strength to vanquish anything that even mildly displeases them.

Oracle of Storms

An oracle of storms, or tempest augur, seeks the power and wisdom of the thundering clouds. While some oracles form family groups, many choose solitary lives atop lonely peaks, searching for answers in the billowing clouds. Their divinatory magics display the world's stories in the sky, etched in lightning and cloudy silhouettes.

Oracles often choose to take the shape of creatures they see as wise, such as storm giants made of thunderclouds.

Principle of Growth

The principle of growth takes the form of a massive centipede made of vegetation. Often called verdant primevals, these caretakers of the natural cycle of life (and death) fight those they see as upsetting that cycle. Principles of growth seek not only to destroy undead and those who create them, but to sabotage divine servitors who casually peddle resurrection magic.

Sparks

On their home planes, elemental sparks are living motes of floating air, earth, fire, and water. When one of these elemental minions travels to another world, they take the form of an animal native to that plane. In the Mundane World, air sparks appear as winged serpents, earth sparks appear as rhinoceroses, fire sparks appear as bears, and water sparks take on the appearance of octopuses.

Sunlight Nexus

A being of pure radiance, a sunlight nexus is easily mistaken for a winged celestial made of stained glass. Closer inspection reveals they're formed of jagged multicolored motes of solid sunlight that move together in a dense nebula.

Sunlight nexuses often serve as emissaries for their ishkrar. Their angelic appearance and restorative abilities instantly earn the respect of many mortals, which the elementals use to their advantage in negotiations. Evil nexuses masquerade as celestials to trick religious humanoids into doing their bidding.

Atæshia, Queen of Ash

Atæshia (*ah-TAY-shee-ah*) was among the first elementals to inhabit the Mundane World, and the first to strike back against the mortals who attempted to tame the wild world. Her army clashed with humanoids for decades, but her enemies' numbers were too great and her allies too few. As the tides of war turned against the elementals, Atæshia knew it would be better for the elementals to live, rebuild their forces, and wait for another day to take back what was once theirs.

Atæshia considers all elementals within her ishkrar, and many would fight under her banner in turn. She hasn't forgotten their great war, and she views mortals and the gods who created them as the greatest threat to the timescape.

Protected Realm. Atæshia spends most of her time atop Tempest, a great mountain with an upper half hidden in an enormous storm. Powerful elementals at the peak manifest lightning and hail the size of apples to hide the Ash Queen's realm. Any who brave the treacherous climb find that the center of the perpetual squall contains a sunny mountain paradise. Here, elementals shape the land with placid pools, burning lava geysers, icy sculptures, lush gardens, and anything else they wish to manifest. The only requirement to stay in Tempest is to believe in the Ash Queen's cause and follow her orders whenever you are called upon. Even those who aren't elementals are welcome to stay provided they observe Atæshia's rules.

Yearly Journey. Once every year, Atæshia travels from Tempest to her reliquary, a tower built in the ruins of her failed war. Here, she takes time to remember and honor the departed, holding a weeks-long vigil surrounded by elemental guardians.

Air Spark

CR 15 Minion

Small Elemental (Air), Any Alignment — 1,300 XP

Armor Class 13
Hit Points 22
Speed 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	10 (+0)	9 (–1)	11 (+0)	12 (+1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Auran, Common
Proficiency Bonus +5

Minion. If the spark takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the spark takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Wind Sweep (Group Attack). *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 slashing damage, and if this attack was made by more than one air spark against a Large or smaller creature, the sparks can move that creature up to 5 feet horizontally for each spark that joined the attack.

Crux of Fire

Crux of Fire

CR 5 Artillery

Medium Elemental (Fire), Any Alignment — 1,800 XP

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Cha +6
Skills Perception +4, Performance +6
Damage Resistances poison
Damage Immunities fire
Condition Immunities invisible, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Ignan
Proficiency Bonus +3

Ablaze. The crux sheds bright light in a 20-foot radius and dim light for an additional 20 feet, and they can't benefit from being invisible. A creature who starts their turn grappling or grappled by the crux takes 7 (2d6) fire damage.

Actions

Multiattack. The crux makes two Flame Tongue or two Sulfurous Rake attacks.

Sulfurous Rake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target can't take reactions this turn.

Flame Tongue. *Ranged Spell Attack:* +6 to hit, range 100 ft., one target. *Hit:* 13 (2d12) fire damage. If the target is a flammable object that isn't being worn or carried, it ignites.

Bonus Actions

Convocation of Fire (1/Day). The crux imbues the power of fire in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Flame Bloom. The Elemental launches a seed of flame at a point they can see within 60 feet of them. A 10-foot-radius sphere centered on that point erupts with fire and burns for 1 minute. Each creature who enters that area for the first time on a turn or starts their turn there takes 10 (3d6) fire damage.

Smoke Screen. The Elemental exudes an aura of smoke 10 feet in every direction for 1 minute or until dispersed by a moderate or stronger wind. The smoky area is heavily obscured for all creatures who aren't fire elementals.

Flame Jet (1/Day). The crux gains a flying speed of 30 feet until the end of their turn and can move up to their speed.

Crux of Frost

CR 8 Controller

Medium Elemental (Water), Any Alignment — 3,900 XP

Armor Class 16 (natural armor)
Hit Points 135 (30d8)
Speed 30 ft.

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

Skills Deception +10, Insight +9, Perception +6
Damage Immunities cold, poison
Condition Immunities invisible, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Aquan, Common, plus the languages known by a creature reflected by Frosted Reflection
Proficiency Bonus +3

Scintillating. The crux can't benefit from being invisible.

Actions

Multiattack. The crux makes two Rimeglass Touch attacks, and they can use Frosted Reflection or It Stares Back, if available.

Rimeglass Touch. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (3d8 + 4) cold damage, and the target can't see or hear creatures other than themself and the crux until the start of the crux's next turn.

Frosted Reflection. The crux reflects the appearance of a specific Medium or Small creature they've seen within the last week. This appearance is illusory and imperfect, showing a frostbitten version of the creature. The illusion lasts until the crux takes thunder damage, uses this action again, or is incapacitated. For the duration, the crux additionally knows any languages that creature knows.

It Stares Back (Recharge 5–6). The crux imposes fragility on a creature within 60 feet of them who is reflected by the crux's Frosted Reflection. If the target can see the crux, the target must make a DC 15 Wisdom saving throw. On a failed save, the target is frightened of the crux for 1 minute (save ends at end of turn), or until the crux stops reflecting them. While frightened in this way, whenever the target takes damage, they take an extra 11 (2d10) psychic damage. On a successful save, the target isn't frightened, and they are immune to the It Stares Back of all cruxes for 24 hours.

Bonus Actions

Convocation of Ice (1/Day). The crux imbues the power of ice in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Frigid Sheen. The Elemental gains a mirror sheen that reflects damage for 1 minute. When the Elemental is hit with an attack by a creature they can see within 30 feet of them, the Elemental can use a reaction to reflect the attack. The Elemental is unaffected by the attack, and the attacker must make a DC 15 Dexterity saving throw. On a failed save, the attack's damage and effects are reflected back at the attacker as if the attack originated from the Elemental, turning the attacker into the target. On a successful save, the attacker takes half as much damage, but suffers no other effect.

Frost Squall. Frost swirls around the Elemental for 1 minute. For the duration, each non-Elemental creature who starts their turn within 15 feet of the Elemental has their speed reduced to 15 feet unless it is already lower until the end of their turn, and the first time they willingly move before the start of their next turn, they take 10 (3d6) cold damage.

Earth Spark

CR 10 Minion

Large Elemental (Earth), Any Alignment — 590 XP

Armor Class 18 (natural armor)
Hit Points 17
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	9 (–1)	10 (+0)	12 (+1)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Terran
Proficiency Bonus +4

Minion. If the spark takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the spark takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Trampling Rampage. If an enemy who is touching the ground starts their turn within 5 feet of two or more earth sparks, the enemy must make a Strength saving throw with a DC equal to 12 plus the number of earth sparks within 5 feet of the enemy. On a failed save, the enemy falls prone, and they can't stand up until there are fewer than two earth sparks within 5 feet of them.

Actions

Shatter Smash (Group Attack). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage.

Snort Rocks (Group Attack). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 5 bludgeoning damage. If the target is a flying creature, they must succeed on a Strength saving throw or fall prone. The DC for this saving throw equals 12 plus the number of sparks who joined the attack.

Elemental Magic Items

The elementals presented in this section favor magic items that let them summon Elemental companions, like the *censer of controlling air elementals* or *elemental gem*. These items conjure allies who can be immediately enhanced by the summoner, increasing the item's value and effect to the elementals who use them. Some elementals might also use items that create a damaging area of effect if their allies are immune to the damage's type. For instance, a force of iron who forms an ishkrar with several cruxes of fire and fire sparks can use a *necklace of fireballs* or the Shooting Stars effect of a *ring of shooting stars* without fear of harming their allies.

Essence of Mist

CR 13 Ambusher

Medium Elemental (Air, Water), Any Alignment — 10,000 XP

Armor Class 15
Hit Points 165 (22d8 + 66)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +10, Cha +8
Skills Deception +8, Sleight of Hand +10, Stealth +10
Damage Resistances psychic
Condition Immunities blinded, charmed, frightened, grappled, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages Aquan, Auran, Common
Proficiency Bonus +5

Flowing Form. The essence can enter an enemy's space and stop there, and they can move through a space as narrow as 1 inch wide without squeezing.

Gasping Aura. While within 10 feet of the essence, creatures who need to breathe can't take reactions or speak.

Actions

Multiattack. The essence makes two Breathless Rend attacks.

Breathless Rend. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 22 (4d10) psychic damage.

Bonus Actions

Convocation of Breath (2/Day). The essence imbues the power of breath in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Hide in Breath. The Elemental tries to hide inside the body of a creature within 10 feet of them who isn't a Construct, an Elemental, an Ooze, or an Undead. The target must succeed on a DC 18 Constitution saving throw or the Elemental retreats inside the target until the start of the Elemental's next turn. While inside the target, the Elemental can't take actions and has total cover against attacks and other effects outside the target.

Toxic Breath. The Elemental exudes a noxious aura 10 feet in every direction for 1 minute or until dispersed by a moderate or stronger wind. That area is lightly obscured, and each creature who needs to breathe who starts their turn in that area must succeed on a DC 16 Constitution saving throw or be poisoned until the end of their next turn.

Breathstealer's Shimmer (1/Day). The essence becomes invisible then takes the Hide action. This invisibility ends if the essence makes an attack or uses Convocation of Breath.

Essence of Storms

CR 5 Controller

Medium Elemental (Air), Any Alignment

1,800 XP

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	9 (–1)	11 (+0)	13 (+1)

Skills Acrobatics +6, Perception +6
Damage Resistances lightning, poison, thunder
Condition Immunities dazed, grappled, paralyzed, poisoned, restrained
Senses darkvision 60 ft., passive Perception 16
Languages Auran, Common
Proficiency Bonus +3

Actions

Multiattack. The essence makes two Wind Talons attacks. They can replace one attack with a use of Bluster or Lightning Squall, if available.

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

Bluster. The essence unleashes a 30-foot cone of wind. Each creature in that area must succeed on a DC 14 Strength saving throw or be moved up to 10 feet in any direction.

Lightning Squall (3/Day). The essence hurls a small lightning storm at a creature they can see within 30 feet of them. The target must make a DC 14 Constitution saving throw. On a failed save, the target takes 28 (8d6) lightning damage and is dazed for 1 minute (save ends at end of turn). On a successful save, they take half as much damage and aren't dazed.

Bonus Actions

Convocation of Air (1/Day). The essence imbues the power of air in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Rising Whirlwind. Each creature of the Elemental's choice within 30 feet of them must make a DC 14 Strength saving throw against a violent whirlwind. On a failed save, the target rises 10 feet upward and is restrained for 1 minute (save ends at end of turn). A target restrained in this way rises an additional 10 feet at the start of each of their turns. Another creature who can reach the target can use an action to pull them free of the effect, ending the restrained condition for that creature. The whirlwind ends if the Elemental dies or chooses to end it (no action required).

Vortex Terrain. A vortex swirls around the Elemental. For 1 minute, the area within 20 feet of the Elemental is difficult terrain for enemies.

Essence of Tides

CR 5 Skirmisher
Medium Elemental (Water), Any Alignment 1,800 XP

Armor Class 15 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 15 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	9 (–1)	16 (+3)	10 (+0)

Skills Acrobatics +7, Medicine +6
Damage Resistances acid, fire, poison
Condition Immunities grappled, poisoned, restrained
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common
Proficiency Bonus +3

Water Glide. While within 5 feet of a liquid or solid surface, the essence gains a flying speed equal to their swimming speed. While flying, the essence doesn't provoke opportunity attacks.

Actions

Multiattack. The essence makes two Water Wing attacks and one Lightning Tail Whip attack.

Water Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the same creature is hit twice with this attack on a turn, they are vulnerable to lightning damage until the end of the essence's turn.

Lightning Tail Whip. *Melee Spell Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (2d6) lightning damage, and the target is pushed up to 10 feet away from the essence.

Bonus Actions

Convocation of Water (1/Day). The essence imbues the power of water in themself or another Elemental they can see within 30 feet, granting one of the following effects of that Elemental's choice:

Scalding Steam. The Elemental spouts blistering steam. Each non-Elemental creature within 15 feet of them must make a DC 15 Constitution saving throw. On a failed save, a target takes 18 (4d8) fire damage and is blinded until the end of their next turn. On a successful save, a target takes half as much damage and isn't blinded.

Waters of Vitality. The Elemental regains 25 hit points and can end one of the following conditions affecting them: blinded, charmed, dazed, deafened, paralyzed, poisoned, or stunned.

Fire Spark

CR 5 Minion
Medium Elemental (Fire), Any Alignment 225 XP

Armor Class 14 (natural armor)
Hit Points 12
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	11 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Performance +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Common, Ignan
Proficiency Bonus +3

Little Flames. The spark sheds bright light in a 15-foot radius and dim light for an additional 15 feet. If an enemy starts their turn within 5 feet of three or more fire sparks, they take 6 fire damage.

Minion. If the spark takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the spark takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Ember Claw (Group Attack). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 fire damage.

Take Advantage of Immunities

Elementals have damage and condition immunities that allow them to lair in environments most mortals would find deadly. For instance, a crux of frost, a force of earth, and a force of iron could lair together in an underground cavern filled with toxic mold since they're all immune to poison damage and the poisoned condition.

They're not evil. They're harbingers. You find them where the walls between worlds are very thin–and other things pass through the barriers with them.

Lady Demelza, Courser

Force of Blood

CR 19 Brute
22,000 XP

Large Elemental (Earth, Fire, Water), Any Alignment

Armor Class 21 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	19 (+4)	18 (+4)	20 (+5)

Saving Throws Con +12, Wis +10, Cha +11
Skills Intimidation +11, Medicine +10, Persuasion +11
Damage Resistances fire, necrotic
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 14
Languages Common, Dwarvish, Elvish, Giant, Primordial
Proficiency Bonus +6

Visceral Sight. The force of blood can see any creature within 120 feet of them who isn't a Construct or an Undead. This sight ignores effects that obscure sight.

Actions

Multiattack. The force of blood makes three Scarlet Longspear attacks. They can replace one attack with a Rend from Within attack.

Scarlet Longspear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 15 ft. or range 30/60 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a creature, the force of blood regains 5 hit points.

Rend from Within. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage plus 26 (4d12) necrotic damage, and the target spends 1 Hit Die with no effect and can't take reactions until the start of their next turn. *Miss:* 13 (2d12) necrotic damage.

Bonus Actions

Convocation of Blood. The force of blood imbues the power of blood in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Boiling Blood. The Elemental boils the blood of a creature within 5 feet of them who isn't a Construct or an Undead. The target must make a DC 19 Constitution saving throw. On a failed save, the target must choose to either take 27 (5d10) fire damage or make an attack with a weapon that has a damage die of 1d4 or greater against a creature of the Elemental's choice. If the attack hits, it deals an extra 11 (2d10) fire damage.

Essence Thief. The Elemental steals the essence of two creatures the Elemental can see within 30 feet of them. Each target must make a DC 19 Constitution saving throw, taking 19 (3d12) necrotic damage on a failed save, or half as much damage on a successful one. The Elemental can then teleport to an unoccupied space they can see within 5 feet of one of the targets.

Force of Earth

CR 5 Soldier

Large Elemental (Earth), Any Alignment — 1,800 XP

Armor Class 18 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	10 (+0)	14 (+2)	9 (–1)

Skills Athletics +7, History +6
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12
Languages Common, Terran
Proficiency Bonus +3

Earth Glide. The force of earth can burrow through mundane, unworked earth and stone. While doing so, the force of earth doesn't disturb the material they move through.

Actions

Multiattack. The force of earth makes two Earthbind Strike attacks.

Earthbind Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target's speed becomes 0 until the start of the force of earth's next turn.

Shatter Rock. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage, or 47 (6d12 + 8) bludgeoning damage if the target is an object or structure.

Bonus Actions

Convocation of Earth (1/Day). The force of earth imbues the power of earth in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Earthen Aura. Stones rapidly whir around the Elemental in a 10-foot-radius sphere for 1 minute or until they're killed or incapacitated. A creature who isn't an Elemental takes 5 slashing damage for every 5 feet they move into or within that area.

Stone Armor. Stone grows over the Elemental in a protective carapace, and they gain 20 temporary hit points. While the Elemental has these temporary hit points, they are immune to the dazed, paralyzed, petrified, and stunned conditions.

Quintessence's chronographic index of 1.86 qualifies it as a Lower World, only slightly higher energy than Manifold One. Because the two manifolds constructively interfere, the denizens of Quintessence often manifest on Manifold One, and many consider it their home. The presence of elementals may indicate an area of bilocation nearby.

Remainer

Force of Iron

CR 10 Brute

Large Elemental (Earth, Fire), Any Alignment — 5,900 XP

Armor Class 19 (natural armor; 22 in Shield Form)
Hit Points 150 (12d10 + 84)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	25 (+7)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Str +9
Skills Athletics +9, Perception +5
Damage Resistances fire
Damage Immunities poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15
Languages Common, Ignan, Terran
Proficiency Bonus +4

Actions

Multiattack. The force of iron uses Form Stance then makes three Ferrous Blade attacks or three Iron Spike attacks.

Ferrous Greatblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft. (20 ft. in Polearm Form), one target. *Hit:* 19 (4d6 + 5) slashing damage.

Iron Spike. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

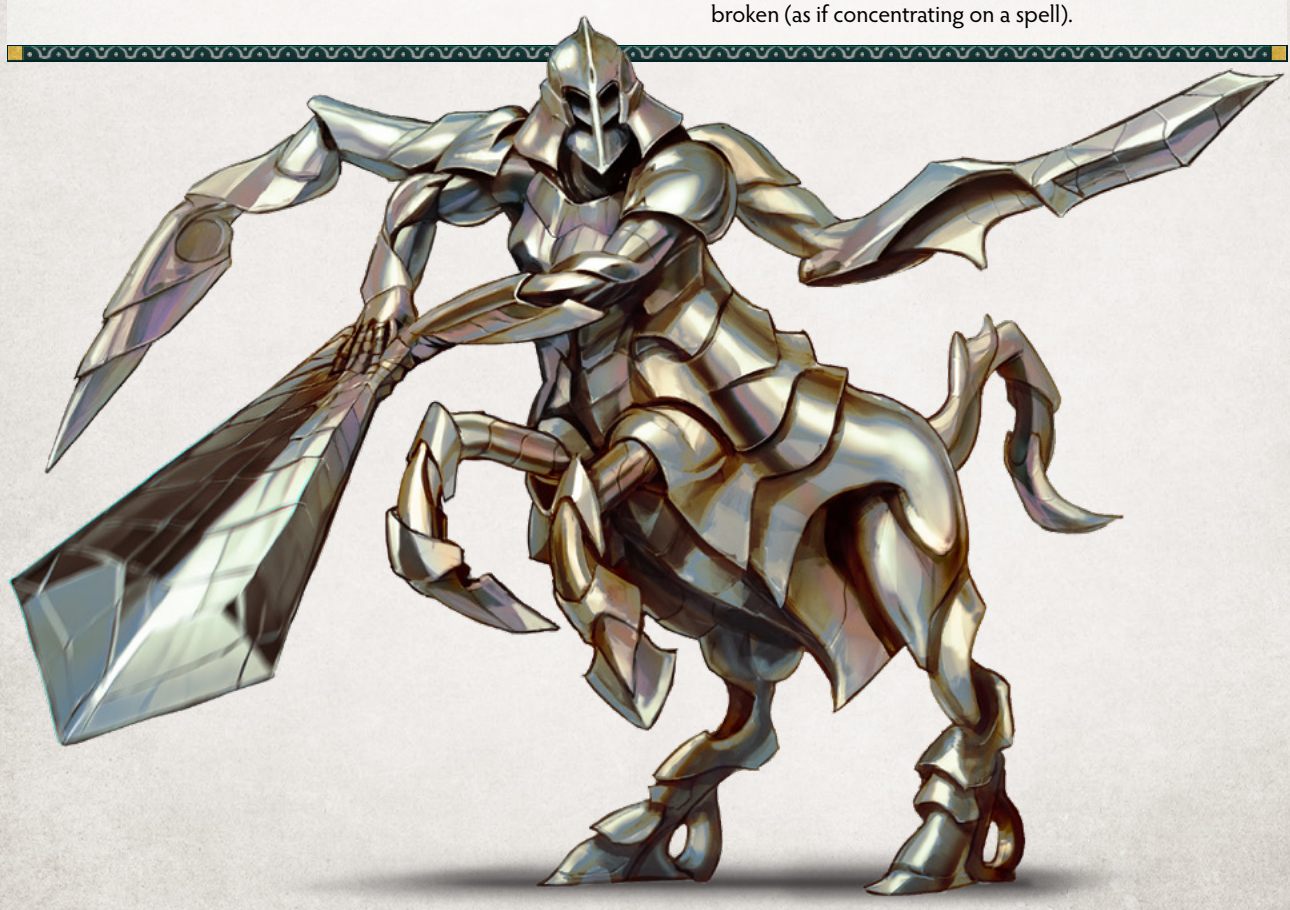
Form Stance. The force of iron shapes their body to gain one of the following benefits until the start of their next turn:

Polearm Form. The force of iron's melee attacks have a reach of 20 feet instead of 5 feet.
Reckless Form. The force of iron has advantage on all melee attack rolls, but attack rolls against the force of iron have advantage.
Shield Form. The force of iron gains a +3 bonus to AC.
Fire Form (1/Day). The force of iron's attacks deal an extra 13 (2d12) fire damage on a hit.

Bonus Actions

Convocation of Iron (1/Day). The force of iron imbues the power of iron in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Earth Reinforcements. Five **earth sparks** appear in unoccupied spaces within 20 feet of the Elemental. The sparks understand the Elemental, follow their verbal commands, and act immediately after the Elemental in the initiative order.
Iron Skin. Metal covers the Elemental, granting them resistance to bludgeoning, piercing, and slashing damage for 1 minute or until their concentration is broken (as if concentrating on a spell).



Oracle of Storms

CR 16 Artillery

Huge Elemental (Air, Water), Any Alignment — 15,000 XP

Armor Class 17 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	18 (+4)	12 (+1)	18 (+4)	17 (+3)

Saving Throws Dex +10, Cha +8
Skills History +11, Nature +11, Perception +9, Performance +8
Damage Immunities lightning, poison, thunder
Condition Immunities dazed, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., passive Perception 19
Languages Aquan, Auran, Common
Proficiency Bonus +5

Turbulent Escalation. When the oracle starts their turn outdoors while not incapacitated, they can stoke a thunderstorm (no action required). For 1 minute or until the oracle uses Turbulent Escalation again, the weather in a 1-mile radius centered on the oracle changes as follows:

- If the sky is cloudless, it becomes cloudy.
- If the sky is cloudy, it begins to rain or snow (oracle's choice).
- If it's raining or snowing, the weather becomes stormy.

Actions

Multiattack. The oracle uses Tempest Bolt twice. They can replace one use with a Cyclone Staff attack.

Cyclone Staff. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 22 (4d10) thunder damage, and the oracle moves the target up to 10 feet in any direction.

Tempest Bolt. A bolt of lightning streaks from the oracle to strike one creature they can see within 90 feet of them, or within 300 feet of them if the target is outdoors and the weather is stormy. The target must make a DC 18 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one. If the target is outdoors and the weather is stormy, they have disadvantage on the saving throw.

Bonus Actions

Convocation of Storms (2/Day). The oracle imbues the power of storm in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Lightning Within. The Elemental becomes charged with lightning. The next time the Elemental hits a target with an attack within the next minute, the attack deals an extra 33 (6d10) lightning damage.

Thunder Burst. A concussive shock wave erupts from the Elemental toward four creatures they can see within 60 feet of them. Each target must succeed on a DC 17 Constitution saving throw or take 22 (4d10) thunder damage, be pushed up to 10 feet away from the Elemental, and be deafened until the end of the target's next turn.

Utility Spells

In addition to any other spells in this stat block, the oracle can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

3/day each: *commune*+, *commune with nature*+, *legend lore*+, *scrying*+

Elemental Convocations

Each elemental has a bonus action called a convocation that makes them strongest when working with other creatures of the Elemental type. This includes some not found in this section of the book, like the fossil cryptic in the "Cave" environment of chapter 2. When you build an encounter with elementals, pay special attention to their bonus action options. That way, when initiative is rolled, you'll already know how each elemental can aid their allies.

Many elementals can use only their convocation once or twice per day. It's best to use these options at the start of an encounter instead of waiting for later rounds of combat, since an elemental could perish before they get the chance to do their cool thing.

You can create unique elementals by swapping one convocation for another. For instance, you could create an essence of storms who is infused with air and earth properties by trading the creature's Convocation of Air for the force of earth's Convocation of Earth. You could even rename the creature the essence of sandstorms.

When you swap the convocations of two elementals, pay close attention to each creature's challenge rating. You'll likely want to adjust the numbers for damage, saving throw DCs, and other effects to better match the stat block you're using. Look at that creature's original convocation to get some target numbers.

Principle of Growth

CR 15 Controller

Huge Elemental (Earth, Water), Any Alignment 13,000 XP

Armor Class 17 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	25 (+7)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Str +10, Wis +8
Skills Animal Handling +8, Nature +10, Survival +8
Condition Immunities charmed, frightened
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages Common, Primordial
Proficiency Bonus +5

Regeneration. The principle regains 20 hit points at the start of their turn if they aren't incapacitated. If they take fire damage, they only regain 10 hit points at the start of their next turn.

Actions

Multiattack. The principle makes two Hampering Roots attacks or two Vernal Lash attacks.

Hampering Roots. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). While grappled in this way, the target is restrained.

Vernal Lash. *Melee Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage, and the principle moves the target up to 15 feet horizontally.

Burst from the Earth (1/Day). The principle causes three Large trees with whipping branches to sprout from the ground in unoccupied spaces the principle can see within 60 feet of them. Each tree has AC 15, 40 hit points, and immunity to psychic damage.

An enemy who starts their turn within 15 feet of one of these trees must make a DC 18 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Convocation of Verdure (2/Day). The principle imbues the power of verdancy in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Roots of the Mind. For 1 minute, the Elemental can link with each Large or larger plant object they can see within 90 feet of them (no action required). For the duration, the Elemental can perceive, make attacks, and use actions as if they were in the space of a linked plant.

Thorn Eruption. Thorny vines burst from the Elemental. Each enemy the Elemental can see within 30 feet of them must make a DC 16 Dexterity saving throw. On a failed save, a target takes 27 (6d8) piercing damage and is restrained until the end of their next turn. On a successful save, they take half as much damage and aren't restrained.

Sunlight Nexus

CR 12 Support

Large Elemental (Air, Fire), Any Alignment — 8,400 XP

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9
Skills Insight +7, Intimidation +9, Perception +7, Religion +6
Damage Resistances fire, radiant
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common, Primordial
Proficiency Bonus +4

Corona. The nexus sheds bright sunlight in a 120-foot radius and dim light for another 120 feet.

Actions

Multiattack. The nexus makes three Solar Arc attacks. They can replace one attack with a use of Heavenly Collapse or Rejuvenating Flare, if available.

Solar Arc. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 18 (2d12 + 5) radiant damage.

Heavenly Collapse (2/Day). The nexus shines harsh light on an enemy they can see within 60 feet of them. Each ally of the nexus within 5 feet of the target regains 20 hit points, and the target must succeed on a DC 17 Constitution saving throw or lose any damage resistances they have and be blinded for 1 minute (save ends at end of turn).

Rejuvenating Flare (1/Day). One ally the nexus can see within 30 feet of them is bathed in rejuvenating light. The ally regains 27 (5d10) hit points, and if they are charmed, dazed, frightened, or poisoned, those conditions end for them.

Bonus Actions

Convocation of Sunlight (2/Day). The nexus imbues the power of sunlight in themself or another Elemental they can see within 30 feet of them, granting one of the following effects of that Elemental's choice:

Healing Radiance. The Elemental regains 30 hit points. Until the end of the nexus's next turn, the Elemental refracts shimmering light, and creatures within 10 feet of them who aren't Elementals are blinded.

Protective Light. Four brilliant motes orbit the Elemental for 1 minute. When the Elemental deals damage to a creature with an attack, the Elemental can extinguish one mote (no action required) to deal an extra 14 (4d6) radiant damage to that creature.

Water Spark

CR 20 Minion

Medium Elemental (Water), Any Alignment — 2,500 XP

Armor Class 19 (natural armor)
Hit Points 27
Speed 30 ft., swim 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	9 (–1)	16 (+3)	11 (+0)

Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common
Proficiency Bonus +6

Minion. If the spark takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the spark takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Whirlpool Suction. If an enemy starts their turn within 5 feet of three or more water sparks, the enemy must succeed on a Strength saving throw or have their speed reduced to 0. The DC for this saving throw equals 14 plus the number of water sparks within 5 feet of the enemy.

Actions

Whelming Wave (Group Attack). *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 10 bludgeoning damage, and if the attack was made by more than one spark, the target must succeed on a Dexterity saving throw or be knocked prone and be unable to stand up until the end of the sparks' next turn. The DC for this saving throw equals 14 plus the number of sparks who joined the attack.

Atæshia

CR 23 Leader

Medium Elemental (Air, Earth, Fire), Neutral — 50,000 XP

Armor Class 20 (natural armor)
Hit Points 332 (35d8 + 175)
Speed 50 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	21 (+5)	22 (+6)	23 (+6)	23 (+6)

Saving Throws Con +12, Wis +13
Skills Arcana +13, Deception +13, History +13, Nature +13, Perception +13, Persuasion +13, Religion +13
Damage Resistances cold, necrotic, poison, psychic, radiant
Damage Immunities fire
Condition Immunities charmed, frightened, poisoned
Senses blindsight 120 ft., passive Perception 23
Languages all
Proficiency Bonus +7

Offer to Remembrance (3/Day). When Atæshia fails a saving throw, a willing creature within 60 feet of her who can see her can give their life to protect her. This creature dies instantly, and Atæshia succeeds on the saving throw.

Reborn From War. When Atæshia is reduced to 0 hit points, she disintegrates into ash on a solemn wind. For the next 100 years, if a Celestial, a Elemental, or a Humanoid whose challenge rating or level is 5 or higher dies within 60 feet of where Atæshia died, Atæshia returns to life where she died with 25 hit points.

Actions

Multiattack. Atæshia makes three Pale Flame attacks. She can replace one attack with a use of Moment of Loss, if available.

Pale Flame. *Melee or Ranged Spell Attack:* +13 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (4d6 + 6) radiant damage plus 14 (4d6) fire damage. If this attack reduces a creature to 0 hit points, they die and all their remains burn to nothing.

Moment of Loss (Recharge 6). Atæshia transforms one creature she can see within 60 feet of her into the form of a living ash cloud. While transformed to ash, the target is immune to all damage, can't provide cover to other creatures, and can't take reactions. At the start of the target's next turn, they reform and must make a DC 21 Constitution saving throw. On a failed save, the target is reduced to 1 hit point. On a successful save, the target takes 44 (8d10) necrotic damage. This damage can't reduce the target's hit points below 1.

From Death, Life (1/Day). Atæshia uses her Kindled Sacrifice villain action, even if it is unavailable, to sacrifice herself.

Bonus Actions

Flickering Flame. Atæshia forms into a cloud of ash, teleports to an unoccupied space she can see within 60 feet of her, and reforms into her true form. Each creature within 5 feet of the space she left must succeed on a DC 21 Dexterity saving throw or take 5 (1d10) fire damage.

Reactions

Convocation of Ash. When another Elemental Atæshia can see within 60 feet of her is hit with an attack, the damage from the attack is halved and the target can move up to half their speed without provoking opportunity attacks.

Villain Actions

Atæshia has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Wave of Sorrow. Atæshia unleashes a pulse of overwhelming sadness. Each enemy Atæshia can see within 120 feet of her must make a DC 21 Wisdom saving throw. On a failed save, a creature is dazed for 1 minute (save ends at end of turn). On a successful save, a creature can't take reactions until the end of their next turn.

Action 2: Kindled Sacrifice. Atæshia chooses a willing creature within 60 feet of her to die so their allies may live. The target dies, and up to two other dead creatures within 60 feet of the target return to life. These revived creatures regain the same number of hit points the sacrificed creature had, up to the revived creature's hit point maximum.

Action 3: Life's Finale. Atæshia releases a torrent of primordial anguish to unmake the marrow of creation around her. Each enemy within 60 feet of her must make a DC 21 Charisma saving throw. On a failed save, they take 55 (10d10) necrotic damage and can't regain hit points until the end of Atæshia's next turn. On a successful save, they take half as much damage, but suffer no other effect. Succeed or fail, if this damage reduces a creature to 0 hit points, they immediately fail one death saving throw.

Atæshia, Queen of Ash, marches forward without fear as pieces of her form swirl in the wind.

Blood Seneschal

Retainer

Medium Elemental (Earth, Fire, Water), Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Medicine +0 plus PB, Persuasion +1 plus PB
Damage Resistances fire, necrotic
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish, Elvish, Giant, Primordial
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Blood Curse). *Melee or Ranged Spell Attack:* +3 plus PB to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 1d4 plus PB necrotic damage, and the target is poisoned until the end of the seneschal's next turn. Beginning at 7th level, the seneschal can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Coagulate (3/Day). As an action, the seneschal empowers the blood of up to PB creatures within 30 feet of them. Each target can expend 1 Hit Die, rolling it and regaining hit points equal to twice the result plus their Constitution modifier.

5th Level: Blood Puppet (3/Day). As an action, the seneschal chooses a creature they can see within 60 feet of them. The target must succeed on a DC 10 plus PB Wisdom saving throw or move up to their speed in a direction of the seneschal's choice. During this movement, the seneschal can force them to make one attack against a creature of the seneschal's choice (no action required).

7th Level: Blood Bondage (1/Day). As an action, the seneschal arrests the hearts of up to PB creatures within 30 feet of them. Each target must make a DC 10 plus PB Constitution saving throw. On a failed save, a creature takes PBd6 necrotic damage and is paralyzed for 1 minute (save ends at end of turn). On a successful save, a creature takes half as much damage and isn't paralyzed.

Elemental Retainers and Companions

This book presents two elemental retainers who are fully sapient (like most other elementals in this section). The earth elemental companion is a more traditional elemental who might be summoned by a spellcaster to serve as a guardian; they therefore work better as a companion.

Lava Bastion

Retainer

Large Elemental (Earth, Fire), Any Alignment

Armor Class 18 (heavy armor)
Hit Points Nine times their level (number of d12 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Insight +1 plus PB
Damage Immunities fire
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 11
Languages Common, Dwarvish, Ignan, Terran
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Molten Slam). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 + PB bludgeoning damage plus 4 (1d8) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried. Beginning at 7th level, the bastion can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Burning Embrace (3/Day). As an action, the bastion makes a signature attack against a creature within range. If the attack hits, the target is also grappled (escape DC 10 plus PB). While grappled in this way, a target is restrained and takes PBd6 fire damage at the start of each of their turns.

5th Level: Melting Grasp (3/Day). When the bastion hits a creature with a signature attack, the creature takes an extra PBd4 fire damage. If the target is wielding a mundane metal weapon, the bastion partially melts the target's weapon, giving it a permanent –2 penalty to attack and damage rolls. If the target is wielding a supernatural metal weapon, the penalty lasts for 1 hour instead.

7th Level: Eruption (1/Day). As an action, the bastion erupts, shooting a 30-foot cone of earth and lava from their head. Each creature in that area must make a DC 10 plus PB Dexterity saving throw. On a failed save, a target takes PBd6 bludgeoning damage plus PBd6 fire damage and is knocked prone. On a successful save, a target takes half as much damage and is not knocked prone. The lava spreads around corners and ignites flammable objects in that area that aren't being worn or carried.

Earth Elemental Companion Companion

Large Elemental, Unaligned

Armor Class 15 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	15 (+2)	5 (–3)	10 (+0)	8 (–1)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Proficiency Bonus (PB) equals the caregiver's bonus

Earth Glide. The elemental can burrow through mundane, unworked earth and stone. While doing so, the elemental doesn't disturb the material they move through. While they use Earth Glide, the elemental can't be used as a mount.

Actions

Signature Attack (Slam). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB bludgeoning damage.

1st Level: Stretch Attack (2 Ferocity). The elemental makes a signature attack with a reach of 10 feet. On a hit, the attack deals an extra PB damage, and the elemental can pull the target 5 feet toward them.

3rd Level: Earthshaker (5 Ferocity). The elemental strikes the ground, and each creature within 10 feet of them must succeed on a DC 10 plus PB Dexterity saving throw or be knocked prone. The elemental's caregiver automatically succeeds on this saving throw.

5th Level: Transmute Ground (8 Ferocity). The elemental picks a 10-foot-square area of ground they can see within 30 feet of them. Each creature standing in the area must succeed on a DC 10 plus PB Strength saving throw or partially sink into the ground and become restrained. A creature can use their action to make a DC 10 plus PB Strength (Athletics) check, freeing themself or another creature within their reach on a success and ending the restrained condition for the freed creature.

Bonus Actions

Toss Me. While the elemental is within 5 feet of their caregiver, they can hurl the caregiver 5 × PB feet in any direction, including up. If the caregiver would normally take damage from a fall after being thrown, they can negate the damage with a successful DC 15 Dexterity saving throw.

Giants

Supremely well adapted to harsh environments, giants thrive in extreme conditions. Fire giants build floating cities in the hearts of volcanic calderas, while stone giant villages dot the tallest mountains.

Though giants sometimes live near humanoid settlements, the latter often pass their entire lives blissfully unaware of the local tribe of giants living atop the nearby mountain range. This is for the best, as few "smallfolk" structures can survive even a handful of sufficiently motivated giants.

Adaptable and Elemental. Giants physically resemble the territory they inhabit. A band of frost giants doesn't simply live on a mountain—they're part of the mountain, and it's part of them. Fire giants exude heat like a roaring volcano. Sages have long debated the question, "Does the environment shape a giant, or does the giant shape their environment?"

Distant Cousins. Humanoid scholars usually assume all giants are related, though giants don't view their kin as brethren by default. When different giant communities interact, the results depend heavily on the individuals involved and the relationships between their cultures. For instance, stone giants rarely get along with hill giants, as hill giants tend to detest stone artisanship. Meanwhile, frost giants gladly recruit hill giants into raiding parties if they're willing to be in the vanguard. Though giants rarely go to war with one another, their battles can change the very geography of a continent, causing earthquakes, storms, and volcanic eruptions.

Fire Giants

Hailing from sweltering deserts and deep caverns of roiling magma alike, fire giants embody the passion and ruthlessness of their namesake. Though their reputation is one of violent growth and expansion, their lesser-known side is a deeply spiritual one, guided by introspection and understanding.

Martial Artists. Fire giants rarely wear armor, as their bodies heat up to extreme temperatures while they fight, causing straps to melt and metal to deform. They instead hone their own bodies into the perfect weapons of war.

Zenith Aastrika

Once a lieutenant of the Sunlight Legion, Aastrika fought and clawed through the ranks, proving herself in battle after battle. However, she suspected many above her felt threatened by her meteoric rise, and her suspicions were confirmed when her unit was dispatched deep into the desert. There, Aastrika discovered signs of blue dragon territory and realized her superiors had ordered her into a trap.

On sharing her discovery with her unit, they decided together to desert the legion. Rather than face the dragon, Aastrika and her troops pursued spiritual enlightenment. They roamed the highest sunlit mountain peaks and deepest volcanic caverns in search of understanding. In one of these magma tunnels, Aastrika crawled deep into a volcanic crater and remained for hours. When she returned, she spoke of her body discorporating into fire and of newly unearthed wisdom, and in this moment, her unit became her first spiritual followers.

Returning to the Sunlight Legion, Aastrika used her newfound prowess and understanding to depose the leadership that sent her to her death. She then claimed her rightful place as warlord and spiritual leader in equal parts, preaching the importance of balance in both.

Zenith Aastrika

Frost Giants

Born of soaring peaks in frigid mountains, frost giants master their environments to rule mountain ranges and build fortresses of unyielding ice. When frost giants march, a blizzard grows overhead, which they carry like a war banner. To frost giants, battle is a way of life, camaraderie, and glory.

Issenblau. Where frost giants make their home, a unique form of ice sprouts into flowering crystalline structures. Frost giants harvest this ice, known as *issenblau* in their tongue, and fashion it into weapons as hard and sharp as steel, which can be used in any environment without melting.

Hill Giants

Of all the giant cultures, hill giants are the most likely to interact with humanoids. Hill giants and smallfolk both love to live in places with rolling, fertile fields, and both appreciate the beauty of nature. However, these commonalities can be quickly forgotten if evil hill giants band together to claim the land solely for themselves, or if the smallfolk let fear of the large get the best of them and attempt to drive off their bigger neighbors. Though most hill giants want to be left in peace, if pressed, one can demolish a small village in minutes.

Strength and Hierarchy. Many evil hill giants respect strength above all. They seek to dominate creatures they perceive as weak, such as ogres and goblins, while bending the knee to creatures stronger than themselves. Other hill giants instead become wardens of their smaller neighbors, driving off bandits and other threats.

Easily Distracted. Most hill giants spend so much time in quiet peace that sudden flashy sights and loud noises can draw their attention. In times of battle, such distractions can draw the hill giant's ire, making them switch from one target to another.

Stone Giants

Fascinated by the act of creation, stone giants carve cities out of ancient caverns, mine precious metals and gems, and craft relics worthy of glory. To many a stone giant, artisanship is the highest calling, and all their creations are crafted with an eye to beauty and longevity.

Of the Stone. Stone giants are made of the same kinds of rocks that form their home—marble, granite, or even basalt. Their stone bodies not only protect them from attack, but also provide them with an additional outlet for self-expression. They often carve runes into their skin, which serve a wide variety of artistic and cultural purposes.

Fire Giant Lightbearer

CR 10 Support

Huge Giant, Any Alignment — 5,900 XP

Armor Class 18 (natural armor)
Hit Points 137 (11d12 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	23 (+6)	10 (+0)	21 (+5)	13 (+1)

Saving Throws Str +10, Dex +7, Con +10
Skills Athletics +10, Perception +9
Damage Immunities fire
Senses passive Perception 19
Languages Giant
Proficiency Bonus +4

Healing Heat. When the lightbearer targets a fire giant with an attack, spell, or other supernatural effect that deals fire damage, that target instead regains a number of hit points equal to the damage that would be dealt. The target can choose to be hit by this attack or fail their saving throw against this effect.

Molten Flesh. The first time a creature other than a fire giant touches the lightbearer or hits them with a melee attack on a turn, that creature takes 7 (2d6) fire damage.

Actions

Multiattack. The lightbearer makes two attacks using Slam, Living Blaze, or both. They can replace one attack with a use of Flamelash.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) fire damage, and if the target is a Huge or smaller creature, the target must choose between being knocked prone or pushed 10 feet away from the lightbearer.

Living Blaze. *Ranged Spell Attack:* +10 to hit, range 180 ft., one target. *Hit:* 16 (3d6 + 6) fire damage, and the lightbearer can ricochet the flame toward another target within 5 feet of the first. The lightbearer makes another spell attack roll against the second target with disadvantage, dealing the same damage on a hit.

Flamelash. The lightbearer extends a whiplike flame to strike a creature they can see within 30 feet of them. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 20 (4d6 + 6) fire damage, and if the target is Large or smaller, the lightbearer moves the target up to 10 feet horizontally.

Bonus Actions

Travel by Fire (3/Day). The lightbearer chooses two willing creatures they can see within 30 feet of them. Each target takes 14 (4d6) fire damage and teleports, swapping places with the other target.

Fire Giant Red Fist

CR 9 Soldier

Huge Giant, Any Alignment

5,000 XP

Armor Class 17 (natural armor)
Hit Points 162 (13d12 + 78)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Str + 11, Dex +6, Con +10
Skills Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Proficiency Bonus +4

Heat and Pressure. When an enemy moves out of the red fist's reach, the enemy must succeed on a DC 18 Constitution saving throw or gain a level of exhaustion. Creatures with resistance or immunity to fire damage are immune to this effect.

Molten Flesh. The first time a creature other than a fire giant touches the red fist or hits them with a melee attack on a turn, that creature takes 7 (2d6) fire damage.

Actions

Multiattack. The red fist makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 7 (2d6) fire damage. If the same creature is hit twice with this attack on a turn, they are blinded until the end of their next turn.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 180 ft., one target. *Hit:* 34 (8d6 + 6) fire damage.

Reactions

Guardian Block (3/Day). When an enemy within 10 feet of the red fist hits a creature other than the red fist with an attack, the red fist halves the damage dealt by that attack. The red fist then makes an Unarmed Strike against the attacker.

Fire Giant Trooper

CR 12 Minion
Huge Giant, Any Alignment
840 XP

Armor Class 18 (natural armor)
Hit Points 19
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	10 (+0)	14 (+2)	13 (+1)

Damage Immunities fire
Senses passive Perception 12
Languages Giant
Proficiency Bonus +4

Minion. If the trooper takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the trooper takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Molten Flesh. The first time a creature other than a fire giant touches the trooper or hits them with a melee attack on a turn, that creature takes 7 fire damage.

Actions

Unarmed Strike (Group Attack). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 3 bludgeoning damage plus 3 fire damage, and the target must succeed on a Strength saving throw or fall prone. The DC for this saving throw equals 12 + the number of troopers who joined the group attack.

Rock (Group Attack). *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 6 bludgeoning damage.

Zenith Aastrika

CR 12 Leader
Huge Giant, Lawful Neutral
8,400 XP

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	10 (+0)	23 (+6)	14 (+2)

Saving Throws Str +11, Dex +7, Con +10, Wis +10
Skills Athletics +11, Perception +10, Persuasion +6
Damage Immunities fire
Condition Immunities charmed, frightened
Senses passive Perception 20
Languages Giant, Primordial
Proficiency Bonus +4

Battle Tranquility (3/Day). When Aastrika fails a saving throw, she can choose to succeed instead. When she does so, she can't use Sweltering Heat until the end of her next turn.

Molten Flesh. The first time a creature other than a fire giant touches Aastrika or hits her with a melee attack on a turn, that creature takes 7 (2d6) fire damage.

Actions

Multiattack. Aastrika takes the Disengage action and makes up to three attacks using Unarmed Strike, Hurl Flame, or both.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 7 (2d6) fire damage. If the target is a creature, they are outlined in red light until the start of Aastrika's next turn, and for the duration, attack rolls against them have advantage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 180 ft., one target. *Hit:* 20 (4d6 + 6) fire damage.

Lava Pillar (Recharge 5–6). Aastrika causes a 20-foot-radius, 60-foot-high cylinder of lava to erupt from the ground at a point she can see within 120 feet of her. Each creature in that area must make a DC 18 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Sweltering Heat. Aastrika's inner flame pulses harshly. Each creature within 20 feet of her who doesn't have resistance or immunity to fire damage must succeed on a DC 18 Constitution saving throw or gain a level of exhaustion.

Reactions

Power of Flame. When another fire giant Aastrika can see within 60 feet of her misses with a weapon attack, Aastrika causes flame to trail from the attacker. The attacker rolls damage for the attack as if they had hit, and the target takes half that amount as fire damage instead of taking the full amount of normal damage.

Villain Actions

Aastrika has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Forward! Aastrika and up to three creatures she can see can move up to their speed without provoking opportunity attacks and make one melee attack each.

Action 2: The Manifold Self. Aastrika disappears in a flash of light and teleports, reappearing in an unoccupied space she can see within 30 feet of her. At the same time, five **fire giant troopers** appear in unoccupied spaces within 30 feet of the space she teleported from. The troopers act immediately after this villain action is taken and on the same initiative count in subsequent rounds.

Action 3: This. Ends. Now. Aastrika and each willing fire giant within 60 feet of her unleashes a burst of heat. Each creature within 10 feet of Aastrika or one of these fire giants must make a DC 18 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Frost Giant Storm Hurler

CR 8 Artillery
3,900 XP

Huge Giant, Any Alignment

Armor Class 15 (issenblau plating)
Hit Points 105 (10d12 + 40)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	18 (+4)	9 (–1)	10 (+0)	11 (+0)

Saving Throws Str +9, Con +7
Skills Athletics +9, Intimidation +3, Perception +3
Damage Immunities cold
Senses passive Perception 13
Languages Giant
Proficiency Bonus +3

Oncoming Storm. Wisps of stinging snow and icy winds surround the storm hurler. When an enemy concentrating on a power, a spell, or a similar effect starts their turn within 15 feet of the storm hurler, the enemy must succeed on a DC 15 Constitution saving throw or lose concentration.

Actions

Multiattack. The storm hurler makes two Ice Javelin attacks.

Ice Javelin. *Ranged Weapon Attack:* +9 to hit, range 120/360 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target's speed is reduced by 10 feet until the end of their next turn.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Flower of Frost (3/Day). The storm hurler throws up to three Medium ice javelins, each at an unoccupied space they can see within 300 feet of them. These spaces must be within 30 feet of each other. The javelins have AC 13, 10 hit points, and vulnerability to fire damage. At the start of the storm hurler's next turn, any javelins with hit points remaining explode, showering icicles in a 20-foot radius. Creatures within the area of one or more explosions must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) cold damage and is restrained for 1 minute (save ends at end of turn). On a successful save, a creature takes half as much damage and isn't restrained. Objects within this area take 28 (8d6) cold damage.

Reactions

Frozen Retribution. When a creature within 120 feet of the storm hurler misses them with a ranged weapon attack, the storm hurler can manipulate the storm surrounding them to freeze the projectile and hurl it back at the attacker as an Ice Javelin attack.

Frost Giant Wind Sprinter

CR 8 Skirmisher
3,900 XP

Huge Giant, Any Alignment

Armor Class 15 (issenblau plating)
Hit Points 115 (11d12 + 44)
Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	18 (+4)	9 (–1)	10 (+0)	10 (+0)

Saving Throws Str +9, Con +7
Skills Athletics +9, Intimidation +3, Perception +3
Damage Immunities cold
Senses passive Perception 13
Languages Giant
Proficiency Bonus +3

Crush Underfoot. When the wind sprinter enters a Medium or smaller enemy's space, the enemy must choose to either fall prone or take 10 (3d6) bludgeoning damage. Each enemy can be affected by this trait only once per turn.

Oncoming Storm. Wisps of stinging snow and icy winds surround the wind sprinter. When an enemy concentrating on a power, a spell, or a similar effect starts their turn within 15 feet of the wind sprinter, the enemy must succeed on a DC 15 Constitution saving throw or lose concentration.

Actions

Multiattack. The wind sprinter makes two Ice Axe attacks.

Ice Axe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Blizzard Surge (Recharge 5–6). The wind sprinter moves up to their speed in a straight line. At any point during this move, they can make up to three Ice Axe attacks against different creatures.

Reactions

Begone, Smallfolk! After a Medium or smaller creature makes an opportunity attack against the wind sprinter, the wind sprinter can make an Ice Axe attack against that creature.

Hill Giant Clobberer

CR 5 Brute
1,800 XP

Huge Giant, Any Alignment

Armor Class 12 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	18 (+4)	8 (–1)	9 (–1)	7 (–2)

Skills Athletics +8, Perception +2
Senses passive Perception 12
Languages Giant
Proficiency Bonus +3

Distracted. When the clobberer targets a creature with an attack, another creature within range of that attack can use their reaction to distract the clobberer. If the clobberer can see or hear the distracting creature, the clobberer targets them with the attack instead.

Pummel. When the clobberer hits a prone creature with a melee weapon attack, the attack deals an extra 10 (3d6) damage, and that target's speed is reduced to 0 until the end of their next turn.

Siege Monster. The clobberer's attacks deal double damage to objects and structures.

Actions

Multiattack. The clobberer makes two attacks using Greatclub, Rock, or both.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Bonus Actions

Hill Quake. The clobberer falls prone, and each creature on the ground within 20 feet of the clobberer must succeed on a DC 16 Dexterity saving throw or fall prone. Structures in that area take 33 (6d10) bludgeoning damage.

Put some earth in your mouth. Dirt. Just a little, don't eat it.
But if they see you know the ritual, they'll let you pass.

Lady Demelza, Courser

Make Players Aware: Distracted

The hill giants' Distracted trait gives player characters an opportunity to have some fun and engage in "Hey, over here!" tactics. But the players only get to have that fun if they know how the trait works, so be sure to share it with them.

Hill Giant Flunky

CR 5 Minion
225 XP

Huge Giant, Any Alignment

Armor Class 12 (natural armor)
Hit Points 12
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	18 (+4)	8 (–1)	9 (–1)	7 (–2)

Skills Athletics +8, Perception +2
Senses passive Perception 12
Languages Giant
Proficiency Bonus +3

Distracted. When the flunky targets a creature with an attack, another creature within range of the attack can use their reaction to distract each flunky joining in the attack. Each flunky who can see or hear the distracting creature joins a group attack targeting that creature instead. If one or more flunkies can't see or hear the distracting creature, those flunkies join a separate group attack on the original target instead.

Minion. If the flunky takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the flunky takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

The Hills Are Alive. A Large or smaller creature who ends their turn within 10 feet of two or more flunkies must succeed on a DC 16 Strength saving throw or fall prone.

Actions

Rock (Group Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 4 bludgeoning damage, or 5 bludgeoning damage if the target is prone.

Basalt Stone Giant

CR 8 Controller

Huge Giant, Any Alignment 3,900 XP

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Con +9, Wis +5
Skills Athletics +10, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks that aren't adamantine
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Proficiency Bonus +3

False Appearance. While motionless, the giant is indistinguishable from a statue.

Stone Flesh. When a creature attacks the giant with a melee weapon that isn't adamantine and rolls a 1 on the d20 for that attack, that weapon is destroyed if it is mundane. If that weapon is supernatural, it loses all supernatural properties for 1 hour.

Actions

Multiattack. The giant makes two Rune-Signed Blade attacks. They can replace one attack with a Forked Knives attack.

Rune-Signed Blade. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage. If the target is a creature, each time they are hit by this attack, their movement speed is reduced by a cumulative 10 feet (to a minimum speed of 5 feet) until they regain at least 1 hit point.

Forked Knives. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and if the target is a Medium or smaller creature on the ground, they are knocked prone and restrained as they are pinned by the knife. The target or a creature who can reach the knife can use an action to make a DC 18 Strength (Athletics) check to try to dislodge the knife, freeing the pinned target and ending the restrained condition on a success.

Reactions

Resonate Rune. When the giant is hit by a melee attack, each creature within 10 feet of them must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away from the giant.

Granite Stone Giant

CR 7 Soldier

Huge Giant, Any Alignment 2,900 XP

Armor Class 17 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	12 (+1)	15 (+2)	12 (+1)

Saving Throws Con +8, Wis +5
Skills Athletics +9, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks that aren't adamantine
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Proficiency Bonus +3

False Appearance. While motionless, the giant is indistinguishable from a statue.

Stone Flesh. When a creature attacks the giant with a melee weapon that isn't adamantine and rolls a 1 on the d20 for that attack, that weapon is destroyed if it is mundane. If that weapon is supernatural, it loses all supernatural properties for 1 hour.

Actions

Multiattack. The giant makes two Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the same creature is hit twice with this attack on a turn, they have disadvantage on attack rolls until the end of their next turn.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Many Stones, One Band

Stone giants made of different rocks ally with each other in times of war. These giants understand that their skills in battle complement one another. Marble giants wade into battle alongside basalt and granite giants. In times of peace, different stone giant groups share new secrets of rune magic and trade with one another.

This may leave you wanting more stone giants than the three in this book. You can create new stone giant stat blocks by taking a non-stone giant stat block from this section, giving it the stone giant's False Appearance and Stone Flesh traits, and giving it resistance to bludgeoning, piercing, and slashing damage from mundane attacks that aren't adamantine. Then pick a type of stone you think fits the new stat block, and you're done! For instance, you could modify the fire giant red fist to create an obsidian giant, or you could use the frost giant wind sprinter to make a zircon giant.

Marble Stone Giant

CR 6 Artillery
Huge Giant, Any Alignment
2,300 XP

Armor Class 15 (natural armor)
Hit Points 92 (8d12 + 40)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +8, Wis +5
Skills Athletics +8, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks that aren't adamantine
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Proficiency Bonus +3

Agility Rune. Being within 5 feet of an enemy doesn't impose disadvantage on the giant's ranged attack rolls.

False Appearance. While motionless, the giant is indistinguishable from a statue.

Stone Flesh. When a creature attacks the giant with a melee weapon that isn't adamantine and rolls a 1 on the d20 for that attack, that weapon is destroyed if it is mundane. If that weapon is supernatural, it loses all supernatural properties for 1 hour.

Actions

Multiattack. The giant makes two Greatsling attacks.

Greatsling. *Ranged Weapon Attack:* +8 to hit, range 60/240 feet, one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage, and if the target is a creature, they must succeed on a DC 16 Strength saving throw or be pushed 10 feet away from the giant.

Boulder Roll (Recharge 5–6). The giant bowls a boulder in a 10-foot-wide, 30-foot-long line along the ground. Each creature in this line must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 27 (5d10) bludgeoning damage and falls prone. On a successful save, the creature takes half as much damage and doesn't fall prone. Each object in this line that isn't supernatural or worn or carried by a creature takes 27 (5d10) bludgeoning damage. At the end of its roll, the boulder crumbles, creating a 10-foot square of difficult terrain.

Bonus Actions

Siege Stance. The giant digs their heels into the ground, reducing their speed to 0. While in this stance, the normal and long ranges of the giant's Greatsling attack are doubled, and when this attack hits, each other creature within 5 feet of the target must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) bludgeoning damage. The giant's stance lasts until they become grappled, incapacitated, prone, or restrained, or until the giant ends it as a bonus action.

Giant Lairs

Giant lairs are filled with clothing, furniture, tools, weapons, and even treasure that is sized for beings over 15 feet tall. The inside of a giant's lair should make the players feel as though their characters have shrunk as they navigate familiar setups, such as a mead hall, from a new perspective. Normally trivial activities, like grabbing an amulet off a table, become herculean tasks that require planning, preparation, and risk of bodily harm! This change of pace is fantastic fun.

You can use the following guidelines to help you create challenges in a giant's lair.

Ceilings. The ceilings in a giant's lair should be at least 20 feet high to allow the giant plenty of space to move around without needing to squeeze.

Climbing Furniture. A character can climb a piece of furniture in a giant's lair with a successful DC 15 Strength (Athletics) check.

Doorways and Halls. The doorways and halls in a giant's lair should be at least 15 feet wide so the giant can comfortably move down the halls without squeezing. If multiple giants live in the lair, consider making the halls even wider to accommodate multiple giants at once. Likewise, doorways should be at least 15 feet tall.

Giant Potions. Giant-sized potions have the same amount of magic in a greater amount of liquid. A Medium or smaller creature must use three actions to consume the potion. The potion takes effect after the third action is used to consume it. If more than 1 minute passes between actions used to consume the potion, the potion loses its magic and has no effect.

Giant Scrolls. A scroll must be unrolled before it can be read. A Medium or smaller creature can unroll a giant-sized scroll as an action.

Object Dimensions and Weights. Objects sized for giants have dimensions that are typically two to three times the size of the human equivalent and weigh about eight times as much. Using encumbrance rules in giant lairs helps the characters figure out how many of a frost giant jarl's gold busts they can carry.

Opening Doors. Large, Medium, and Small creatures can open a door in a giant's lair as an action. Tiny creatures can't open the doors. If the door is latched or locked, the latch or lock is 10 feet above the floor. A Medium or smaller character can climb up to it with a successful DC 17 Strength (Athletics) check.

Stairs. Stairs in giant lairs count as difficult terrain for Medium and smaller creatures.

Traps. Giants often craft traps meant to keep out other enemy giants as well as smaller folk. As such, their traps often affect larger areas. Their flame jets shoot wider and higher than humanoid traps, their pits are deeper, and their scythes cut at multiple heights.

Gibbering Mouthers

It's difficult to describe what a gibbering mouther looks like, but you'll know when you see one.

An Adventurer's Guide to Aberrations

Gibbering mouthers are chaos incarnate. When these denizens of the ever-changing plane of Primordius travel, they take a piece of home with them. Reality bends to their will. The ground bubbles beneath them, gravity rearranges around them, and adventurers either run from them or are sucked into the chaos.

Taxing Taxonomy. Gibbering mouthers wriggle as a mess of ever-shifting body parts. Their name was coined by an explorer who described seeing—and fleeing from—"a heaping pile of babbling mouths speaking in languages known and unknown." Other adventurers have reported similar amalgamations of bones, muscles and limbs, each more horrifying than the last. Only recently did sages discover these creatures shared the same chaotic ancestry, though their appearance is so in flux that they can't be perceived the same way twice.

Chaos Gourmets. The gibbering mouther subsists on change the same way most creatures subsist on food and water. A gibbering mouther can treat themself to a feast just by finding their way to the Mundane World, where things are deliciously mutable. Though they can't make the trip on their own, gibbering mouthers seize any opportunity they can to travel, sneaking through mage portals and interdimensional rifts caused by wild magic. Some are summoned to the Mundane World by particularly malevolent forces, like zealous cultists, megalomaniacal mages, and others wanting to change or distract the world.

Unconscionable Transformation. Living beings are especially susceptible to the reality-bending influence of the gibbering mouther. Those exposed to one of these creatures often return with a souvenir: an altered body. At first these effects are minor—their body might steadily flicker in and out of reality, or their face might sprout an additional nose. These effects always worsen, adding and rearranging body parts over time. Eventually, those who can't find supernatural help are transformed into gibbering mouthers themselves, roaming the Mundane World in search of a slice of reality to shift.

Gibbering Friend. On rare occasion, a gibbering mouther finds an adventurer who embodies chaos. Such a pairing can bring about an unlikely friendship; the gibbering mouther happily serves as a stalwart companion as long as their caretaker provides plenty of opportunities to warp reality. In even more unique circumstances, an adventurer turned into a gibbering mouther might resist the call of chaos and remain with their party.

Gibbering Mouther

CR 2 Controller

Medium Aberration, Typically Chaotic Neutral 450 XP

Armor Class 11 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 10 ft., fly 10 ft. (hover), swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	7 (–2)	10 (+0)	5 (–3)

Saving Throws Con +5
Condition Immunities charmed, frightened, prone
Senses darkvision 60 ft., passive Perception 10
Languages speaks all languages but doesn't understand any
Proficiency Bonus +2

Immutable Form. The gibbering mouther is immune to any power, spell, or effect that would alter their form.

Primordial Influence. A dazed enemy who starts their turn within 20 feet of the gibbering mouther must make a DC 13 Wisdom saving throw. On a failed save, that creature's body is altered in an otherworldly way of the GM's choice—they might flicker in and out of reality, sprout miniature fingers from their fingers, or have their physical form altered in a similarly alien way. This alteration doesn't affect the creature's game statistics. A *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect reverses this alteration.

While altered in this way, a creature must repeat the saving throw whenever they finish a long rest. On a failed save, their previous alteration worsens or they experience another chaotic alteration of the GM's choice. If a creature fails this saving throw three times after their initial alteration, they transform into a gibbering mouther controlled by the GM, and only a *wish* spell can restore the creature to their original form.

Viscous Vicinity. The gibbering mouther envelops their surroundings in their shifting reality. The area within 20 feet of them is difficult terrain for other creatures.

Actions

Multiattack. The gibbering mouther makes two Reality Rend attacks. They can replace one attack with a use of Pull.

Reality Rend. *Melee Power Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or be dazed until the start of the gibbering mouther's next turn.

Pull. The gibbering mouther warps reality around up to three creatures they can see within 60 feet of them. Each target must succeed on a DC 13 Strength saving throw or be pulled up to 30 feet directly toward the gibbering mouther.

Mystic Connection: Gibbering Mouther

If you're playing a beastheart and have a gibbering mouther companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Chaotic Form. As a bonus action, you channel your companion's chaotic energy into yourself, constantly shifting your form and making you harder to hit. When you use this bonus action and at the start of each of your turns for the next minute, roll a d6. Your AC increases by the number rolled until the start of your next turn. Once you use this bonus action, you can't do so again until you finish a long rest.

Gibbering Mouther Companion

Companion

Medium Aberration, Typically Chaotic Neutral

Armor Class 11 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 20 ft., fly 10 ft. (hover), swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	7 (–2)	11 (+0)	5 (–3)

Saving Throws Dex +1 plus PB, Con +3 plus PB, Wis +0 plus PB
Condition Immunities charmed, frightened, prone
Senses darkvision 60 ft., passive Perception 10
Proficiency Bonus (PB) equals the caregiver's bonus

Immutable Form. The gibbering mouther is immune to any power, spell, or effect that would alter their form.

Viscous Vicinity. The gibbering mouther envelops their surroundings in their shifting reality. The area within 10 feet of them is difficult terrain for other creatures.

Actions

Signature Attack (Reality Rend). *Melee Power Attack:* +3 plus PB to hit, reach 5 ft., one creature. *Hit:* 1d6 plus PB psychic damage.

1st Level: Stretch Attack (2 Ferocity). The gibbering mouther makes a signature attack with a reach of 10 feet. On a hit, the attack deals an extra PB damage, and the gibbering mouther can pull the target 5 feet toward them.

3rd Level: Reality Pull (5 Ferocity). The gibbering mouther warps reality around up to PB enemies within 60 feet of them. Each target must succeed on a DC 10 plus PB Strength saving throw or be pulled up to 20 feet directly toward the gibbering mouther.

5th Level: Vicinity Shift (8 Ferocity). The gibbering mouther and each ally within 30 feet of them gains a +PB bonus to damage rolls and has their speed doubled until the start of the gibbering mouther's next turn. Additionally, the gibbering mouther can make one signature attack as part of this action.

Gnolls

Gnolls aren't humanoids, but hyena-faced fiends—created by a dead demon lord, they carry his evil legacy wherever they roam. Originally from the Abyssal Wasteland, gnolls quickly spread across the timescape, and they thrive in deserts, plains, and other sparsely populated places. Though a gnoll's muzzle is just as likely to be bloodied by carrion as by prey, their hunting packs hunger for violence, and they eagerly hunt travelers and raid settlements. The pack's eerie war cry, a wild cackle, presages a night of battle and terror.

Born from Blood. The Abyssal Wasteland is an alien landscape hostile to most life. Yet amidst its desolation, fiendish creatures thrive, including abyssal hyenas—bloodthirsty scavengers who fight with other lesser fiends over the corpses of demons. The first gnolls arose when a pack of these predators lapped at the ichor oozing from the wounds of a dying demon prince, As'sylrak the Warper. As his last act, the demon gave the fiendish hyenas a demonic cunning to match their insatiable hunger, bound his evil will to theirs, and turned their paws into hands so they could wield weapons. He called these new fiends "gnoll," an Abyssal word that has many meanings, one of which is "to consume completely." And true to their name, the gnolls immediately devoured their creator.

Ceaseless Hunger. The merciless gnolls quickly spread across the timescape in search of new victims to quench their never-ending hunger. Their packs were followed by some of the abyssal hyenas who didn't receive As'sylrak's blessing; these tagalongs enjoy the castoffs of the gnoll packs. Gnolls never forgot the day when they tasted immortal flesh—and they hunger for more, longing for a day when gnolls hunt the gods themselves through heavenly halls.

Gnoll War. Most gnolls live for the thrill of the hunt and the taste of flesh, and they aren't choosy with their targets. Perhaps the one saving grace for most humanoid communities is that gnoll war bands battle each other for territory, keeping their numbers reduced.

Ravening Horde or Clever Killers?

Gnoll enemies in your game might be a horde of demonic soldiers who charge wildly into battle, fight the first foe they see to the death, then move on to the next victim. In this case, a gnoll has little care for their own safety, let alone the protection of their allies, as they wade into the fray full of bloodlust. This strategy works well for an overwhelming number of gnolls fighting together and gives your players the sense that their characters are standing against a relentless horde.

You could also make gnoll villains more calculated in their approach to violence. A smaller band of gnolls might employ clever tactics, waiting until night to sneak up on the characters, starting fires to cover their escape, and focusing their fire on enemies who threaten their victory the most. These gnolls work together in a cohesive group with fiendish cunning.

Abyssal Hyenas

Stronger and smarter than their beastly counterparts, abyssal hyenas crawl out of the Abyssal Wasteland to feed on corpses gnolls leave in their wake. When reinforcements are needed, gnoll spellcasters can use magic to transform abyssal hyenas into gnolls.

Tusker Demons

Towering among a gnoll war band, the elephantine tusker demon serves as beast of burden and war machine. Tusker demons have no facial features except a twisted crown of tusks that surrounds their ravening maw. Although tuskers usually follow gnoll commands, when they grow especially hungry for souls, they charge forward without regard to the allies they may trample.

Gnoll Abyssal Archer

CR 1/2 Artillery

Medium Fiend (Gnoll), Typically Chaotic Evil — 100 XP

Armor Class 14 (hide armor)
Hit Points 18 (4d8)
Speed 30 ft.

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

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Gnoll
Proficiency Bonus +2

Bloodscent. The abyssal archer knows the location of each creature who doesn't have all their hit points within 60 feet of them.

Actions

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's walking speed is reduced by a cumulative 5 feet until they regain at least 1 hit point.

Reactions

Death Frenzy. When an ally the abyssal archer can see within 30 feet of them is reduced to 0 hit points, the abyssal archer moves up to half their speed and makes a Bite attack.

Gnoll Abyssal Summoner

CR 6 Support

Medium Fiend (Gnoll), Typically Chaotic Evil — 2,300 XP

Armor Class 14 (hide armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

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

Saving Throws Wis +5
Skills Perception +5, Religion +4
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Gnoll
Proficiency Bonus +3

Actions

Multiattack. The summoner makes two attacks using Bite, Three-Tail Flail, Fire Blast, or a combination of them. They can replace one attack with a use of Demonic Howl, if available.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) necrotic damage, and if the target is a creature, another creature the summoner can see within 30 feet of them magically regains 7 (2d6) hit points. If this attack is made against a willing ally, it automatically hits.

Three-Tail Flail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage, and the target is pushed 5 feet away from the summoner.

Fire Blast (Cantrip). *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage.

Demonic Howl (Recharge 5–6). Until the beginning of the summoner's next turn, each ally within 30 feet of the summoner who can hear them has advantage on attack rolls.

Uplift (3/Day). The gnoll magically turns an allied abyssal hyena into a **gnoll marauder** for 1 hour.

Bonus Actions

Summon Abyssal Hyenas (3/Day). The summoner summons 1d4 + 1 **abyssal hyenas**, who appear in unoccupied spaces within 30 feet of the summoner. The hyenas act immediately after the summoner's turn and follow the summoner's commands.

Reactions

Death Frenzy. When an ally the summoner can see within 30 feet of them is reduced to 0 hit points, the summoner moves up to half their speed and makes a Bite attack.

Gnoll Bonesplitter

CR 4 Brute

Medium Fiend (Gnoll), Typically Chaotic Evil — 1,100 XP

Armor Class 13 (hide armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Con +5
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Proficiency Bonus +2

Actions

Multiattack. The bonesplitter makes two attacks using Bite, Spiked Flail, or both. They can replace one attack with a use of Bloody Roar, if available.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage if the target is restrained.

Spiked Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, they are grappled (escape DC 14). Until this grapple ends, the target is restrained and the bonesplitter can't make Spiked Flail attacks.

Bloody Roar (Recharge 6). The bonesplitter roars, spitting a spray of blood. Each ally within 10 feet of them who can see them can make a weapon attack (no action required), provided that ally isn't incapacitated.

Bonus Actions

Over Here! The bonesplitter yanks a creature they are grappling. The target must succeed on a DC 14 Strength saving throw or swap spaces with the bonesplitter.

Reactions

Death Frenzy. When an ally the bonesplitter can see within 30 feet of them is reduced to 0 hit points, the bonesplitter moves up to half their speed and makes a Bite attack.

Gnoll Cackler

CR 2 Controller

Medium Fiend (Gnoll), Typically Chaotic Evil — 450 XP

Armor Class 13 (hide armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Proficiency Bonus +2

Actions

Multiattack. The cackler makes one Bite attack or one Chill Touch attack and uses Moment of Brutality.

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

Chill Touch (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of the cackler's next turn.

Moment of Brutality. The cackler targets a creature they can see within 30 feet of them, magically flooding them with fury. The target must make a DC 13 Wisdom saving throw, which they can choose to fail. A creature who can't be charmed succeeds on this saving throw automatically. On a failed save, the target takes 7 (2d6) psychic damage, then makes a Bite attack against a creature of the cackler's choice within 5 feet of the target. If the target has no Bite attack, they make an unarmed strike that deals piercing damage equal to 1d4 + their Strength modifier on a hit.

Fiendish Cackle (Recharge 5–6). The cackler unleashes a spine-chilling laugh. Each enemy within 30 feet of them who can hear them must succeed on a DC 13 Wisdom saving throw or be frightened of the cackler for 1 minute (save ends at end of turn).

Reactions

Death Frenzy. When an ally the cackler can see within 30 feet of them is reduced to 0 hit points, the cackler moves up to half their speed and makes a Bite attack.

Fell Teleport. When a creature who the cackler can see within 30 feet of them dies, the cackler magically teleports into the space the creature occupied.

Gnoll Mage-Gorger

CR 4 Minion

Medium Fiend (Gnoll), Typically Chaotic Evil — 220 XP

Armor Class 13 (hide armor)
Hit Points 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	7 (–2)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Gnoll
Proficiency Bonus +2

Life Eater. When an enemy the mage-gorger can see within 30 feet of them regains hit points, the mage-gorger chooses one non-minion ally they can see within 30 feet of them. That ally regains 2 hit points.

Minion. If the mage-gorger takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the mage-gorger takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Wizard Ripper (Group Attack). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 slashing damage plus 2 acid, cold, fire, or lightning damage (mage-gorger's choice), and until the start of the mage-gorger's next turn, the target has disadvantage on Constitution saving throws made to maintain concentration, including any Constitution saving throw triggered by this attack. Only one damage type is chosen for this attack regardless of how many mage-gorgers joined it.

Gnoll Magic Items

Many gnolls don't mind using a cursed magic item if it conveys some benefit to them as well, like a *berserker axe* or *demon armor*. They also like to use magic items that allow them to destroy swaths of enemies and objects, like a *bead of force* or a *spell scroll* of *shatter*.

Gnolls value any items that improve their offensive capabilities, using any magic weapon or vial of *oil of sharpness* they can get their hands on. If the item deals damage or makes someone more likely to hit with an attack, then a gnoll wants to use it no matter the object's origin.

Gnoll Marauder

CR 1/2 Skirmisher

Medium Fiend (Gnoll), Typically Chaotic Evil — 100 XP

Armor Class 13 (hide armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Proficiency Bonus +2

Rampaging Charge. If the marauder moves at least 10 feet straight toward a creature and hits them with a Flail attack on the same turn, the marauder can make a Bite attack against that target as a bonus action.

Actions

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

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

Reactions

Death Frenzy. When an ally the marauder can see within 30 feet of them is reduced to 0 hit points, the marauder moves up to half their speed and makes a Bite attack.

Gnoll Laughter

Like hyenas, gnolls make a sound akin to human giggling when they face danger. When this sound comes on the wind in the darkness of night, it can be a chilling warning that precedes a gnoll raid. If your players enjoy a little nervous anticipation before a fight, describe or act out the gnoll laughter, noting its volume increasing as their foes draw ever closer. You could also find a video of a hyena laughing online and play it for them.

FLEE, MORTALS!

Gnoll Wildling

CR 1 Minion
Medium Fiend (Gnoll), Typically Chaotic Evil — 40 XP

Armor Class 13 (hide armor)
Hit Points 8
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Gnoll
Proficiency Bonus +2

Death Feast. When an ally within 5 feet of the wildling is reduced to 0 hit points, the wildling can deal 1 piercing damage to a creature within 5 feet of them (no action required), provided the wildling isn't incapacitated.

Minion. If the wildling takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the wildling takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Flail (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target is grappled by each wildling who joined the attack (escape DC 10 plus the number of wildlings who have it grappled). Until this grapple ends, the target is restrained, and the wildling can't make a Flail attack against another creature. A wildling can choose to release the grappled creature while other wildlings still have them grappled, reducing the escape DC accordingly.

Abyssal Hyena

CR 1 Minion
Medium Fiend, Typically Chaotic Evil — 40 XP

Armor Class 11
Hit Points 8
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	5 (–3)	12 (+1)	7 (–2)

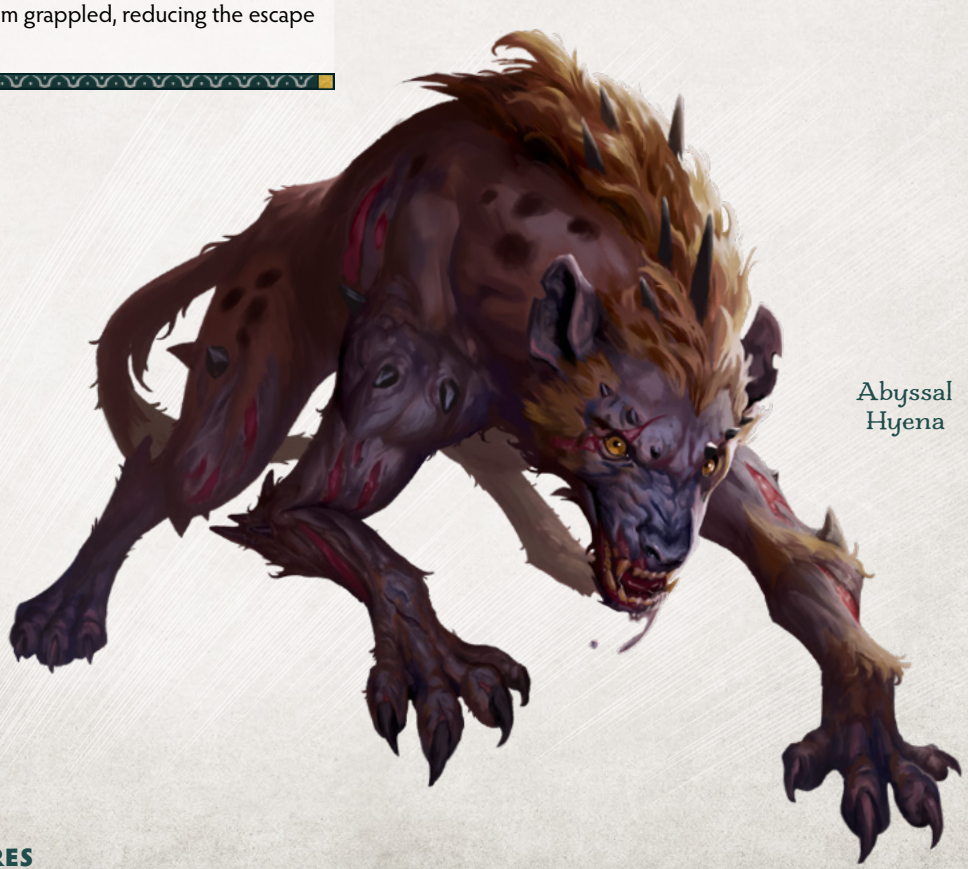
Senses darkvision 60 ft., passive Perception 11
Languages understands Abyssal but can't speak
Proficiency Bonus +2

Death Snap. When the hyena is reduced to 0 hit points, they can deal 1 piercing damage to a creature within 5 feet of them (no action required), provided they weren't incapacitated before dropping to 0 hit points.

Minion. If the hyena takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the hyena takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Bite (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If the target is a creature and two or more hyenas joined the attack, the target must succeed on a Strength saving throw or be knocked prone. The DC for this saving throw equals 10 plus the number of hyenas who joined the attack.



Abyssal Hyena

Soul-Devouring Demons

The tusker demon has special features, like soulsight and the Lethe and Soul Devourer traits, which are detailed in "Demons."

Tusker Demon

CR 7 Skirmisher
2,900 XP

Huge Fiend (Demon, Category 2), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 138 (12d12 + 60)
Souls 2 (1d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	20 (+5)	5 (–3)	10 (+0)	8 (–1)

Saving Throws Wis +3, Cha +2
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), soulsight 30 ft., passive Perception 10
Languages understands Abyssal but can't speak
Proficiency Bonus +3

Lethe. When the demon's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the demon must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The demon can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the demon reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the demon consumes the creature's soul and adds 1 to the demon's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Trample. The demon can move through the spaces of Large or smaller creatures as if they were difficult terrain. When the demon enters a creature's space for the first time on the demon's turn, the demon can make a Stomp attack against that creature (no action required). Additionally, the demon can end their turn in the space of a prone creature who is Medium or smaller, and that creature can't stand up while in the demon's space.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. The demon can burn 1 soul to push the target up to 40 feet directly away from the demon.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and if the target is a Medium or smaller creature, they must succeed on a DC 17 Strength saving throw or be knocked prone.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and if the target is a creature, they must succeed on a DC 17 Strength saving throw or be pulled up to 10 feet toward the demon.

Reactions

Vengeful Charge (Costs 1 Soul). When an enemy within 40 feet of the demon deals damage to the demon, the demon can move up to their speed straight toward them. If the demon ends this movement within 10 feet of the enemy, the demon can make a Gore attack against them.

Gnoll Gnasher

Retainer

Medium Fiend (Gnoll), Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Intimidation +0 plus PB
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Gnoll
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Bite). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB piercing damage. Beginning at 7th level, the gnasher can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Frenzied Bite (3/Day). When a creature the gnasher can see within 30 feet of them is reduced to 0 hit points, the gnasher can use a reaction to move up to half their speed and then make a signature attack. On a hit, the attack deals an extra PB piercing damage.

5th Level: Flurry of Fangs (3/Day). As an action, the gnasher makes a signature attack against up to PB creatures within 5 feet of them.

7th Level: Horrific Feast (1/Day). When the gnasher reduces a creature to 0 hit points with their signature attack, they can consume part of the creature as part of the attack, gaining PBd10 temporary hit points. Each enemy within 30 feet of the gnasher who can see them must succeed on a DC 10 plus PB Wisdom saving throw or be frightened of the gnasher until the end of the gnasher's next turn.

Mystic Connection: Abyssal Hyena

If you're playing a beastheart and have an abyssal hyena companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Rending Teeth. As a bonus action, you can grow your teeth into natural weapons, which you can use to make unarmed strikes for 1 minute. You can use Strength or Dexterity for the attack and damage rolls of your teeth, which deal 1d6 + your Strength or Dexterity modifier piercing damage instead of the bludgeoning damage normal for an unarmed strike. The first time on a turn that you hit an enemy with this attack, you and your companion regain hit points equal to the damage dealt. Once you use this bonus action, you can't do so again until you finish a long rest.

Abyssal Hyena Companion

Companion

Medium Fiend, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Str +3 plus PB, Dex +2 plus PB
Skills Perception +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Unbalancing Attack (2 Ferocity). The hyena makes a signature attack. On a hit, the target also has disadvantage on the next Strength or Dexterity saving throw they make before the start of their next turn.

3rd Level: Gobbling Bite (5 Ferocity). The hyena makes a signature attack with advantage. On a hit, the attack deals an extra PB necrotic damage, and the hyena regains hit points equal to the necrotic damage dealt.

5th Level: Cackle (8 Ferocity). Each enemy within 30 feet of the hyena who can hear them must succeed on a DC 10 plus PB Wisdom saving throw or take PBd4 psychic damage and be frightened of the hyena until the start of the hyena's next turn.

Reactions

Blood Frenzy (Recharges after a Short or Long Rest). When the hyena's caregiver is hit with an attack and the hyena is within 5 feet of the attacker, the hyena can make a signature attack against the attacker.

"Gnoll" is a shortened form of their endonym Gnol'sylrak, meaning "Children of As'sylrak." As'sylrak held the title of Archion of the Cult of the Black Star when he died, and he passed his immortal hate of all things with souls on to his children.

Remainer

Goblins

Like all humanoid ancestries, there are many different goblins and goblin cultures, each with their own ideals. Known to themselves as *rogabrin*, meaning "more of us" in their language, goblins are one of the most numerous humanoids in the world. They can be found in every environment humans occupy and places many others avoid, like deep cave systems.

Their proportionally long arms and prehensile toes make them equally well adapted to arboreal environments. Goblins live comfortably in treetop cities and subterranean environments with stalactites, ledges, and chasms. Others prefer to dwell in tight-knit neighborhoods of diverse cities.

Those goblins who cross swords with adventuring heroes are the worst of the bunch, thieves and murderers shunned by their own people and driven to live on society's outskirts.

Encountered in Groups. In society and in exile, goblins survive and thrive because they work together. A single goblin forced into the wild is terrified. A dozen outlaw goblins are supremely (and perhaps overly) confident. Such groups often become bandits that ambush travelers in their territories, be it desert, forest, or underground. Larger bands may become unscrupulous mercenaries serving powerful villains. No matter how they're encountered, goblins prefer to fight as an overwhelming force and flee when foes outnumber friends.

Goblin Assassin

Content Warning: Spiders

War spiders are really big spiders! If you or any players in your group don't enjoy descriptions of skittering spiders, you don't need to go into detail while narrating scenes with the creature. You could also turn the war spider into another creature, like a war lizard with sticky saliva.

Mobile and Sneaky. Short, lithe, and long-armed, goblins are built for mobility, stealth, and climbing. Goblins who survive life in untamed wilderness and twisting caves utilize their natural agility to hide from threats and flee when found. These crafty skirmishers might run wild through battle, hacking at their enemies' knees, or unleash arrows as they dart from tree to tree.

Goblin Magic. Some exiled goblins forge pacts with evil entities—archfey, deities, fiends—for magic power. Goblin assassins conjure darkness made from the souls of their victims, while goblin cursespitters hurl magic hexes that keep their enemies at bay.

Skitterling

A six-legged, winged rodent the size of a housecat, a skitterling moves their clawed feet as they fly, appearing to scurry through the air. Goblins train these pets to claw at the faces of enemies, as their feet secrete a toxin that causes temporary blindness.

War Spider

Goblins ride enormous arachnids as mounts in battle. The war spider's bladed legs skitter over enemy forces, while archers fire from atop a platform on the beast's back. During raids, the spider flicks their abdomen to launch warriors off their back into the fray.

Queen Bargnot

Queen Bargnot, Scourge of the High Road, leads the Jagged Edge Goblins in pillaging caravans. Before her rise, the goblins struggled, attacking only the weakest travelers in unorganized strikes. When she killed her boss and became the band's self-proclaimed queen, everything changed.

The Jagged Edges dug a sprawling network of tunnels in the soft earth beneath the High Road. Secret entrances allow the goblins to make coordinated strikes and disappear before their victims can organize against them. When not planning a raid, Queen Bargnot's warriors train, rewarding the best and punishing the lazy.

Queen Bargnot surrounds herself with warriors. She initially wades into battle with them, then moves back when half her hit points remain to command from safety.

Goblin Assassin

CR 1/2 Ambusher

Small Humanoid (Goblin), Any Alignment — 100 XP

Armor Class 15 (studded leather)
Hit Points 16 (3d6 + 6)
Speed 30 ft., climb 20 ft.

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

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Backstab. When the assassin has advantage on their attack roll against a creature who isn't a Construct or an Undead, their attacks deal an extra 3 (1d6) damage and inflict a bleeding wound on the target that lasts until the bleeding creature regains at least 1 hit point. A bleeding creature loses 2 hit points for each bleeding wound they have at the start of their turn. Any creature who can reach the target can use an action to stanch all the target's wounds, ending the effect.

Crafty. The assassin doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

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

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

Summon Shadows (1/Day). A 10-foot-radius sphere of magical darkness emanates from a point the assassin can see for 1 minute. The darkness spreads around corners. Except for the assassin, a creature with darkvision can't see through this darkness, and mundane light can't illuminate it. At the start of their turn, the assassin can move the darkness up to 30 feet to a point they can see (no action required). If the assassin takes damage, the effect ends.

Bonus Actions

Sneak. The assassin takes the Hide action.

Goblins and Magic Items

Goblin bandits sometimes plunder magic items that aid in their profession. Quick and nimble, goblins benefit from magic items that enhance their other abilities, like a *headband of intellect* or a *potion of giant strength*. Items that grant new powers, such as a *broom of flying* or a *ring of telekinesis*, make for memorable, surprising goblin encounters. Goblins lucky enough to have a stash of *potions of healing* often include a *potion of poison* among them to punish greedy thieves.

Goblin Cursespitter

CR 1 Controller

Small Humanoid (Goblin), Any Alignment — 200 XP

Armor Class 15 (leather armor, shield)
Hit Points 27 (5d6 + 10)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Wis +2
Skills Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The cursespitter doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Toxic Touch (Cantrip). *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Brittle Bone Hex (Cantrip). The cursespitter chooses one creature they can see within 60 feet of them. The target's bones are wracked with pain until the end of their next turn. The first time the target willingly moves or uses an action, a bonus action, or a reaction before then, they must succeed on a DC 12 Constitution saving throw or take 9 (2d8) necrotic damage.

To Me! The cursespitter chooses up to two willing creatures they can see within 30 feet of them. Each creature is teleported to an unoccupied space within 5 feet of the cursespitter.

Dizzying Hex (2/Day; 1st-Level Spell). The cursespitter chooses one creature they can see within 60 feet of them. The target must make a DC 12 Wisdom saving throw. On a failed save, the target falls prone and can't stand back up for 1 minute (save ends at end of turn).

Reactions

Cowardly Commander. When a creature the cursespitter can see hits them with an attack, the cursespitter chooses a willing ally within 5 feet of them. The attack hits the ally instead.

Goblin Lackey

CR 1/4 Minion

Small Humanoid (Goblin), Any Alignment — 10 XP

Armor Class 14 (leather armor, shield)
Hit Points 6
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	10 (+0)	10 (+0)	8 (–1)	8 (–1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The lackey doesn't provoke opportunity attacks when they move out of an enemy's reach.

Minion. If the lackey takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the lackey takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Tiny Stabs. If an enemy starts their turn within 5 feet of three or more lackeys who can see them, the enemy must succeed on a Dexterity saving throw or take 1 piercing damage for each lackey within 5 feet. The DC for this saving throw equals 10 + the number of lackeys within 5 feet of the enemy.

Actions

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

Goblin Sniper

CR 1/2 Artillery

Small Humanoid (Goblin), Any Alignment — 100 XP

Armor Class 14 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 20 ft.

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

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The sniper doesn't provoke opportunity attacks when they move out of an enemy's reach.

Sniper. If the sniper misses with a ranged weapon attack while they are hidden, they remain hidden. Additionally, if the sniper hits a target with a ranged weapon attack while they have advantage on the attack roll, the attack deals an extra 3 (1d6) damage.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Sneak. The sniper takes the Hide action.

Goblin Cursespitter

Goblin Sniper

Goblin Spinecleaver

CR 1 Brute
Small Humanoid (Goblin), Any Alignment
200 XP

Armor Class 14 (hide armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft., climb 20 ft.

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

Saving Throws Con +4
Skills Athletics +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The spinecleaver doesn't provoke opportunity attacks when they move out of an enemy's reach.

Strong Grip. Wielding a heavy weapon doesn't impose disadvantage on the spinecleaver's attack rolls.

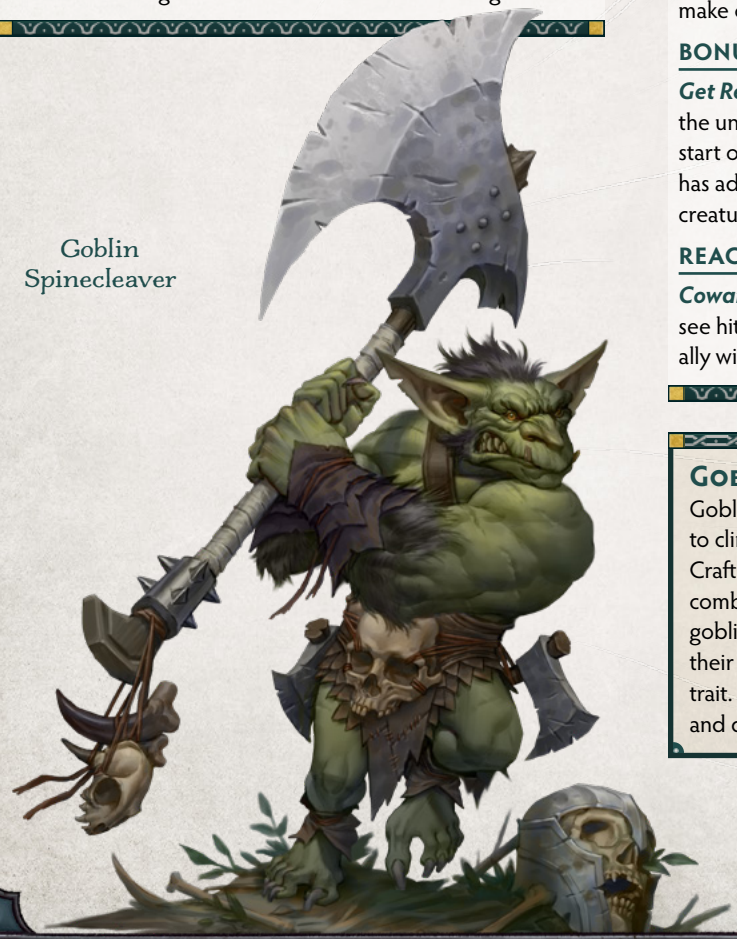
Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Tricksy Warrior. When a creature within 5 feet of the spinecleaver misses them with an attack, the spinecleaver can make a melee attack against the creature with disadvantage.



Goblin Spinecleaver

Goblin Underboss

CR 2 Support
Small Humanoid (Goblin), Any Alignment
450 XP

Armor Class 17 (studded leather, shield)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +5, Wis +3
Skills Insight +3, Intimidation +2, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The underboss doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Multiattack. The underboss makes two Shortsword attacks or two Shortbow attacks. They can replace one attack with a use of Command.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Command. The underboss chooses one ally they can see within 30 feet of them. If the target can hear the underboss, the target can use their reaction to move up to their speed or make one weapon attack.

Bonus Actions

Get Reckless (Recharge 6). Each willing ally within 30 feet of the underboss who can hear them becomes reckless until the start of the underboss's next turn. While reckless, a creature has advantage on attack rolls, and attack rolls against the creature have advantage.

Reactions

Cowardly Commander. When a creature the underboss can see hits them with an attack, the underboss chooses a willing ally within 5 feet of them. The attack hits the ally instead.

Goblin Tactics

Goblins benefit from fighting in environments with features to climb on and hide behind, like trees and pillars. The Crafty trait means melee-focused goblins can run into combat, attack, then regroup with their allies. It also allows goblin minions to run past enemy warriors and surround their spellcasting foes to make use of their Tiny Stabs trait. Goblins who fight at range climb for better sightlines and defense.

Goblin Warrior

CR 1/4 Skirmisher

Small Humanoid (Goblin), Any Alignment — 50 XP

Armor Class 15 (leather armor, shield)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 20 ft.

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

Skills Acrobatics +4, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus +2

Crafty. The warrior doesn't provoke opportunity attacks when they move out of an enemy's reach.

Actions

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

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

Reactions

Fleet Foot. When a creature within 5 feet of the warrior misses them with a melee attack, the warrior can move up to half their speed.

Skitterling

CR 1/8 Skirmisher

Tiny Beast, Unaligned — 25 XP

Armor Class 13
Hit Points 5 (2d4)
Speed 30 ft., fly 60 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages —
Proficiency Bonus +2

Flyby. The skitterling doesn't provoke opportunity attacks when they fly out of an enemy's reach.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage, and the target must succeed on a DC 10 Constitution saving throw or be blinded until the start of their next turn. Creatures who are immune to poison damage or the poisoned condition succeed on this saving throw automatically.

Swarm of Skitterlings

CR 2 Soldier

Medium Swarm of Tiny Beasts, Unaligned — 450 XP

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft., fly 60 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, dazed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Proficiency Bonus +2

In Your Face. While the swarm occupies an enemy's space, that creature has disadvantage on attack rolls made against any target other than the swarm and takes 3 (1d6) slashing damage if they attack a creature other than the swarm.

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

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half of their hit points or fewer. The target must succeed on a DC 10 Constitution saving throw or be blinded until the start of their next turn. Creatures who are immune to poison damage or the poisoned condition succeed on this saving throw automatically.

Skitterling

War Spider

CR 3 Brute
700 XP

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 73 (7d12 + 28)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (–4)	11 (+0)	4 (–3)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Proficiency Bonus +2

Baby Burst. When the spider dies, a **swarm of spiders** bursts forth from their remains and acts on the same initiative count as the spider did.

Rider Launcher. An allied rider who jumps off the spider has a long jump of 30 feet and a high jump of 15 feet, with or without a running start. If an allied rider jumps off the spider, the first melee weapon attack the ally makes on the same turn has advantage.

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

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

Wide Back. Two Small or Tiny creatures can share a space while riding the spider, allowing up to eighteen Small or seventy-two Tiny creatures to ride the spider at once.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage.

Bladed Leg. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Web Spray. The spider sprays webbing from their abdomen in a 15-foot cube. Each creature in that area must succeed on a DC 14 Dexterity saving throw or be restrained by the webbing. A creature can use their action to make a DC 14 Strength or Dexterity check, freeing themself or another creature they can reach on a success.

Trample (Recharge 6). The spider can move up to their speed and move through the spaces of other creatures as if they were difficult terrain. The spider can make one Bladed Leg attack against each creature whose space they move into during the move. A creature hit by this attack can't take reactions until the start of their next turn.

Queen Bargnot

CR 3 Leader

Small Humanoid (Goblin), Neutral Evil — 700 XP

Armor Class 17 (studded leather, shield)
Hit Points 54 (12d6 + 12)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +5, Wis +3
Skills Insight +3, Intimidation +3, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Proficiency Bonus +2

Crafty. Queen Bargnot doesn't provoke opportunity attacks when she moves out of an enemy's reach.

Take My Pain (3/Day). When Queen Bargnot fails a saving throw against a spell or other supernatural effect, she can choose a willing creature within 30 feet of her. Queen Bargnot succeeds on the saving throw, the creature is targeted with the same spell or effect as if they were in her space, and they fail their saving throw automatically.

Actions

Multiattack. Queen Bargnot makes three Shortsword attacks or two Shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Get In Here. Queen Bargnot shouts for aid and 1d4 **goblin lackeys** appear in unoccupied spaces within 60 feet of her.

Reactions

No Dying! When an ally Queen Bargnot can see within 30 feet of her is reduced to 0 hit points, they are reduced to 1 hit point instead.

Villain Actions

Queen Bargnot has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: What Are You Waiting For?! Each ally within 60 feet of Queen Bargnot who can hear her can move up to their speed or make a melee weapon attack (no action required).

Action 2: Focus Fire. Queen Bargnot chooses an enemy she can see with 60 feet of her. Queen Bargnot and each ally within 60 feet of her who can hear her can move up to their speed toward the target.

Action 3: Kill! Each ally within 60 feet of Queen Bargnot who can hear her can make a weapon attack with advantage (no action required). If the attack hits, it deals an extra 3 (1d6) damage.

Goblin Sneak

Retainer

Small Humanoid (Goblin), Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft., climb 20 ft.

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

Saving Throws +PB to all
Skills Acrobatics +3 plus PB, Stealth +3 plus PB
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Daggers). *Melee or Ranged Weapon Attack:* +3 plus PB to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2d4 plus PB piercing damage. Beginning at 7th level, the sneak can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Weaving Knives (3/Day). As an action, the sneak moves up to their speed without provoking opportunity attacks. Before, during, or after the move, they can make two signature attacks.

5th Level: Sneak and Stab (3/Day). As a bonus action, the sneak takes the Hide action. If the sneak hits a creature they are hidden from with an attack on the same turn, the creature takes an extra PBd10 piercing damage, and the sneak can immediately take the Hide action (no action required).

7th Level: Poisoned Blade (1/Day). As a bonus action, the sneak covers a dagger in a special poison, which lasts for 1 hour or until the sneak hits a creature with a signature attack. A creature hit with the poisoned dagger must make a DC 10 plus PB Constitution saving throw. On a failed save, the target takes PBd12 poison damage and is poisoned for 1 minute (save ends at the end of turn). On a successful save, the target takes only half as much damage and isn't poisoned.

Mystic Connection: Skitterling

If you're playing a beastheart and have a skitterling companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Crafty Boogie. As a bonus action, you create a diversion for another creature you can see. The creature can use a reaction to move up to their speed without provoking opportunity attacks. Once you use this bonus action, you can't do so again until you finish a short or long rest.

Skitterling Companion

Companion

Tiny Beast, Unaligned

Armor Class 15 plus PB (natural armor)
Hit Points 6 + six times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	5 (–3)	14 (+2)	10 (+0)

Saving Throws Dex +3 plus PB, Con +1 plus PB
Skills Perception +2 plus PB, Sleight of Hand +3 plus PB
Senses darkvision 60 ft., passive Perception 12 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

Signature Attack (Claws). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB slashing damage.

1st Level: Destabilizing Attack (2 Ferocity). The skitterling makes a signature attack. On a hit, the target also has disadvantage on the next attack roll they make before the start of the skitterling's next turn.

3rd Level: Ankle Biter (5 Ferocity). The skitterling moves up to their speed without provoking opportunity attacks and makes a signature attack. On a hit, if the target is a Medium or smaller creature, they are also knocked prone and grappled by the skitterling (escape DC 10 plus PB).

5th Level: In All Your Faces! (8 Ferocity). The skitterling chaotically bounces around, smearing toxin on each enemy within 5 feet of them.

Each target must succeed on a DC 10 plus PB Constitution saving throw or take 1d6 plus PB poison damage and be blinded until the end of the skitterling's next turn. A creature within 5 feet of a target blinded in this way can use their action to wipe the toxin off them, ending the condition for that target.

Bonus Actions

Crafty Distraction (Recharges after a Long Rest). The skitterling flutters and screeches distractingly, allowing their caregiver an opportunity to reposition. The caregiver can use a reaction to move up to their speed without provoking opportunity attacks.

Goblins and Worgs

Goblin beasthearts often form their special bond with worgs—canine creatures that many goblin communities raise to be mounts, guardians, and companions.

Worg Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	7 (–2)	12 (+1)	10 (+0)

Saving Throws Str +3 plus PB, Dex +2 plus PB
Skills Perception +1 plus PB
Senses darkvision 60 ft., passive Perception 11 + PB
Proficiency Bonus (PB) equals the caregiver's bonus

Move as One. While the worg's caregiver is mounted on the worg, opportunity attacks against the worg or their caregiver are made with disadvantage. The worg's caregiver can mount or dismount the worg by spending 5 feet of movement.

Actions

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

1st Level: Overwhelming Attack (2 Ferocity). The worg makes a signature attack. On a hit, the attack deals an extra PB damage, and the target can't take reactions until the start of the worg's next turn.

3rd Level: Brutal Charge (5 Ferocity). The worg moves up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target.

5th Level: Bite Rampage (8 Ferocity). The worg makes signature attacks against PB creatures of their choice within 5 feet of them. On a hit, a target is knocked prone.

Griffons

With the head, front legs, and wings of an eagle and the powerful body and haunches of a lion, the griffon hunts anything they desire—even other predators—though they prefer to eat birds, fish, and herd animals. Griffons sometimes misjudge their prey and attack humanoids passing through their mountain or forest territories. They also fiercely defend themselves against anyone who threatens or gets too close to their nests.

Coveted Mounts. Attempting to capture a wild griffon typically ends in injury or worse, though humanoids who hatch griffons in captivity and raise them from birth find they make loyal companions. Some humanoid cultures raise griffons as mounts for the military or city guard, and griffon eggs can fetch a fine price.

Mystic Connection: Griffon

If you're playing a beastheart and have a griffon companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Griffon-Hearted. As an action, you can fly up to twice your walking speed without provoking opportunity attacks. During this movement, you can enter the spaces of other creatures and these spaces don't count as difficult terrain for you. The first time you enter each creature's space during this move, they must succeed on a Strength saving throw against your exploit save DC or take bludgeoning damage equal to your beastheart level and be knocked prone. Once you use this action, you can't do so again until you finish a long rest.

Daring poachers sometimes attempt to steal griffon eggs from wild aeries, but such thieves typically meet their end by griffon beak or talon. So great is the death toll that many localities have outlawed the poaching of griffon eggs.

Inaccessible Aeries. Griffons roost alone or in pairs on craggy mountainsides, in forests, or on cliffs overlooking the ocean. They hide their nests in enormous treetops, scrubby thickets clinging to a cliff, or similarly sheltered nooks that are nearly unreachable for creatures who can't fly. Each aerie holds up to three eggs during brooding season, which lasts for several months in the early spring. Chicks hatch after forty days of incubation, then they remain in or near the nest as their parents feed the rapidly growing flightless chick. About forty days after hatching, a griffon chick learns to fly—and after that, it's only a matter of days before they set out from their nest into the wider world, generally making their own nest somewhere nearby.

Rare Breeds. Griffons come in many varieties. While the most common griffon is the leonine eagle, others include a falcon-panther variety and a bearded vulture-clouded leopard variety. The latter only feeds on carrion, and experts continue to debate whether they should be considered a true griffon or if they deserve their own categorization. Many scholars offer abundant rewards to adventurers who can return with evidence of rare or undiscovered griffon types.

FLEE, MORTALS!

Griffon

CR 2 Controller

Large Beast, Unaligned

450 XP

Armor Class 12
Hit Points 57 (6d10 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (–2)	14 (+2)	8 (–1)

Saving Throws Con +6
Skills Perception +4
Senses passive Perception 14
Languages —
Proficiency Bonus +2

Steady. The griffon has advantage on ability checks and saving throws against being knocked prone.

Swoop. If the griffon flies more than 20 feet in a straight line toward their target and then hits them with a Claw attack on the same turn, the target is grappled (escape DC 14). While the target is grappled in this way, the griffon has advantage on Beak attacks against the target but can't make Claw attacks. Grappling a Medium or smaller creature imposes no penalty on the griffon's speed.

Actions

Multiattack. The griffon makes one Beak attack, and they can make one Claw attack, use Buffet, or use Piercing Cry.

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

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

Buffet. The griffon beats their wings in mighty gusts of wind. Each creature not grappled by the griffon within a 30-foot cone originating from the griffon must make a DC 14 Strength saving throw. On a failed save, a creature takes 5 (2d4) bludgeoning damage, is pushed 5 feet away from the griffon, and is knocked prone.

Piercing Cry. The griffon lets out an earsplitting screech. Each enemy within 60 feet of the griffon who can hear them must succeed on a DC 12 Wisdom saving throw or be frightened of the griffon for 1 minute (save ends at end of turn). If a creature's saving throw is successful or the effect ends for them, they are immune to the Piercing Cry of all griffons for the next 24 hours.

Griffon Companion

Companion

Large Beast, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft. (see Learning to Fly)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (–2)	12 (+1)	8 (–1)

Saving Throws Con +2 plus PB
Skills Perception +1 plus PB
Senses passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Learning to Fly. The griffon has a flying speed of 10 × PB feet.

Actions

Signature Attack (Beak). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Violent Attack (2 Ferocity). The griffon makes a signature attack. On a hit, the attack deals an extra PB slashing damage, and the griffon can move the target 5 feet in any direction.

3rd Level: Grabbed from Above (5 Ferocity). The griffon makes a signature attack against a Medium or smaller creature. On a hit, the target is also grappled (escape DC 10 plus PB) if they weren't already. While grappled in this way, the target is restrained and the griffon can't make a signature attack against another target.

3rd Level: Bombs Away (5 Ferocity). The griffon flies up to their speed without provoking opportunity attacks. If the griffon has a creature grappled, the grapple doesn't halve the griffon's speed and the griffon can end the grapple at any point during this movement. If the griffon ends the grapple before the end of their turn and the target takes bludgeoning damage from that fall, the target takes an extra PB bludgeoning damage.

5th Level: Backdraft (8 Ferocity). The griffon flies up to their speed without provoking opportunity attacks. When the griffon ends this movement, each creature within 15 feet of them must make a DC 10 plus PB Strength saving throw. On a failed save, a creature takes PBd6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Hags

When fear of death or hunger for power grips a mortal (often a druid, warlock, or witch), they might forge a pact with unseelie archfey. The mortal becomes a hag—aged, clawed, and cruel—a powerful representative of the unseelie in the Mundane World. In exchange, hags use their magic to bring about the misery that evil archfey crave.

Hiding in Plain Sight. Though hags typically appear as older humanoid women, their true form is as vicious and nasty as their nature. They prefer to show the world a charitable face, but the general wisdom concerning hags is that the more beautiful their appearance, the deeper the rot within. However, this theory has never been confirmed, as few who see a hag's true form live to tell the tale.

Dealmakers and Heart-Breakers. Since old age can't kill hags, the oldest among them accumulate as much knowledge, magic, and repute as ancient dragons. They are happy to share their wares … for the right price. Rather than ask for paltry coin, a hag usually bargains for something dear to the customer—perhaps their ability to love, the sound of their child's laugh, or their left pinky toe.

Adding insult to injury, those who deal with hags almost always discover the product is worse than advertised. Mortals should pay close attention to the precise wording of their agreements, lest they end up with a hex they thought would be a gift. Such curses often lead to the corruption of good but desperate folk, and some get so twisted up in fey deals that they become hags themselves.

Shtriga Nonna

What's in a Name? Hags give themselves whimsical names, and older hags often select monikers like Auntie, Granny, or Nanny. Such relatable names help entice their favorite prey: the innocent. Who would fear Granny Gumdrops or Auntie Twothumbs?

Collaboration and Covens. Hags are often viewed as solitary beings due to their foul tempers and tempestuous natures, but they aren't opposed to dealing with others when it suits their needs. Green hags form close relationships with local forest beings, night hags cavort with deal-loving devils, and sea hags bargain with other denizens of the deep to keep merfolk away from their lairs. The most infamous hag collaborations are covens, formed when three hags like—or at least tolerate—each other very much and choose to spend a life together.

Due to their preferred lairs and varying ambitions, hags typically work with hags of the same kind, though mixed covens aren't out of the question. While in a coven, hags share magic energy, increasing the power of each member of the coven.

Loyal Underlings. Hags are treacherous by nature, and they only recruit creatures they trust to be loyal underlings. Most of these creatures lack sapience (such as animals, constructs, and undead), though hags sometimes command weaker fey who are too scared to betray them.

Shtriga Nonna

Shtriga Nonna loves cats, cooking, and not much else. This ancient hag has lived high atop her snowy mountain for time beyond even the memory of most other hags. Shtriga Nonna is unique among her kind—she isn't of the forest, the night, or the sea, and the hag insists she has no need of sisters … at least, not anymore.

Rumors abound that she ate her former coven, and there's every reason to believe these stories are true. Shtriga Nonna enjoys dining on the flesh of any creature, especially if it's marinated with the fear and sadness born from making several bad deals with a hag.

Shtriga Nonna can look like anyone, so her victims fear everyone. Many swear she's a massive woman with claws of rusted iron. Others say she's a cat who steals the souls of the sleeping, and some describe her as a beautiful woman cooking tender meat pies.

The hag lives inside a mobile hut that walks through the snowy mountains on giant cat paws. This cozy shack appears inviting on the outside, especially its porch where she has tea with desperate souls who climb the mountain to make a deal. The interior of her home, which is much larger than the outside suggests, betrays her true nature. It's a cluttered, filthy place of wicked cats and cruel instruments for carving flesh.

Green Hag

CR 3 Support
Medium Fey, Typically Neutral Evil
700 XP

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 30 ft.

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

Skills Arcana +4, Deception +6, Perception +4, Stealth +5
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Primordial, Sylvan
Proficiency Bonus +2

Envenom. Each ally within 30 feet of the hag deals an extra 3 (1d6) poison damage with weapon attacks, provided the hag isn't incapacitated.

Actions

Multiattack. The hag makes one Poison Claw attack and uses Granny Says.

Poison Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) poison damage.

Granny Says. The hag affects one other willing creature they can see within 30 feet of them with one of the following effects:

- The target magically switches places with the hag.
- The target uses their reaction, if available, to make an attack.

Naughty Mousey (3/Day; 5th-Level Spell; Concentration). The hag chooses a creature they can see within 60 feet of them and attempts to transform them into a Beast of the hag's choice with a challenge rating of 2 or lower. The target must succeed on a DC 14 Wisdom saving throw or be transformed for 1 minute (save ends at end of turn). While transformed, the target's game statistics are replaced by the statistics of the chosen Beast, though they retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. The target's gear melds into the new form. They can't activate, use, wield, or otherwise benefit from any of their equipment. They can't speak or cast spells but can take any action the Beast can take. If the target drops to 0 hit points while in this form, they revert back to their original form with half the number of hit points they had before they transformed.

Reactions

Get Gone. When an ally within 30 feet of the hag is targeted with an attack, the hag can turn the target invisible until the start of the target's next turn, potentially imposing disadvantage on the triggering attack roll and causing it to miss. To use this reaction, the hag must be able to see the ally and the attacker.

Utility Spells

In addition to any other spells in this stat block, the hag can cast the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *alter self*[A], *dancing lights*[A], *minor illusion*[A]
3/day each: *animal messenger*[A], *legend lore*[+], *speak with animals*[A]
1/day: *scrying*[+]

Green Hag in a Coven

A green hag in a coven gains the following action option.

Noxious Vines (Recharge 5–6). Long toxic vines whip out from the hag. Each enemy within 30 feet of the hag must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. Each ally within 30 feet of the hag regains 18 (4d8) hit points.

Night Hag

CR 5 Controller

Medium Fey, Typically Neutral Evil — 1,800 XP

Armor Class 17 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	16 (+3)	17 (+3)	19 (+4)

Skills Deception +10, Insight +6, Perception +6, Stealth +7 (+17 with *pass without trace*)
Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 16
Languages Common, Infernal, Sylvan
Proficiency Bonus +3

Supernatural Resistance. The hag has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The hag makes two Dream Claw attacks.

Dream Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 3 (1d6) psychic damage. If a target is hit by this attack more than once on a turn, they must make a DC 15 Constitution saving throw. On a failed save, the target falls unconscious for 1 minute (save ends at end of turn), until the target takes damage, or until another creature who can reach the target uses their action to wake them. Creatures who can't be supernaturally put to sleep automatically succeed on this saving throw.

Vicious Visions (1/Day; 6th-Level Spell). The hag releases magic dream dust in a 60-foot cone. Each creature must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute or until they deal damage to another creature. While charmed, the creature sees all allies as enemies and all enemies as allies.

Tiny Time. The hag magically shrinks down to a height of 1 inch, becoming Tiny along with any items they wear or carry. While Tiny, the hag has advantage on Dexterity (Stealth) checks made to hide, and they can use a bonus action to enter the head of an unconscious Humanoid they can reach or to grow back to the hag's normal size. The hag's game statistics otherwise remain the same.

While the hag is inside a Humanoid's head, that Humanoid is considered haunted by the hag, and the hag has total cover against attacks and other effects outside the head. The hag can speak telepathically to the haunted Humanoid, but the Humanoid is unaware of the source of this telepathic speech. The haunted Humanoid can't gain any benefit from rest unless the hag allows it, and when the Humanoid attempts to sleep, the hag can fill the Humanoid's mind with nightmarish visions.

The hag is expelled from the head and grows back to their normal size if the haunted Humanoid is affected by a *dispel evil and good* spell or similar supernatural effects, or if the hag chooses to exit the head as a bonus action.

Bonus Actions

Sleepwalk. The hag moves one unconscious creature they can see within 60 feet of them up to 30 feet horizontally.

Reactions

Aren't You Tired? When a creature within 5 feet of the hag hits them with an attack, the hag spits sleep dust at the attacker. The attacker must make a DC 15 Constitution saving throw. On a failed save, until the end of the hag's next turn, the attacker feels tremendously sleepy, they can't take reactions, and they have disadvantage on attack rolls and saving throws. Creatures who can't be supernaturally put to sleep are immune to this effect.

Utility Spells

In addition to any other spells in this stat block, the hag can cast the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *alter self*[A], *detect magic*[A], *pass without trace*[A]
3/day each: *dream*[+], *legend lore*[+], *mirage arcane*[+]
1/day: *scrying*[+]

Night Hag in a Coven

A night hag in a coven gains the following action option.

Phantoms Abound (Recharge 5–6). The hag fills the area around them with illusions of their enemies' worst fears. Each enemy within 30 feet of the hag must make a DC 15 Wisdom saving throw. On a failed save, a target takes 22 (5d8) psychic damage, falls prone, and if the hag is within 5 feet of the target, the hag can make a Dream Claw attack against them. On a successful save, a target takes half as much damage, doesn't fall prone, and the hag doesn't attack them.

Content Warning: Drowning

Before running a sea hag, check in with your group to see if anyone is upset by descriptions of drowning or suffocation. If so, you can keep the game fun by describing the hag's Dry Drowning action as a dizzying hex that affects creatures who live on land, instead of describing it as drowning.

Sea Hag

CR 2 Artillery
450 XP

Medium Fey, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 60 ft.

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

Skills Deception +5, Intimidation +5, Perception +4, Stealth +5
Damage Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 14
Languages Aquan, Common, Sylvan
Proficiency Bonus +2

Amphibious. The hag can breathe both air and water.

Actions

Multiattack. The hag makes one Lightning Strike attack and uses Dry Drowning.

Lightning Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 10 (3d6) lightning damage.

Dry Drowning. The hag chooses a creature they can see within 120 feet of them, making the target feel as though their lungs are filling with water. The target must succeed on a DC 13 Wisdom saving throw or be dazed until the start of the hag's next turn. A creature who can breathe water or who doesn't need air automatically succeeds on this saving throw.

Bonus Actions

Sea Storm (1/Day; 3rd-Level Spell; Concentration). The hag creates a roiling storm with a 60-foot radius centered on themself that moves with them and lasts for 1 minute. The hag has advantage on Lightning Strike attacks against targets in that area, and those attacks deal an extra 3 (1d6) lightning damage.

Reactions

Fearsome Glare. When a creature the hag can see within 30 feet of them hits the hag with an attack, that creature must succeed on a DC 13 Wisdom saving throw or be frightened of the hag until the end of the hag's next turn.

Utility Spells

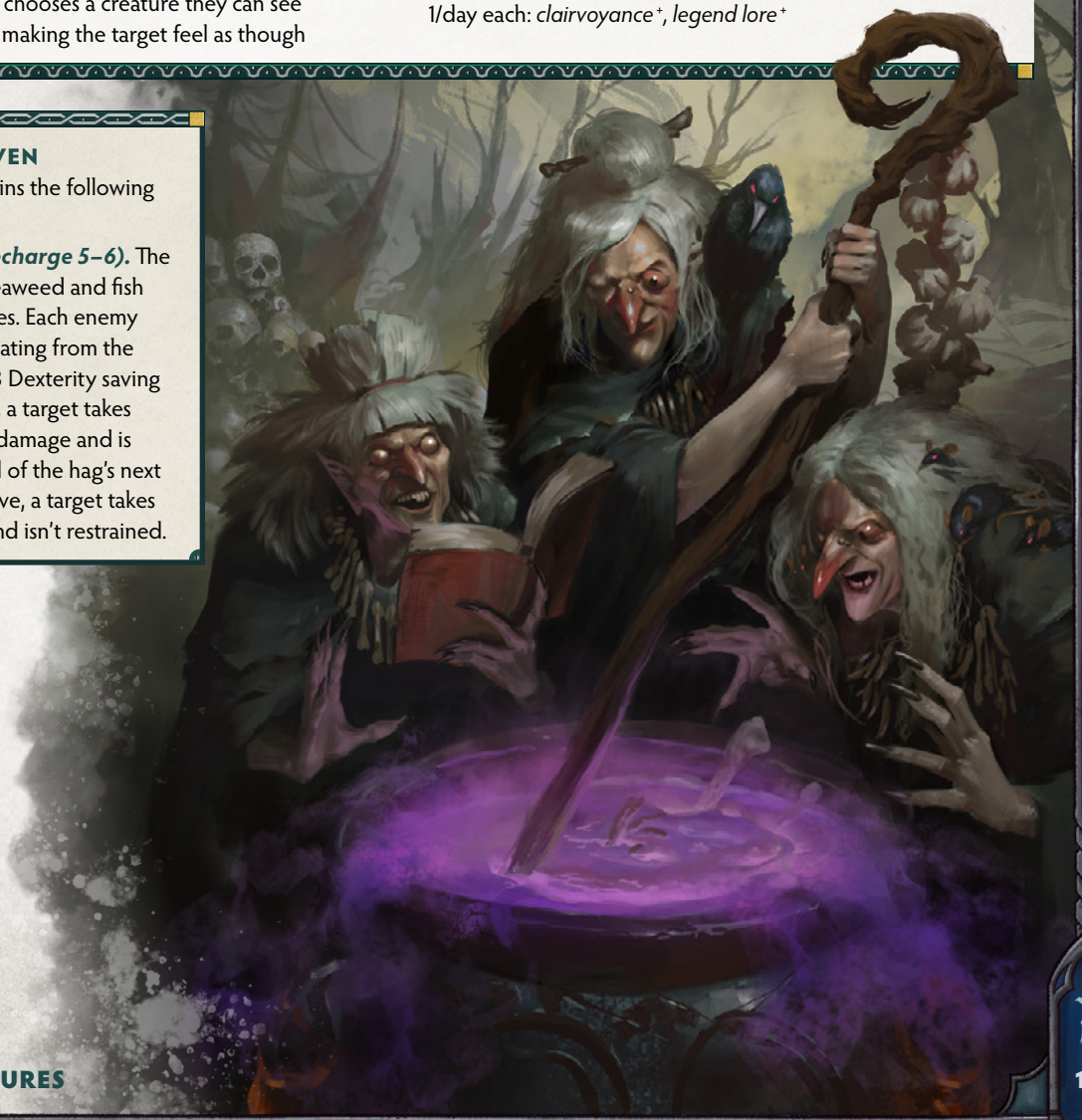
In addition to any other spells in this stat block, the hag can cast the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *create or destroy water* [A], *disguise self* [A]
3/day each: *control water* [A], *identify* [+]
1/day each: *clairvoyance* [+], *legend lore* [+]

Sea Hag in a Coven

A sea hag in a coven gains the following action option.

Grasping Detritus (Recharge 5–6). The hag conjures magical seaweed and fish guts to restrain their foes. Each enemy in a 30-foot cone emanating from the hag must make a DC 13 Dexterity saving throw. On a failed save, a target takes 13 (3d8) bludgeoning damage and is restrained until the end of the hag's next turn. On a successful save, a target takes half as much damage and isn't restrained.



Shtriga Nonna

CR 6 Solo
Medium Fey, Neutral Evil
2,300 XP

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Wis +5
Skills Deception +7, Perception +5, Stealth +6, Survival +5
Damage Resistances thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities cold, fire
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant, Infernal, Sylvan
Proficiency Bonus +3

Feline Resilience (3/Day). When Shtriga Nonna fails a saving throw, she can immediately turn into a cat of her size (Medium in her normal form, Large while under the effect of Grow) and succeed instead. While in cat form, Shtriga Nonna retains her game statistics and ability to speak, except she can't cast spells or use Soul Steal. She reverts to her previous form at the end of her next turn.

Supernatural Resistance. Shtriga Nonna has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Shtriga Nonna makes two Corrosive Claw attacks. She can replace one attack with a use of Soul Steal, if available.

Corrosive Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. (10 ft. with Grow), one target. *Hit:* 11 (2d6 + 4) slashing damage, or 14 (3d6 + 4) slashing damage while under the effect of Grow. If the target is wearing mundane metal armor, they must succeed on a DC 15 Dexterity throw or their armor takes a permanent and cumulative –1 penalty to the AC it offers. If the armor is reduced to an AC of 10, it is destroyed.

Soul Steal (Recharge 5–6). Shtriga Nonna inhales deeply in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. Shtriga Nonna regains 10 hit points for each creature who fails this saving throw.

Bonus Actions

Grow (2/Day; 3rd-Level Spell). For 1 minute, Shtriga Nonna magically increases in size, along with anything she is wearing or carrying. While enlarged, she is Large, her reach becomes 10 feet, she deals an extra 3 (1d6) damage on Strength-based weapon attacks (included in the attacks), and she makes Strength checks and Strength saving throws with advantage. If Shtriga Nonna lacks the room to become Large, she attains the maximum size possible in the space available.

Gobble You Up. Shtriga Nonna feeds on the body of an unconscious creature within 5 feet of her. The target takes 10 (3d6) piercing damage, and Shtriga Nonna recharges her Soul Steal action.

Reactions

Turned Upside Down. When a creature hits Shtriga Nonna with a melee attack, she magically reverses gravity around her. Each creature within 5 feet of her must succeed on a DC 15 Strength saving throw or rise vertically 10 feet into the air. A creature levitating in this way remains suspended until the end of their next turn, then falls unless they have an ability that keeps them aloft.

Villain Actions

Shtriga Nonna has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Snackies for Sweeties. The air within 30 feet of Shtriga Nonna magically fills with the scent of rotten food. Each other creature in that area must succeed on a DC 15 Wisdom saving throw or be poisoned for 1 minute (save ends at end of turn). Creatures are affected even if they hold their breath or don't need to breathe.

Action 2: Feline Felicity. Shtriga Nonna grows four cat legs in a burst of magical energy. Each creature within 5 feet of her must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (4d4) force damage and is pushed 10 feet away from her. On a successful save, a creature takes half as much damage and isn't pushed. Shtriga Nonna can then move up to twice her speed, after which the extra cat legs disappear.

Action 3: Open the Oven. Shtriga Nonna opens a portal to her massive oven in the palms of her hands, creating a blast of heat and noise in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage plus 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

Utility Spells

In addition to any other spells in this stat block, Shtriga Nonna can cast the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *alter self*[A], *detect thoughts*[A], *thaumaturgy*[A]
3/day each: *fabricate*[+], *legend lore*[+]
1/day: *scrying*[+]

Sea Hag Apprentice

Retainer

Medium Fey, Any Alignment

Armor Class 13 (light armor)
Hit Points Six times their level (number of d6 Hit Dice equal to their level)
Speed 30 ft., swim 30 ft.

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

Saving Throws +PB to all
Skills Deception +3 plus PB, Intimidation +3 plus PB
Damage Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, Common, Sylvan
Proficiency Bonus (PB) equals the mentor's bonus

Amphibious. The apprentice can breathe air and water.

Signature Attack (Zap). *Melee or Ranged Spell Attack:* +3 plus PB to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 (1d8) lightning damage. This spell's damage increases by 1d8 when the apprentice reaches 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Features

3rd Level: Wash Away (3/Day). As a bonus action, the apprentice rides a crashing wave. They make a signature attack against an enemy within 5 feet of them and move up to their walking speed without provoking opportunity attacks. If the attack hits, it deals an extra PB bludgeoning damage.

5th Level: Ride the Lightning (3/Day). As an action, the apprentice supercharges their foe's nervous system. The apprentice makes a signature attack, and if it deals damage to a creature, the target must make a DC 10 plus PB Constitution saving throw. On a failed save, the target is incapacitated and their speed is halved until the end of their next turn.

7th Level: Drown (1/Day). As an action, the apprentice chooses three creatures the apprentice can see within 60 feet of them. Each target feels as though their lungs are filling with water and must make a DC 10 plus PB Constitution saving throw. A creature who can breathe water or who doesn't need air automatically succeeds on this saving throw. On a failed save, a target takes PBd8 force damage, and for 1 minute, they can't speak, their speed is halved, and they are dazed (save ends at end of turn). On a successful save, the target takes half as much damage and suffers no other effect. Another creature within 5 feet of a target can use their action to make a DC 10 plus PB Strength (Athletics) or Intelligence (Medicine) check, ending the effect on a success.

No! They're not just old women who live in the wood. They don't even look *like humans. Well, some of them do. Look, if you see an old woman in the forest and she's grumpy and sarcastic, that's a witch. If she smiles sweetly and offers you a treat, run.*

Pinna, Hedge Witch, Gravesford

Harpies

Their song may sound mournful, but they know no guilt for what they do.

Captain Longrock of the *Starcaller* crew

Despite their monstrous nature, harpies cast an angelic silhouette. Each resembles a winged human adorned with feathers along their back, waist, and chest. Instead of hands, they sport arm-wings, and below their knees, their legs end in birdlike talons. Their song, more beautiful than any worldly music, can fool its hearers into believing they've encountered a divine messenger. Harpies delight in luring such victims to their demise or carrying them off to distant roosts to be devoured.

Dangerous Terrain. Harpies prefer to live in treacherous lands, often settling atop dangerous mountain ranges or on rocky shores. By singing near waterfalls, sharp rocks, or the dens of other monsters, a harpy allows the environment to do their killing—and if another predator makes the kill, the harpy always shares the spoils. When the deed is done, the harpy feasts while claiming any particularly shiny baubles their meal carried.

Flock Together. Harpies live in flocks of a dozen or more. The strongest few earn the right to devour victims first, leaving bones for the rest. These weaker, starving harpies can only enhance the songs of others and can't perform a luring melody on their own.

Giant Meals. Harpies often occupy the same rocky, hazardous territories as giants. If a harpy goes for a long time without a meal, they attempt to lure a giant to their death. When this risky strategy works, a harpy flock can eat for weeks.

Harpy

CR 1 Controller

Medium Monstrosity, Typically Chaotic Evil — 200 XP

Armor Class 12 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	7 (–2)	10 (+0)	14 (+2)

Skills Athletics +4
Senses blindsight 30 ft., passive Perception 10
Languages Common, Giant
Proficiency Bonus +2

Echolocation. The harpy can't use their blindsight while deafened.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage. If the target is a Medium or smaller creature charmed by the harpy, they are also grappled (escape DC 12). Until this grapple ends, the harpy can't use their Talons attack on another target.

Rock. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Alluring Song. The harpy starts singing a beautiful song. They continue singing until they choose to stop (no action required) or until they become deafened or incapacitated. When a non-harpy creature starts their turn within 200 feet of the singing harpy, if that creature shares a language with the harpy and can hear them, that creature must succeed on a DC 12 Wisdom saving throw or be charmed by the harpy until the harpy stops singing or the target can't hear them anymore.

While charmed in this way, the target can't willingly move on their turn, and they can't attack, damage, or target any unwilling harpy with any effect. If the charmed target takes damage from a source other than a harpy, they can repeat the saving throw, ending the effect on a success.

A creature who succeeds on a saving throw to resist or end this effect is immune to the Alluring Song of all harpies for 1 hour.

Bonus Actions

Beckon. The harpy chooses any number of creatures charmed by their Alluring Song. Each target must use their reaction, if available, to move up to their speed in a direction chosen by the harpy. If this movement would lead the target into hazardous terrain, they can make a DC 12 Wisdom saving throw before moving. On a successful save, the target's reaction is not used and they are no longer charmed by Alluring Song.

Starving Harpy

CR 1 Minion

Medium Monstrosity, Typically Chaotic Evil — 40 XP

Armor Class 12 (natural armor)
Hit Points 8
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	7 (–2)	10 (+0)	14 (+2)

Senses blindsight 30 ft., passive Perception 10
Languages Common, Giant
Proficiency Bonus +2

Chorus of Death. If the starving harpy hears a harpy's Alluring Song, they can start harmonizing (no action required). The starving harpy continues harmonizing until the song ends, until they choose to stop harmonizing, or until they become deafened or incapacitated. For each starving harpy harmonizing, the range of the song increases by 50 feet, and the save DCs for the singing harpy's Alluring Song action and Beckon bonus action both increase by 1 (maximum DC increase of 5).

Echolocation. The harpy can't use their blindsight while deafened.

Minion. If the harpy takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the harpy takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Grasping Talons (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and if the target is a creature, the harpies can move them 5 feet in any direction. If the attack was made by three or more harpies, they can move the target 10 feet instead of 5.

Harpies and Shambling Mounds

When adventurers seem unlikely to go down without a fight, a harpy nest might attempt to draw their prey toward the maw of a shambling mound. The harpies can stay out of the mound's reach while they sing their enchanting song above the carnivorous plant. Those who resist the music are left without allies and dispatched by the harpies.

Some harpy nests have provided so many meals to a shambling mound that they can interact with the plant without danger. The mound becomes an enormous pet that protects the nest and even shares meals by spewing out half-digested victims from their engulfing sack for the harpies to feast upon.

Harpy Fledgling

Retainer

Medium Monstrosity, Any Alignment

Armor Class 13 (light armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft., fly 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Performance +1 plus PB
Senses blindsight 15 ft., passive Perception 10
Languages Common, Giant
Proficiency Bonus (PB) equals the mentor's bonus

Echolocation. The harpy can't use their blindsight while deafened.

Signature Attack (Talons). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 2d4 plus PB slashing damage. Beginning at 7th level, the fledgling can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Wind Sweep (3/Day). As a bonus action, the fledgling moves up to their flying speed without provoking opportunity attacks. If they end this movement within 5 feet of an enemy they can see, the fledgling can make a signature attack against them.

5th Level: Food Grab (3/Day). When the fledgling hits a Medium or smaller creature with a signature attack, the target is also grappled (escape DC 10 plus PB). The fledging then moves up to their fly speed without provoking opportunity attacks (no action required). While grappling the target, the fledgling can't attack another creature.

7th Level: Harpy Song (1/Day). As an action, the fledgling starts singing for 1 minute. Each creature within 60 feet of the fledgling who can hear them and who understands Common or Giant must succeed on a DC 10 plus PB Wisdom saving throw or be charmed by the fledgling until they can't hear the fledgling singing anymore. While charmed in this way, a creature can't willingly harm any of the fledgling's allies.

Hellhounds

Everyone asks if good dogs go to the heavens. Naive fools! They should be wondering what happens to the bad ones.

Ek-Boshek of Azmekidom

Anyone can see that hellhounds are no ordinary beasts. Larger than most mortal hounds, their eyes glow a vicious scarlet, and their skin ranges from coal-black to blood-red. When angered—which is the vast majority of the time—their skin radiates the hellfire held within, and flames lick at the edges of their mouths, seeking release.

Hellhounds make for fierce and cunning combatants, working well with their owner and pack mates to surround foes. They drive prey into ambushes to maximize the impact of their fiery breath. Not only are these hounds immune to fire, but exposure to it hardens their skin, so they gladly unleash their breath weapons regardless of whether their pack mates are in the line of fire.

Though hellhounds can survive in most environments, they shun the cold and thrive in hot regions such as heated caves, volcanoes, deserts, and sites near rifts to the elemental plane of Quintessence.

Bound to Serve. Fiends create hellhounds from the souls of canines and similar loyal creatures. These fiends often give these hellhounds as rewards to faithful followers—and sometimes to ones who are as yet unproven, but show great potential.

Drawn to Power. Hellhounds tear the unworthy to shreds, but they show great loyalty and even tenderness to capable leaders who treat them well. Thus it's unsurprising that hellhounds thrive under a powerful trainer. Fiends, fire giants, efreet, salamanders, and similar creatures commonly command their respect; in particular, fire giants often form lasting and loyal relationships with their hounds.

Bent on Destruction. Without the steady hand of their trainer, hellhounds become more chaotic and destructive. Like a bad dog left alone, they lay ruin to anything and anyone they can bite or set aflame.

Redemption. Though most hellhounds are formed from the souls of beasts, fiends sometimes sadistically bind fallen humanoid souls that were once good people but lost their way, forcing them to serve as hellhounds. In rare cases, such a hound can be redeemed if rescued at a young age by a kind and capable trainer who can lead the hound on a gentler path. Upon its death, a redeemed hellhound is freed from the Seven Cities of Hell and moves on to a better afterlife.

Hellhound

CR 3 Soldier

Medium Fiend, Typically Neutral Evil — 700 XP

Armor Class 15 (natural armor; 18 with Hardened by Flame)
Hit Points 76 (9d8 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	11 (+0)	8 (–1)	10 (+0)

Saving Throws Dex +5, Con +6
Skills Perception +3, Stealth +7, Survival +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages understands Common and Infernal but can't speak
Proficiency Bonus +2

Hardened by Flame. When the hound is subjected to fire damage, they take no damage. Instead, their skin darkens and hardens, and their AC increases to 18 until the end of their next turn.

Stealthy Hunter. The hound has advantage on Wisdom (Survival) checks to track other creatures and on Dexterity (Stealth) checks to hide from creatures who are unaware of their presence.

Actions

Hellish Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) fire damage.

Hellfire Breath (Recharge 5–6). The hound exhales flame in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (3d6 + 4) fire damage on a failed save, or half as much damage on a successful one. A creature who isn't a hellhound who fails the saving throw is lit on fire for 1 minute (save ends at end of turn), or until the target or another creature who can reach them uses an action to extinguish the flames. A creature who is on fire at the start of their turn takes 7 (2d6) fire damage. If a creature who is already on fire is set on fire again on a subsequent turn, the damage isn't cumulative, but the duration of the fire resets to 1 minute.

Reactions

Tug of War. When an enemy within 5 feet of the hound hits the hound with a melee attack, the hound can make a Hellish Bite attack against that enemy. If the hound's attack hits, the enemy is also grappled (escape DC 12), and if the triggering attack was a weapon attack, the weapon used in the triggering attack can't be used to make any more attacks while the target is grappled. The grapple ends if the hound attacks a different target with Hellish Bite.

Hellhound Cur

CR 3 Minion

Small Fiend, Typically Neutral Evil — 140 XP

Armor Class 15 (natural armor)
Hit Points 10
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	11 (+0)	8 (–1)	10 (+0)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 9
Languages understands Common and Infernal but can't speak
Proficiency Bonus +2

Crossfire. If a creature starts their turn within 10 feet of two or more curs, that creature takes 4 fire damage.

Minion. If the cur takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the cur takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Hellish Bite (Group Attack). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 fire damage, and if the target isn't a hellhound and the attack was made by more than one cur, the target must make a Dexterity saving throw with a DC equal to 10 plus the number of curs who joined the attack. On a failed save, the target is lit on fire for 1 minute (save ends at end of turn), or until the target or another creature who can reach them uses an action to extinguish the flames. A creature who is on fire at the start of their turn takes fire damage equal to the number of curs who joined the attack. If a creature who is already on fire is set on fire again on a subsequent turn, the damage isn't cumulative, but the duration of the fire resets to 1 minute.

Hellhound Companion

Companion

Medium Fiend, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

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

Saving Throws Con +2 plus PB
Skills Perception +1 plus PB
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Consult Hell (Recharges after a Long Rest). The hound's caregiver can talk to the hound about a specific course of action that the caregiver plans to take within the next 30 minutes, tapping into divinatory power through the hound's connection to the infernal realm. After 1 minute, the hound then gives a response based on its own objective prophetic sense of the outcome: one bark for good results, two barks for bad results, three barks for both good and bad results, and no barks for results that aren't especially good or bad.

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

1st Level: Lava Spittle (2 Ferocity). The hound makes a signature attack. On a hit, the attack deals an extra PB damage, and the hound can choose another creature within 5 feet of the target, dealing PB fire damage to that creature.

3rd Level: Brutal Charge (5 Ferocity). The hound can move up to their speed without provoking opportunity attacks. During or at the end of this move, they can make a signature attack against one target within reach.

5th Level: Fire Breath (8 Ferocity). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 10 plus PB Dexterity saving throw, taking PBd6 fire damage on a failed save, or half as much damage on a successful one.

Hobgoblins

Also known as demogoblins, hobgoblins descend from ancient goblins who made a pact with an infernal power in exchange for increased size and strength. Each hobgoblin has fang-like tusks, and one or more horns protrude from their head.

Like other humanoids, hobgoblins have no special inclination toward conquest, battle, or cruelty, and they can be found in all walks of life. But when the wicked among them fall on desperate times, some use their talents for the violence and subjugation of others.

Synergized Tactics. Hobgoblin magic and talents complement one another in a fight. Wise commanders put these strategies to good use and scout the battlefield before combat to gain every advantage. Thanks to their emphasis on tactics, hobgoblin armies are often second to none.

Playing with Fire. The infernal heritage of hobgoblins allows them to live in extreme heat that many other humanoids can't tolerate. Hobgoblins often settle in deserts, tropics, and other hot areas. Their heritage also allows them to bend fire to their will, and many choose professions that make use of fire, such as smithing or glassblowing.

Innate Magic. Infernal magic runs through the veins of every hobgoblin, though their gifts vary. Many can harness the power of fire or necrotic energy, while others can turn allies invisible or run like Hell.

Binding Bargains. Most hobgoblins consider their infernal heritage a thing of the past. Despite that, many still hold to the infernal concept of being true to their word when entering into agreements. Even spoken contracts are considered unbreakable, and hobgoblin communities scorn any creature—hobgoblin or otherwise—who degrades themself by breaking their word.

Grilp

The grilp—a green-skinned devil about the size of a housecat—can change the color and texture of their skin to blend in with their surroundings. They often serve as scouts, spies, messengers, and errand-runners for high-ranking hobgoblins. Beyond these covert skills, however, hobgoblins value grilps most highly for their magic-laced saliva, which makes other creatures vulnerable to fire and necrotic damage.

Slaughter Demon

When evil hobgoblins who embrace their fiendish heritage need to wipe an enemy off the map, their war mages ritualistically beseech an archdevil for the service of a *grack'tanar*, known as a slaughter demon in the Common tongue. Once summoned, this towering, serpent-bodied, six-clawed demon slithers to war alongside the hobgoblins who summoned them.

Devils captured the grack'tanars eons ago. Broken, these demons wait for a call to war, hungry and frothing in the Seven Cities of Hell. Their archdevil captors reward loyal hobgoblins by allowing the mortals to hold a grack'tanar's reins for a time. These slaughter demons are eager to kill and please their captors so they might be sent out again, and they rarely turn on hobgoblins unless they fall into lethe.

Bloodlord Varrox

The brilliant tactician Varrox traces his lineage to the first goblin who made an infernal bargain to become a hobgoblin. Varrox's mother, the great bloodlord Fanoxa, raised him right alongside her army. The only home Varrox has ever known was a war camp, and his upbringing was conquest and bloodshed. When he witnessed her defeat and capture at the Battle of Redfields, he vowed to die an even greater conqueror.

The warlord enthusiastically embraces his legacy, seeking more power by forging deals with devils. These fiends demand Varrox capture more territory, which the devils then offer to greedy nobles in exchange for their souls and service.

Varrox encourages his troops to forge infernal deals for more power, and he keeps them on a strict training regimen so they might better wreak havoc. While on a battlefield, he expects tactical precision and sacrifice. The archfiends who treat with Varrox credit him with every pact his troops forge, granting him a little more might with every contract signed.

The devils of the Seven Cities of Hell have plans for Varrox. Once the hobgoblin amasses enough troops, they plan to send Varrox and his army out into the timescape to conquer peaceful worlds, some of which have no armies. For throwing a world into peril creates desperate souls—souls far more likely to make a deal with a devil.

Camp Firefield. Varrox and his vanguard travel with a magical tent that was gifted to the hobgoblin by an archdevil. The tent contains the rest of his forces—when its stakes are set into the ground, the tent flaps open into Camp Firefield, a multilevel demiplane where Varrox's forces prepare for conquest.

Blood-Infused Weapons

Many hobgoblin smiths individualize weapons for each soldier, using a drop of the warrior's blood during the item's creation. When a hobgoblin wields a weapon forged with their own blood, it harnesses their innate magic. Such weapons can light ablaze or ripple with negative energy, dealing additional fire or necrotic damage (already included in the stat blocks).

If another creature tries to wield a blood-infused weapon, it functions merely as a weapon without these extra damaging properties. At the GM's discretion, a blood-infused weapon wielded by another creature can deal its extra damage for the next 1d4 attacks made with that weapon. After its power is expended in that way, the weapon ceases to deal extra damage for any creature other than its original hobgoblin owner.

Hobgoblin Brandbearer

CR 5 Minion

Medium Humanoid (Hobgoblin), Any Alignment — 225 XP

Armor Class 13 (hide armor)
Hit Points 12
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10
Damage Immunities fire
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Infernal Ichor. When a creature within 5 feet of the brandbearer reduces the brandbearer to 0 hit points, the brandbearer's corpse unleashes a spray of burning orange ichor. The creature who reduced the brandbearer to 0 hit points takes 1 fire damage.

Minion. If the brandbearer takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the brandbearer takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Too Hot to Handle. Whenever an enemy takes fire damage from a non-minion creature, the enemy takes an extra 1 fire damage for each brandbearer within 5 feet of them.

Actions

Searing Grasp (Group Attack). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 fire damage. If three or more brandbearers joined the attack, the target has disadvantage on saving throws against powers, spells, and other supernatural effects that deal fire damage until the start of the brandbearer's next turn.

Hobgoblin Death Captain

CR 6 Support

Medium Humanoid (Hobgoblin), Any Alignment — 2,300 XP

Armor Class 20 (plate, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Con +6, Wis +4
Skills Athletics +7, History +5, Intimidation +5, Perception +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin, Infernal
Proficiency Bonus +3

Battle Ready. The captain and each ally within 60 feet of them who can hear them have advantage on initiative rolls and can't be surprised, provided the captain isn't incapacitated.

Infernal Ichor. When the captain dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the captain takes 5 fire damage.

Actions

Multiattack. The captain makes two Blightblade or two Eye Fire attacks. They can replace one attack with a use of On My Mark.

Blightblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

Eye Fire. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (4d6) fire damage.

On My Mark. The captain commands an ally within 60 feet of them who can hear them to attack. That ally can make a weapon attack (no action required), dealing an extra 3 (1d6) necrotic damage on a hit.

Bonus Actions

Lead the Charge (1/Day). The captain and each ally within 30 feet of them who can see them can move up to their speed without provoking opportunity attacks.

Reactions

Hidden Gift (3/Day). When an ally the captain can see within 30 feet of them takes damage, the captain magically turns that ally invisible. The ally remains invisible until the end of their next turn or until they attack, deal damage, or force another creature to make a saving throw.

Hobgoblin
Death Captain

Hobgoblin Firerunner

CR 4 Skirmisher

Medium Humanoid (Hobgoblin), Any Alignment 1,100 XP

Armor Class 16 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +6
Skills Acrobatics +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Fiery Leap. The firerunner's long jump is up to 30 feet and their high jump is up to 15 feet, with or without a running start. The first time a firerunner lands after a jump on their turn, each creature within 5 feet of them takes 3 (1d6) fire damage.

Infernal Ichor. When the firerunner dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the firerunner takes 5 fire damage.

Actions

Multiattack. The firerunner makes two Fire Scimitar attacks.

Fire Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) fire damage.

Blaze Sprint (Recharge 5–6). The firerunner moves up to their speed without provoking opportunity attacks. Each creature they come within 5 feet of during this movement must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Hobgoblin Incendiarist

CR 1 Artillery

Medium Humanoid (Hobgoblin), Any Alignment — 200 XP

Armor Class 15 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Perception +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Infernal Ichor. When the incendiarist dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the incendiarist takes 3 fire damage.

Actions

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

Blazing Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and if the target is a creature, they are set on fire. While on fire, the target takes 3 (1d6) fire damage at the end of each of their turns, and the target or another creature who can reach them can use an action to put out the flames. A creature who is already on fire suffers no additional effect from being set on fire in this way again.

Fire Mote (Recharge 6). The incendiarist shoots an explosive mote of fire at a creature they can see within 100 feet of them. The target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage and, if they are Large or smaller, fall prone. All other creatures within 15 feet of the target must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) fire damage.

Right, hobgoblins. These guys are bad. Like, really really bad. The Society takes on dragons, demons, things from other worlds, but these guys are dangerous the way we're *dangerous. We're lucky they spend most of their time fighting each other. If they ever get organized, this world is in trouble.*

The Sun, Senior Pyrokinetic, The Society

Hobgoblin Recruit

CR 1/2 Minion

Medium Humanoid (Hobgoblin), Any Alignment — 20 XP

Armor Class 14 (leather armor, shield)
Hit Points 7
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11
Damage Immunities fire
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Infernal Ichor. When a creature within 5 feet of the recruit reduces the recruit to 0 hit points, the recruit's corpse unleashes a spray of burning orange ichor. The creature who reduced the recruit to 0 hit points takes 1 fire damage.

Minion. If the recruit takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the recruit takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Tactical Positioning. When a non-minion ally attacks a creature, that ally gains a +1 bonus to the attack roll for each recruit within 5 feet of the target (maximum bonus of +5).

Actions

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

Hobgoblin Magic Items

Hobgoblins already use blood-infused weapons, so they tend to seek out items that can improve their defensive capabilities, such as *adamantine armor* or an *animated shield*. They value loyalty and employ items that can conjure obedient allies, like a *figurine of wondrous power* or a *spell scroll* of *conjure elemental*. Many hobgoblin captains understand the strategic importance of taking prisoners, so they might employ *iron bands of binding* or even an *iron flask* for those particularly powerful and extraplanar foes.

Hobgoblin armies often carry a large supply of *potions of healing* to heal the wounded. Porters parade the bottles of potions around camp before battle as a reminder to the soldiers that a mortal wound can be closed with a quick drink. This practice encourages troops to take more risks in combat.

Hobgoblin Smokebinder CR 2 Ambusher

Medium Humanoid (Hobgoblin), Any Alignment 450 XP

Armor Class 17 (studded leather, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft. (fly 30 ft. in smoke form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	14 (+2)	12 (+1)	10 (+0)

Skills Stealth +5
Damage Resistances fire (bludgeoning, piercing, and slashing from mundane attacks in smoke form)
Condition Immunities (grappled, restrained in smoke form)
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Amorphous (Smoke Form Only). The smokebinder can move through a space as narrow as 1 inch wide without squeezing.

Infernal Ichor. When the smokebinder dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the smokebinder takes 3 fire damage.

Actions

Toxic Flame. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage. If the smokebinder has advantage on the attack roll, the target is poisoned and can't speak until the end of the target's next turn.

Choking Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 9 (2d8) fire damage. If the smokebinder has advantage on the attack roll, the target can't speak until the end of the target's next turn.

Bonus Actions

Smoke Form (1/Day). The smokebinder transforms from flesh into a magical gray smoke for 1 minute. Any equipment they are wearing or carrying is also transformed for the duration.

While in smoke form, the smokebinder gains a flying speed equal to their walking speed, resistance to bludgeoning, piercing, and slashing damage from mundane attacks, and immunity to the grappled and restrained conditions.

The smokebinder can revert to their true form as a bonus action. If the smokebinder becomes incapacitated or dies, they revert to their true form.

Sneak (Smoke Form Only). The smokebinder takes the Hide action.

Hobgoblin Trooper

CR 1/2 Soldier

Medium Humanoid (Hobgoblin), Any Alignment — 100 XP

Armor Class 16 (ring mail, shield)
Hit Points 18 (4d8)
Speed 30 ft.

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

Skills Athletics +4, Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Infernal Ichor. When the trooper dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the trooper takes 2 fire damage.

Actions

Fire Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and another target within 5 feet of the first takes 2 (1d4) fire damage.

Brimstone Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) fire damage.

Bonus Action

Fight Me, Coward. The trooper hexes a creature within 5 feet of them who isn't already hexed by another trooper. The first time on a turn a hexed creature damages a creature other than the trooper, the hexed creature takes 5 fire damage. The hex lasts until the start of the trooper's next turn.

FLEE, MORTALS!

Hobgoblin War Mage

CR 3 Controller

Medium Humanoid (Hobgoblin), Any Alignment — 700 XP

Armor Class 15 (chain shirt)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Int +6, Cha +5
Skills Arcana +6, History +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin, Infernal
Proficiency Bonus +2

Infernal Ichor. When the mage dies, their corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of the mage takes 5 fire damage.

Actions

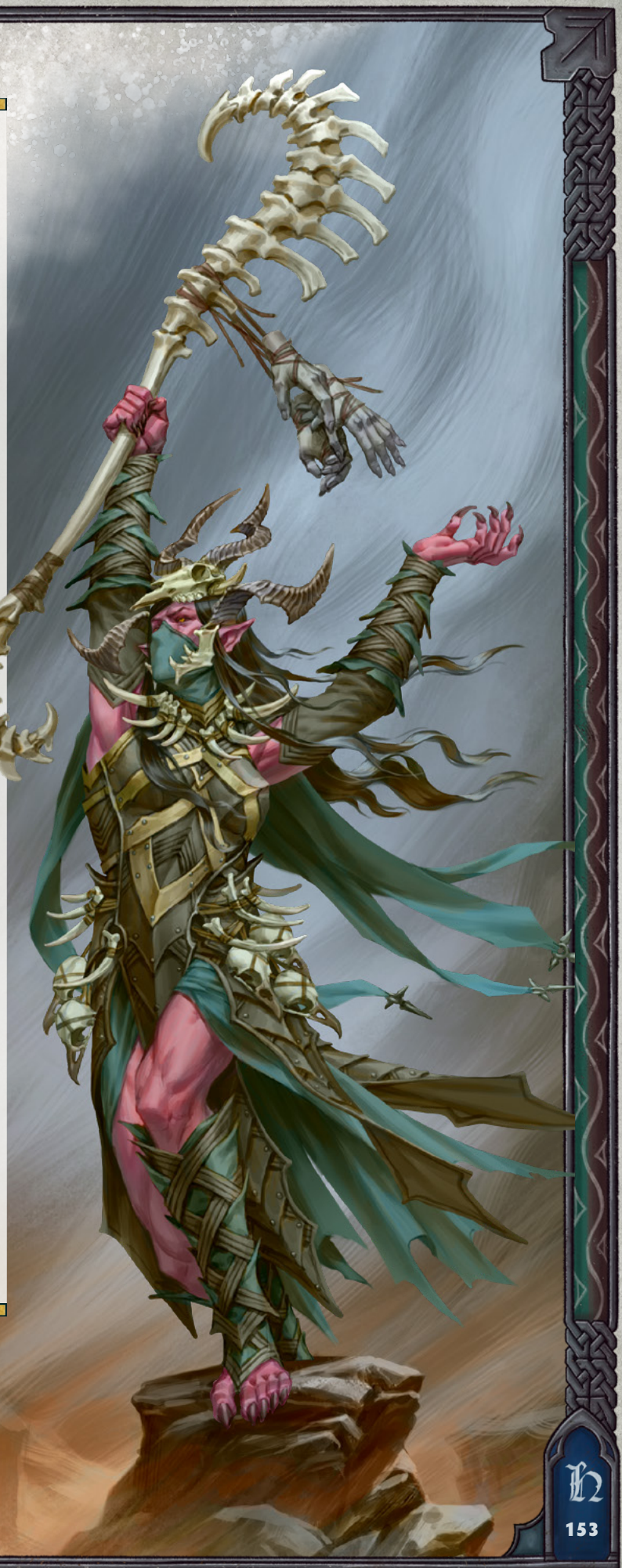
Infernal Teleport. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) necrotic damage, and if the target is a creature, they must succeed on a DC 14 Charisma saving throw or be teleported up to 15 feet to an unoccupied space the mage can see.

Rain Hellfire (2nd-Level Spell). The mage rains fire down on a point they can see within 60 feet of them. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

Unhallowed Ground (3rd-Level Spell; Concentration). The mage chooses a point on the ground that they can see within 60 feet of them. A 20-foot square of glowing, unholy energy appears on the ground centered on that point and lasts for up to 1 minute. Each enemy in that area is vulnerable to fire damage.

Reactions

Spell Siphon. When a creature the mage can see within 60 feet of them casts a spell, the mage reflects some of the spell's magical energy back at the caster. The caster must succeed on a DC 14 Dexterity saving throw or take 3 (1d6) force damage per level of the triggering spell (minimum 1d6 force damage).



GRILP

CR 1/4 Ambusher

Tiny Fiend (Devil), Typically Lawful Evil

50 XP

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Stealth +6, Perception +3
Damage Immunities fire, necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Goblin, Infernal
Proficiency Bonus +2

Shifting Camouflage. The grilp has advantage on Dexterity (Stealth) checks and can hide from creatures who are observing them.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and if the target is a creature, they must succeed on a DC 11 Constitution saving throw or gain vulnerability to fire and necrotic damage until the start of the grilp's next turn.

Necrotic Mote. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 3 (1d6) necrotic damage.

Soul-Devouring Demons

The slaughter demon has special features, like soulsight and the Lethe and Soul Devourer traits, which are detailed in the "Demons" entry.

Slaughter Demon

CR 8 Brute
3,900 XP

Huge Fiend (Demon, Category 3), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 138 (12d12 + 60)
Souls 2 (1d4)
Speed 40 ft.

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

Saving Throws Str +9, Dex +3, Con +8
Skills Athletics +9, Perception +7
Damage Resistances fire
Condition Immunities flanked
Senses darkvision 60 ft., soulsight 30 ft., passive Perception 17
Languages Abyssal, Goblin, Infernal
Proficiency Bonus +3

Lethe. When the demon's soul count is 0, they have advantage on attack rolls, disadvantage on saving throws, and their Intelligence score becomes 3 (–4). Additionally, the demon must use their movement on each of their turns to move as close as possible to the nearest creature they can sense with their soulsight, and then if they are able, they must use their action to attack and attempt to kill that creature. The demon can't act with any other purpose until they add 1 to their soul count.

Soul Devourer. When the demon reduces a creature who isn't a Construct or an Undead to 0 hit points or deals damage to a dying creature, the creature must make a DC 11 Wisdom saving throw. On a failed save, the demon consumes the creature's soul and adds 1 to the demon's soul count. A creature whose soul is consumed in this way immediately dies, and they can't be restored to life by any means short of a *wish* spell.

Actions

Multiattack. The demon makes four attacks using Pincer, Sword, Javelin, or a combination of them. They can replace one of these attacks with a Tail Spike attack. The demon can burn 1 soul to make a fifth attack using Pincer, Sword, or Javelin.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 17). While grappled, the target is restrained. The demon has six pincers, each of which can grapple a target or wield a weapon.

Sword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Tail Spike. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Bonus Actions

Dive Deep (Costs 1 Soul). The demon takes the Disengage action and gains a burrowing speed equal to their walking speed until the end of their next turn.

Bloodlord Varrox

CR 8 Leader
Medium Humanoid (Hobgoblin), Lawful Evil 3,900 XP

Armor Class 18 (plate)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Skills Arcana +3, Athletics +7, History +3, Intimidation +5
Damage Resistances fire, necrotic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin, Infernal
Proficiency Bonus +3

Infernal Ichor. When Varrox dies, his corpse unleashes a spray of burning orange ichor. Each creature within 5 feet of him takes 5 fire damage.

Infernal Sacrifice (3/Day). When Varrox fails a saving throw, he can call on Hell to succeed instead. When he does, each ally within 60 feet of him takes 5 necrotic damage.

Actions

Multiattack. Varrox makes three attacks using Soulsword, Death Skulls, or both.

Soulsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, they can't regain hit points until the start of Varrox's next turn.

Death Skulls. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) fire damage, and Varrox can teleport to an unoccupied space he can see within 5 feet of the target.

Bonus Actions

Advance and Attack. Varrox barks orders at one ally within 60 feet of him who can hear him. That ally can use their reaction to move up to their speed and make a weapon attack.

Reactions

An Army from Blood. When a non-minion hobgoblin who Varrox can see within 60 feet of him takes damage, Varrox magically summons three **hobgoblin recruits** who appear in unoccupied spaces nearest to the damaged hobgoblin.

Villain Actions

Varrox has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Uncanny Leadership. Varrox chooses up to six non-minion allies within 60 feet of him who can see or hear him. Varrox and each chosen creature gain 10 temporary hit points and can move up to their speed.

Action 2: Hellish Transport. Varrox and each ally within 60 feet of him can teleport up to 60 feet to an unoccupied space they can see.

Action 3: I Am Fire and Death. Each enemy within 20 feet of Varrox must make a DC 15 Constitution saving throw, taking 11 (2d10) fire damage plus 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. After the explosion, a shroud of black flame covers Varrox for 1 minute. For the duration, each time another creature hits Varrox with an attack while within 5 feet of him or touches him, that creature takes 5 (1d10) fire damage plus 5 (1d10) necrotic damage.

Hobgoblin Tactician

Retainer
Medium Humanoid (Hobgoblin), Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Arcana +3 plus PB, History +3 plus PB
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin, Infernal
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Flame Touch). *Melee or Ranged Spell Attack:* +3 plus PB to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when the tactician reaches 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Features

3rd Level: Heat Seeker (3/Day). As an action, the tactician makes a signature attack but doesn't make an attack roll for it. Instead, the attack automatically hits, and each ally within 30 feet of the target can use their reaction to move up to their speed toward the target.

5th Level: Beacon (3/Day). When the tactician hits with a signature attack, each creature within 5 feet of the target can use a reaction to make a melee weapon attack against the target.

7th Level: Explosion (1/Day). As an action, the tactician hurls a ball of fire at a point they can see within 120 feet of them. The ball explodes in a 20-foot-radius sphere, forcing each enemy in that area to make a DC 10 plus PB Dexterity saving throw. On a failed save, a creature takes PBd12 fire damage and is pushed 20 feet away from the center of the area. On a successful save, a creature takes half as much damage and isn't pushed. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

Humans

First a guard tower–say, five leagues in. That'll draw the orcs and elves and every other stinking thing that hides in the wode. And while they're fighting us over the tower, we clear the forest. Cut down everything from here to the tower. Make a path, then a road, use the felled trees for our homes. Soon, this whole forest will be green fields and farms. It'll be ours.

Baron Uthrak

Humans flourish in every habitable part of the world, from inviting coastal cities to unforgiving mountainous terrain. While most humans live quietly in peaceful communities, some are drawn to adventure by an unquenchable thirst for excitement or power.

Villains and Heroes. Recognizing their limited lifespan, humans often set their eyes on immortality. They unfurl empires at the tip of a sword, sacrifice lives to erect grand monuments, and even aspire to godhood, all in hopes their names will be remembered forever.

Violence and greed are close cousins in the human family. Those with power and wealth often strive for more by the sword. Others turn to theft, often driven to desperation by rapacious neighbors. Travelers in human lands are likely to encounter robbers and barons—both exact a toll.

Other humans pursue power more subtly, turning their cunning toward selfish ends. When ambitions exceed circumstances, there is always some ancient evil power to call on. Cultists seek dark desires in exchange for service, sacrificing to forbidden gods and courting apocalypse.

Fortunately, many humans devote themselves to righting wrongs and reshaping the world for the better. Heroes plunge themselves into danger time and time again, standing against natural and supernatural perils in pursuit of justice.

Risks and Rewards. Humans devote as much attention to games and gambling as to more serious pursuits. Perhaps this competitive training explains their renowned knack for seizing the moment—knowing when to risk it all on a throw of the dice. Whether in sport or battle, humans quickly spot their opponent's mistakes and seize the advantage.

Humans see unrealized potential everywhere, whether envisioning an untamed forest transformed into a prosperous village or an ancient dungeon yielding a chest full of coins. Pursuing such ambitions might end in catastrophe, but for these gamblers, it's a game worth playing.

Swords for Hire. With an appetite for warfare and gold, human adventurers are well represented in most mercenary bands. A human mercenary makes a stout ally… if you can afford their price.

Baron Uthrak

Even as a young adventurer, Wigar Uthrak was known for his derring-do, formidable swordplay, and cutthroat leadership. He soon gathered a team of like-minded scoundrels, rising from bandit chief to mercenary captain. After winning the favor of a monarch, he was titled baron.

However, Baron Uthrak gambled poorly when he backed the monarch's younger brother in a failed rebellion. Stripped of his lands, the exiled baron now abides in the wild with his crew of miscreants, knavish ex-knights, and wielders of forbidden magic.

The consummate opportunist, Uthrak patiently stokes his war band's loyalty while awaiting a suitable power vacuum, set on establishing a new barony and increasing his dominion. Uthrak may even orchestrate such a vacuum himself, perhaps by helping naive adventurers do away with a stronger rival.

Baron Uthrak keeps his most loyal lieutenants close to him. He usually hides a contingent of guards and trickshots within earshot, ready to ambush any who displease him. He fights on the front lines of battle, trusting his magic sword, *Nine Lives*, to protect him. It has already saved his life six times, and Uthrak believes he can't die until the sword's magic is fully spent.

Baron Uthrak

Human Apprentice Mage

CR 6 Minion

Medium Humanoid (Human), Any Alignment — 285 XP

Armor Class 14 (studded leather)
Hit Points 13
Speed 30 ft.

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

Skills Arcana +5
Senses passive Perception 10
Languages Common plus any two languages
Proficiency Bonus +3

Empower Patron. A non-minion creature serves as the mage's patron in exchange for the mage's protective magic. At the start of the patron's turn, the patron gains temporary hit points equal to twice the number of apprentice mages within 60 feet of them who chose them as a patron and can see them.

Exploit Weakness. When the mage makes or joins an attack that's made with advantage, the attack deals an extra 1 damage per mage who made or joined the attack.

Minion. If the mage takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the mage takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Lightning Strike (Group Attack). *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 2 lightning damage, and if this attack was made by more than one mage, each mage who joined the attack picks one creature within 30 feet of the original target. Each creature picked takes 2 lightning damage for each mage who targeted them; the mage's Exploit Weakness trait does not increase this damage.

Thunder Crack (Group Attack). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 thunder damage, and the target can't make opportunity attacks until the start of their next turn.

Changing the Apprentice Mage

Human wizards often follow arcane traditions to master a particular element of magic. In this stat block, the apprentice mage makes Lightning Strike and Thunder Crack attacks, but the GM can reflect a different elemental mastery by changing both damage types to acid, cold, or fire damage. A mage can only join other mages in this group attack if their group attack deals the same damage type.

Formally known as Terrans because of their unique relationship to the Mundane World, humans have no direct connection to their creator-god.

Remainer

Human Brawler

CR 2 Brute

Medium Humanoid (Human), Any Alignment — 450 XP

Armor Class 14 (studded leather)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3
Senses passive Perception 10
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When the brawler makes an attack, they have advantage on the attack roll.

Actions

Multiattack. The brawler makes two attacks using Grab, Haymaker, or both.

Grab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the brawler can't grab another creature.

Haymaker. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, or 10 (3d4 + 3) bludgeoning damage against a grappled target.

Throw. The brawler throws one Medium or smaller creature they are grappling or object they are holding up to 30 feet horizontally. If the thrown target is a creature, they fall prone after this throw. If the thrown target would enter the space of a creature or solid object that is no more than one size smaller than it, the thrown target collides with it and stops in the nearest unoccupied space, taking 3 (1d6) bludgeoning damage for every 10 feet it was thrown. A Large or smaller creature hit by this thrown target must succeed on a DC 13 Dexterity saving throw or take the same amount of damage and fall prone.

Reactions

Meat Shield. When the brawler is grappling a target and is hit by a ranged attack made by another creature the brawler can see, the brawler gains a +2 bonus to AC against the triggering attack. If this bonus causes the attack to miss the brawler, it hits the grappled target instead.

Human Death Acolyte

CR 2 Minion

Medium Humanoid (Human), Any Alignment — 90 XP

Armor Class 13 (leather armor)
Hit Points 9
Speed 30 ft.

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

Senses passive Perception 12
Languages Common
Proficiency Bonus +2

Death Chant. When an enemy succeeds on a death saving throw while within 30 feet of three or more acolytes who aren't incapacitated, the success instead counts as a failure, and if the roll was a 20, the enemy doesn't regain hit points.

Exploit Weakness. When the acolyte makes or joins an attack that's made with advantage, the attack deals an extra 1 damage per acolyte who made or joined the attack.

Minion. If the acolyte takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the acolyte takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Transfer Life (Group Attack). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 necrotic damage, and if this attack was made by more than one acolyte, a creature of the acolytes' choice within 30 feet of them regains 1 hit point per acolyte who joined this group attack.

Necrotic Bolt (Group Attack). *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 2 necrotic damage.

Human Brawler

Human Death Cultist

CR 4 Support

Medium Humanoid (Human), Any Alignment 1,100 XP

Armor Class 16 (chain mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Saving Throws Wis +6, Cha +3
Skills Intimidation +3, Religion +4
Senses passive Perception 14
Languages Common plus any one language
Proficiency Bonus +2

Exploit Opening (3/Day). When the cultist makes an attack, they have advantage on the attack roll.

Actions

Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 7 (2d6) necrotic damage, and the cultist regains hit points equal to half the necrotic damage dealt.

Death Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic damage, and the target's weapon attacks deal half damage until the start of the cultist's next turn.

Blackfire Blessing (1/Day). The cultist empowers up to 10 non-minion allies within 30 feet of them. For 1 minute or until the cultist dies, each creature's weapons burn with black fire and deal an extra 2 (1d4) necrotic damage on a hit.

Bonus Actions

Rise, My Minions! (1/Day). The cultist chooses up to three creatures within 30 feet of them who died within the last minute. These creatures return to life with 1 hit point, but they can't regain hit points, and they die after 1 minute.

Reactions

Life from Death. When a creature the cultist can see within 30 feet of them fails a death saving throw or dies, the cultist siphons their faltering life energy. The cultist chooses a creature within 30 feet of the cultist who isn't unconscious, and that creature regains 14 (4d6) hit points.

Human Guard

CR 1/8 Minion

Medium Humanoid (Human), Any Alignment — 5 XP

Armor Class 16 (chain shirt, shield)
Hit Points 5
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages Common
Proficiency Bonus +2

Exploit Weakness. When the guard makes or joins an attack that's made with advantage, the attack deals an extra 1 damage per guard who made or joined the attack.

Minion. If the guard takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the guard takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Overwhelm. If a Medium or smaller enemy starts their turn within 5 feet of three or more guards who can see them, until the start of the enemy's next turn, the enemy's speed is reduced by 5 feet for each guard within 5 feet of them. If this reduces the enemy's walking speed to 0, they are restrained until the start of their next turn.

Actions

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

Human Knave

Human Knave

CR 3 Soldier

Medium Humanoid (Human), Any Alignment — 700 XP

Armor Class 16 (breastplate, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Skills Intimidation +4, Perception +3
Senses passive Perception 13
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When the knave makes an attack, they have advantage on the attack roll.

Actions

Multiattack. The knave makes two Morningstar or two Javelin attacks. They can replace one attack with a Shield Bash attack.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if the target is prone.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, they must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Stay Down. The knave kicks one prone creature within 5 feet of them. The target must succeed on a DC 14 Constitution saving throw or their speed is reduced to 0 until the end of their next turn.

Human Raider

CR 1/2 Skirmisher

Medium Humanoid (Human), Any Alignment — 100 XP

Armor Class 14 (padded, shield; AC 12 without shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Stealth +3
Senses passive Perception 11
Languages Common
Proficiency Bonus +2

Charge. If the raider moves at least 15 feet straight toward a target and then hits the target with a melee attack on the same turn, the target takes an extra 3 (1d6) damage.

Exploit Opening (3/Day). When the raider makes an attack, they have advantage on the attack roll.

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shield Shove. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and if the target is a Medium or smaller creature, they must succeed on a DC 12 Strength saving throw or be pushed 5 feet away from the raider.

Reactions

Splinter Shield. When the raider is wielding a shield and is hit by an attack made by a creature they can see, the raider gains a +4 bonus to AC against the triggering attack. If this causes the attack to miss, the raider's shield breaks, and until they get a new shield, their AC is reduced by 2 and they can't use this reaction or make a Shield Shove attack.

Human Raider

Human Scoundrel

CR 3 Ambusher

Medium Humanoid (Human), Any Alignment — 700 XP

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Skills Deception +4, Sleight of Hand +5, Stealth +5
Senses passive Perception 10
Languages Common
Proficiency Bonus +2

Ambusher. In the first round of combat, the scoundrel has advantage on attack rolls against any surprised creature.

Exploit Opening (3/Day). When the scoundrel makes an attack, they have advantage on the attack roll.

Hit 'Em Where It Hurts. When the scoundrel has advantage on a weapon attack roll, the attack deals an extra 7 (2d6) damage on a hit.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the scoundrel can make a dagger attack against the target with advantage.

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

Human Storm Wizard

CR 6 Controller

Medium Humanoid (Human), Any Alignment 2,300 XP

Armor Class 12 (15 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 12
Languages Common plus any two languages
Proficiency Bonus +3

Exploit Opening (3/Day). When the wizard makes an attack, they have advantage on the attack roll.

Actions

Arcane Staff. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 21 (6d6) lightning damage.

Gust of Wind (1/Day; 2nd-Level Spell; Concentration). A 10-foot-wide, 60-foot-long line of strong wind gusts from the wizard for 1 minute. Each creature who starts their turn in that area must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the wizard. Each creature in that area must spend 2 feet of movement for every 1 foot they move toward the wizard.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames. It has a 50 percent chance to extinguish protected flames like lanterns. The wizard can use a bonus action to change the direction in which the wind blasts from them.

Lightning Bolt (3/Day; 3rd-Level Spell). The wizard fires magical lightning in a 5-foot-wide, 100-foot-long line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Reactions

Arcane Shield (3/Day). When the wizard is hit by an attack, they magically gain a +5 bonus to AC against that attack, potentially causing it to miss. If the attacker is within 10 feet of the wizard, the attacker must succeed on a DC 15 Constitution saving throw or take 18 (4d8) thunder damage and be pushed 10 feet away from the wizard.

Utility Spells

In addition to any other spells in this stat block, the wizard can cast the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mage hand*[A], *prestidigitation*[A]
1/day each: *clairvoyance*[+], *mage armor*[A], *see invisibility*[A], *sending*[A]

Human Elementalist Wizards

Human wizards often follow arcane traditions to master a particular element of magic. As GM, you can introduce new elementalist wizards by adjusting the **human storm wizard** stat block, as in the following examples.

Human Cryomancer. The wizard's Arcane Staff action and Arcane Shield reaction deal cold damage instead of lightning and thunder damage. Additionally, instead of casting the *lightning bolt* spell, the wizard casts *ice storm*.

Human Pyromancer. The wizard's Arcane Staff action and Arcane Shield reaction deal fire damage instead of lightning and thunder damage. Additionally, instead of casting the *gust of wind* spell, the wizard casts *flaming sphere*, and instead of *lightning bolt*, the wizard casts *fireball*.

Human Trickshot

CR 2 Artillery

Medium Humanoid (Human), Any Alignment 450 XP

Armor Class 14
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When the trickshot makes an attack, they have advantage on the attack roll.

Point Blank Shooting. When the trickshot hits a creature within 30 feet of them with a ranged weapon attack, they deal an extra 7 (2d6) piercing damage. Additionally, being within 5 feet of an enemy doesn't impose disadvantage on the trickshot's ranged attack rolls.

Actions

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Ricochet Bolt (Recharge 5–6). The trickshot uses a special ricocheting bolt to make one Heavy Crossbow attack against a target within 100 feet of them, then a second Heavy Crossbow attack against a different target within 30 feet of the first target.

Human Magic Items

Humans benefit from magic items that make good use of their Exploit Opening trait. Magic items that have properties that require an attack to hit, such as a *dagger of venom* or a *ring of the ram*, can be more effective when wielded by a human, since Exploit Opening gives them a better chance to hit. Likewise, magic items that have a property that triggers on an attack roll of 20, such as a *vicious weapon* or a *vorpal sword*, have a better chance of doing their cool thing when combined with Exploit Opening. Make sure your players like a deadly game before equipping a villain with a *vorpal sword*, since one lucky strike will cost a hero their head!

Baron Uthrak

CR 7 Leader

Medium Humanoid (Human), Lawful Evil — 2,900 XP

Armor Class 16 (half plate)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

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

Saving Throws Str +7, Con +7
Skills Athletics +10, Deception +6, Insight +5, Intimidation +9, Perception +5
Senses passive Perception 15
Languages Common
Proficiency Bonus +3

Bloodstones (3 Uses). When Baron Uthrak fails a saving throw while holding his magic longsword *Nine Lives*, he can choose to succeed instead. If he does so, he takes 7 (2d6) necrotic damage as one of the bloodstones set in the sword's pommel fills with his blood.

Exploit Opening (3/Day). When Baron Uthrak makes an attack, he has advantage on the attack roll.

Actions

Multiattack. Baron Uthrak makes two attacks using Nine Lives, Whip, or both.

Nine Lives. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 3 (1d6) necrotic damage.

Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage, and the target must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet toward Baron Uthrak.

Bonus Actions

Kneel, Peasant! Baron Uthrak kicks a Large or smaller creature within 5 feet of him. The target must succeed on a DC 15 Strength saving throw or take 6 (1d4 + 4) bludgeoning damage and be knocked prone.

Reactions

Riposte. When a creature Baron Uthrak can see misses him with a melee attack, Baron Uthrak makes a melee attack against that creature.

Villain Actions

Baron Uthrak has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Shoot! Each ally within 60 feet of Baron Uthrak who can hear him can make a ranged weapon attack (no action required).

Action 2: Form Up! Baron Uthrak and each ally within 60 feet of him who can hear him can move up to their speed without provoking opportunity attacks. Baron Uthrak and each ally enters a defensive stance that lasts until that creature moves or is restrained or incapacitated. When two or more allies in a defensive stance are within 5 feet of each other, attack rolls against them are made with disadvantage.

Action 3: Lead from the Front. Baron Uthrak moves up to twice his speed without provoking opportunity attacks. During or after this movement, he can make up to four Nine Lives or Whip attacks with advantage, each against a different target. After he attacks a target in this way, each ally within 5 feet of that target can make a melee attack with advantage against the same target (no action required).

Human Mercenary

Retainer

Medium Humanoid (Human), Any Alignment

Armor Class 15 (medium armor)
Hit Points Nine times their level (number of d12 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Medicine +0 plus PB, Perception +0 plus PB
Senses passive Perception 10 plus PB
Languages Common
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Halberd). *Melee Weapon Attack:* +3 plus PB to hit, reach 10 ft., one target. *Hit:* 1d10 plus PB slashing damage. Beginning at 7th level, the mercenary can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Battlefield Medicine (3/Day). As an action, the mercenary restores PBd8 hit points to a creature they can see within 5 feet of them.

5th Level: Exploit Opening (3/Day). The mercenary takes the Attack action, making each attack with advantage and dealing an extra PBd4 slashing damage on a hit.

7th Level: Halberd Master (3/Day). When a creature enters a space within the mercenary's reach, the mercenary uses a reaction to make a signature attack with advantage against that creature. If this attack hits, it deals an extra PBd6 slashing damage.

Kingfissure Worms

"That's just four of us against the beast," remarked the youth bearing a sword twice his size. "And Jadis is the only one of us who's a proper worm hunter."

"There are no kingfissure worm hunters," snapped Jadis Mara, "only prey who refused to be swallowed."

Named for their infamous hunting technique, kingfissure worms terraform the earth as they move, building tunnels and crevasses to accommodate their enormous form. They then lie in wait deep underground. When they sense the vibrations of their prey above, they shoot their serpentine tongues through the crevasses, dragging prey from the surface into the worm's cavernous maw. Seasoned adventurers know to be wary when traveling past even the smallest crack in the earth.

Intestine Inventory. The worm eats indiscriminately, swallowing creatures, structures, and precious gems alike. The wealth inside a kingfissure worm would put any dragon's hoard to shame, though the worm cares nothing for treasure and knows nothing of the spoils lodged in their labyrinthine intestines. Few people have seen the inside of a kingfissure worm and lived, but those who do usually escape with a precious souvenir or two.

Home Renovators. Most worms build a den of tunnels and fissures, remaining in it for as long as the pickings on the surface are good and they aren't disturbed. When a kingfissure worm seeks a new home, they target areas with abundant food—occasionally leading to villagers waking up to find their surrounding lands have been terraformed overnight. Residents of such lands generally have two choices: pack up and leave, or prepare for battle. If a worm is somehow defeated, all manner of creatures and communities try to lay claim to the worm's underground structures. These empty dens make wonderful war bunkers, isolated workshops, and even highly defensible villages.

Unstoppable Force. The kingfissure worm is a species determined to outrun, outlast, and out-eat every other living creature. Though the monster might be slowed by a display of great power, only death stops them. Some scholars theorize that when a kingfissure worm dies, their tongues detach and grow into full-fledged worms.

Unlikely Symbiosis. Some nomadic communities or adventurers travel dangerous lands with the help of an unusual guardian—a juvenile kingfissure worm. So long as the people provide a steady supply of food for the worm, the kingfissure follows dutifully. And if the people attract monsters from above, the worm defends their companions while enjoying an extra meal.

Kingfissure Worm

CR 15 Solo
Gargantuan Monstrosity, Unaligned
13,000 XP

Armor Class 16 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 60 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	23 (+6)	1 (–5)	10 (+0)	5 (–3)

Saving Throws Con +11
Condition Immunities charmed, flanked, frightened, prone
Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 10
Languages —
Proficiency Bonus +5

Multiple Tongues. The worm has three tongues, each of which can be targeted with attacks (AC 20, immunity to psychic damage) while that tongue is grappling a creature. When a tongue takes 35 damage or more in a single turn, that tongue is destroyed, releasing any target it was grappling. The worm can't use a destroyed tongue with their Multiattack or Tongue Grab action until they finish a long rest. Damaging or destroying a tongue deals no damage to the worm.

Slowed, Not Stopped (3/Day). When the worm fails a saving throw, they can choose to succeed instead. When they do, their speed and the reach of their Tongue Grab attack are each reduced by a cumulative 10 feet until they finish a long rest. The worm's speed and reach can't be reduced below 5 feet in this way.

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

Actions

Multiattack. The worm can make a number of Tongue Grab attacks equal to the number of tongues they currently have (see Multiple Tongues). The worm can replace any number of those attacks with a use of Swallow.

Tongue Grab. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 14 (4d6) acid damage, and the creature is grappled (escape DC 19). Until this grapple ends, the worm can't use this tongue against another target.

Maw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is Huge or smaller, they must succeed on a DC 19 Dexterity saving throw or be swallowed (as if by the worm's Swallow action).

Swallow. The worm pulls a Huge or smaller grappled creature into their maw and swallows them. A swallowed creature is no longer grappled, but they are blinded and restrained, have total cover against attacks and other effects outside the worm, and take 28 (8d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside them, the worm must succeed on a DC 21 Constitution check at the end of that turn or regurgitate all swallowed creatures, each of whom fall prone in an unoccupied space within 10 feet of the worm. If the worm dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Bonus Actions

Tongue Sweep. The worm violently swings a creature they have grappled. The grappled creature takes 10 (3d6) bludgeoning damage, and each enemy within 10 feet of the grappled creature must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

Reactions

Tongue Recall. When one of the worm's tongues takes damage that doesn't immediately destroy it, the worm can release any target that tongue is grappling and recall the tongue back inside the worm's body. That tongue can't be targeted until the worm uses it to grapple a creature again.

Villain Actions

The worm has three villain actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

Action 1: Open the Earth. The worm writhes, sending tremors through the ground and opening a 20-foot-wide, 100-foot-long, 40-foot-deep fissure in the ground, originating from the worm. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature falls into the fissure, taking 14 (4d6) bludgeoning damage from the fall and landing prone. On a successful save, a creature flees to the closest unoccupied space outside the fissure's area.

Action 2: Earth Breach. The worm burrows up to half their speed and then bursts through the surface, breaching the ground in a 10-foot-radius circle. Huge and smaller creatures within that area must succeed on a DC 19 Dexterity saving throw or be swallowed (as if by the worm's Swallow action).

Action 3: Better Out Than In. The worm projectile vomits the contents of their stomach in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 21 (6d6) bludgeoning damage plus 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. Additionally, creatures who were swallowed by the worm are regurgitated, taking 21 (6d6) bludgeoning damage and landing prone in an unoccupied space of the worm's choice within that area.

Kingfissure Worm Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	3 (–4)	10 (+0)	6 (–2)

Saving Throws Str +3 plus PB, Dex –1 plus PB
Skills Athletics +3 plus PB, Perception +0 plus PB
Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 10 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

Signature Attack (Tongue Lash). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB acid damage.

1st Level: Distracting Attack (2 Ferocity). The worm makes a signature attack. On a hit, the attack deals its normal effects, and the next attack roll made against the target before the start of the worm's next turn has advantage.

3rd Level: Tongue Grab (5 Ferocity). The worm makes a signature attack. On a hit, the target is also grappled (escape DC 10 plus PB). Until this grapple ends, the target is restrained and the worm can't make a signature attack against another target.

5th Level: Swallow (8 Ferocity). The worm attempts to swallow a Medium or smaller creature within 5 feet of them. The target must make a DC 10 plus PB Dexterity saving throw. On a failed save, the target takes PBd6 bludgeoning damage and is swallowed. On a successful save, the target takes half as much damage and isn't swallowed. The worm can have only one target swallowed at a time.

A swallowed target is blinded and restrained, they have total cover against attacks and other effects outside the worm, and they take PBd6 acid damage at the start of each of the worm's turns. Whenever the worm takes damage, they must succeed on a Constitution saving throw or regurgitate the swallowed creature, who falls prone in an unoccupied space within 5 feet of the worm. The DC for this saving throw equals 10 or half the triggering damage, whichever is higher. If the worm is incapacitated or dies, a swallowed creature is no longer restrained by the worm and can escape from the corpse using 5 feet of movement, exiting prone.

Bonus Actions

Item Storage. The worm can swallow an object without harming it by storing the object in a second stomach. They can use this bonus action again to regurgitate a specific stored object without disturbing any other objects in their second stomach. A regurgitated object lands in an unoccupied space within 5 feet of the worm.

The worm's second stomach can hold up to PB × 10 pounds of objects, not exceeding a volume of 10 cubic feet.

Mystic Connection: Kingfissure Worm

If you're playing a beastheart and have a kingfissure worm companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Fissure Force. As an action, you can send tremors through dirt, sand, or solid stone. The area within 30 feet of your current space becomes difficult terrain for enemies for 1 minute. For the duration, an enemy who starts their turn inside this area must succeed on a Dexterity saving throw against your exploit save DC or be knocked prone. Once you use this action, you can't do so again until you finish a long rest.

Kobolds

Kobold communities, called legions, are found in every biome and across the timescape. Gravitating toward powerful allies and defensible locations, kobolds are equally common in walled cities, secluded temples, subterranean tunnel-mazes, and dragon lairs. Most legions strive to be good neighbors or to go entirely unnoticed, but when a community falls under the sway of a malevolent wyrm or power-hungry centurion, they pose a significant threat.

Defensive Masters. In a world filled with bigger, hungrier creatures, kobolds survived by becoming experts in collective defense. Kobold shield tactics are legendary; every warrior carries a shield into battle, and soldiers defend each other in tightly choreographed formations. More than a tool, a kobold's shield is a symbol of their commitment to defending their legion, and they decorate these treasured possessions with battle trophies and illustrations of great deeds.

Kobold legionaries may join worthy adventurers as retainers, lending their defensive prowess to their new allies as they ko-boldly go where no kobold has gone before.

Unconventional Tactics. Relentless innovators, kobolds can easily outsmart anyone who doesn't take them seriously. Their foes haven't experienced a true kobold battle until they survive exploding javelins or flaming nets. Kobold homes are protected with deadly hazards and ambush points. In open warfare, legions deploy mechanical dragons and flaming spike pit traps.

Tiny Dragons. Most kobolds believe their ancestors were created by powerful dragons—and with sharp, angular features and prominent dorsal crests, they certainly look the part! Newborn kobolds have brilliant chromatic, metallic, or crystalline scales; as kobolds age, their scales dim and mottle. Owing to a deep magical connection, a legion that lives under the patronage of a dragon adopts the color of their patron's scales over several generations.

Shieldscale Drangolin

Kobolds train drangolins—draconic pangolins—to dig residential tunnel networks and neutralize enemy fortifications. While drangolins can curl into balls and smash through obstacles, kobold tacticians prefer to go under walls instead of through them. After burrowing, the drangolin erupts into the center of an enemy camp, then kobold legionaries pour out through the tunnel.

Made of Shields. Kobold legions decorate their drangolin's scales to match their own shields' designs, and warriors consider it a good omen when the scale they painted blocks a blow. When a drangolin loses a scale in battle, it's gifted to a warrior to serve as their shield.

Deadly Kobolds!

The kobolds in this book are built to work together. We found out during playtesting that they worked a little too well together after these little lizards murdered several dozen player characters. As a result, we reduced the power of the kobolds quite a bit, but a squad of these small dragons is still a formidable force against squishy 1st-level characters. One unlucky critical hit against a 1st-level wizard spells that hero's doom.

When employing these kobolds against a 1st-level party, use the kobolds with a challenge rating of 1 or lower (unless you're looking to make things deadly). Save the artifex and shieldscale dragonlin for the next adventure! We also recommend using no more non-minion kobolds than there are characters in a single encounter. If you want 1st-level characters battling it out against an entire kobold legion, that's what the tiro is for.

Oh, that reminds us, if you want to playtest future MCDM products and see what killer creatures we create next, join our Discord community by going to *mcdm.gg/discord*.

Kobold Adeptus

CR 1/8 Artillery

Small Humanoid (Kobold), Any Alignment — 25 XP

Armor Class 12 (shield)
Hit Points 10 (4d6 – 4)
Speed 30 ft.

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

Skills Athletics +1, Arcana +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The adeptus gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the adeptus must be wielding a shield.

Actions

Firecracker. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (2d4) fire damage, and the target must succeed on a DC 12 Constitution saving throw or be deafened until the end of their next turn.

Shocking Grasp (Cantrip). *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of their next turn. The adeptus has advantage on this attack roll if the target is wearing metal armor.

Lesser Magic Missile (1/Day; 1st-Level Spell). The adeptus creates three glowing darts of magical force. Each dart hits a creature of their choice who they can see within 120 feet of them. A dart deals 2 (1d2 + 1) force damage to its target. The darts all strike simultaneously, and the adeptus can direct them to hit one creature or several. This action is considered to be the *magic missile* spell for the purpose of other spells and effects.

Kobold Artifex

CR 2 Controller

Small Humanoid (Kobold), Any Alignment — 450 XP

Armor Class 15 (chain shirt, shield)
Hit Points 49 (14d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	15 (+2)	10 (+0)	11 (+0)

Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The artifex gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the artifex must be wielding a shield.

Actions

Multiattack. The artifex makes one Chain Hook attack and uses Activate Trap, if available.

Chain Hook. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and if the target is a Large or smaller creature, they must succeed on a DC 12 Strength saving throw or be pulled up to 15 feet toward the artifex.

Activate Trap (3/Day). The artifex activates one of the following hidden traps; the artifex can't use the same trap two rounds in a row:

Spiky Pit Trap. The artifex chooses a point on the ground that they can see within 60 feet of them, opening a concealed 15-foot-square trapdoor on the ground centered on that point to reveal a 10-foot-deep pit trap lined with spikes. Creatures on the ground in the trapdoor's area must make a DC 12 Dexterity saving throw. On a failed save, a creature falls into the pit and takes 3 (1d6) piercing damage from the spikes and 3 (1d6) bludgeoning damage from the fall. On a successful save, a creature moves to the nearest unoccupied space outside that area.

Swarm of Bees Trap. The artifex chooses a point on the ground that they can see within 60 feet of them, causing a buried canister to erupt and release a 15-foot-radius, 10-foot-high cylinder of swarming bees. When a creature enters the swarm's area for the first time on a turn or starts their turn there, they must make a DC 12 Constitution saving throw. On a failed save, a creature takes 5 (2d4) poison damage and is poisoned until the end of their next turn. On a successful save, a creature takes half as much damage and isn't poisoned. At the start of each of the artifex's turns, the swarm moves 10 feet away from the artifex in a straight line. The swarm disperses after 1 minute or when the artifex dies.

Wall of Fire Trap. The artifex chooses a point on the ground that they can see within 60 feet of them, igniting a concealed trench of oil and creating a 20-foot long, 15-foot high, and 1-foot-thick wall of fire. When the wall appears, each creature within its area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. A creature who enters the wall for the first time on a turn or ends their turn there takes 7 (2d6) fire damage. The wall is opaque and lasts for 1 minute.

Kobold Centurion

CR 1 Controller

Small Humanoid (Kobold), Any Alignment — 200 XP

Armor Class 14 (chain shirt, shield)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	13 (+1)	16 (+3)	10 (+0)	12 (+1)

Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The centurion gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the centurion must be wielding a shield.

Actions

Pilum. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Firetail Pilum (2/Day). The centurion ignites a pilum then uses it to make a ranged Pilum attack against a target within 60 feet of them. Hit or miss, the target and each creature in a 5-foot-wide line between the target and the centurion must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) fire damage. The line smolders for 1 minute, creating a 5-foot-wide, 20-foot-tall wall of opaque smoke. A creature within reach of the pilum can use an action to extinguish it, causing the smoke to dissipate.

Boom Pilum!!! (1/Day). The centurion straps a vial of unstable ores to a pilum then uses it to make a ranged Pilum attack against a target within 60 feet of them. Hit or miss, the ores explode after the attack. The target and each creature within 10 feet of them must make a DC 13 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage, is knocked prone, and is deafened for 1 minute (save ends at end of turn). On a successful save, a creature takes only half as much damage and isn't knocked prone or deafened.

Running an Artifex

The artifex's shenanigans are more believable if they're waiting at the battlefield when the characters arrive—the idea is that the artifex is triggering traps they have already set. How they trigger traps is up to you. They could throw their chain hook to pull hidden levers, use a wand or mechanical contraption, or even yell commands to other kobolds toiling in tunnels under the battlefield.

You can increase an encounter's difficulty by giving the artifex allies who can push characters into the traps, or by staging the combat in tight quarters so the traps are more likely to hit multiple characters.

You can decrease an encounter's difficulty by reducing the size of the traps, by placing the traps in predetermined areas and letting characters make ability checks to detect them, or by staging the combat in an open area where the characters can spread out.

If the characters dare to challenge a kobold legion in their own lair, an artifex makes an excellent leader of the defense. Give the artifex a way of seeing throughout the lair, such as a network of mirrors, and let them trigger traps anywhere within the lair.

Lairs let you deploy traps that wouldn't make sense in open combat, such as:

- A tripwire that sends a boulder rolling down the hallway.
- A tightrope over a lava pool and a concealed kobold on the other side waiting to cut the rope.
- A pool of blood that conceals a few **blood-borne oozes** (see "Graveyard and Tomb" in chapter 2, "Environments").
- Maze-like corridors and moving false walls that disorient the characters and lead them toward an ambush.

Individually they're nowhere near as tough as goblins, but as a group? It's just a major, major headache. Better to treat with them. Flatter them. They like that. Tell 'em you like dragons–that usually works.

The Sun,
Senior Pyrokinetic,
The Society

Kobold Legionary

CR 1/2 Soldier
100 XP

Small Humanoid (Kobold), Any Alignment

Armor Class 14 (chain shirt, shield)
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The legionary gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the legionary must be wielding a shield.

Actions

Multiattack. The legionary makes two Gladius attacks. They can replace one attack with a Shield Bash attack.

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

Shield Bash. *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, they must succeed on a DC 12 Strength saving throw or be knocked prone.

Reactions

Reinforce. When an ally within 10 feet of the legionary is targeted by an attack, the legionary can move to the nearest unoccupied space within 5 feet of that creature. If that creature also has the Shield? Shield! trait, they gain the benefit of that trait against the triggering attack. To use this reaction, the legionary must be able to see the ally and the attacker.

Kobold Signifer

CR 1 Support

Small Humanoid (Kobold), Any Alignment — 200 XP

Armor Class 14 (shield)
Hit Points 17 (5d6)
Speed 30 ft.

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

Skills Athletics +3, Intimidation +4, Performance +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The signifer gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the signifer must be wielding a shield.

Standard Bearer. Each kobold unit can have one or more signifers, whose weapon is their unit's battle standard. If a signifer drops their signum, they use the **kobold tiro** stat block instead. If an allied kobold tiro uses an action to pick up a signum not carried by another creature, that tiro uses the **kobold signifer** stat block instead. When a signifer or tiro's stat block changes in this way, any conditions or effects currently affecting them remain active, and their hit points and hit point maximum remain the same.

A signum that isn't being held by a creature can be damaged; it has AC 15, 5 hit points, and immunity to poison and psychic damage.

Actions

Multiattack. The signifer makes two Signum attacks.

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

Shield Wall Formation. The signifer chooses up to four kobolds within 60 feet of them who can hear them. Each kobold can use their reaction to move up to their speed, and each kobold who does so must end this movement within 5 feet of an ally.

Bonus Actions

Glory to the Legion (1/Day). The signifer and each ally within 30 feet of them who can hear them regains 5 (2d4) hit points.

Upholding High Standards

No legion would let their glorious standard lie trampled beneath the boots of their enemies. When a signifer dies, the nearest tiro races to the body to pick up the signum. If an enemy picks up the signum or harms it, the kobolds focus their attacks on that creature.

Kobold Tiro

CR 1/8 Minion

Small Humanoid (Kobold), Any Alignment — 5 XP

Armor Class 12 (shield)
Hit Points 4
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	11 (+0)	8 (–1)	8 (–1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Proficiency Bonus +2

Minion. If the tiro takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the tiro takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Shield? Shield! The tiro gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the tiro must be wielding a shield.

Testudo. When the tiro finishes a long rest, they choose a non-minion creature to be their commander. While a tiro who isn't incapacitated or prone is within 5 feet of their commander, the commander gains a cumulative +1 bonus to AC (maximum bonus of +5).

Actions

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

Kobold Veles

Kobold Veles

CR 1/8 Skirmisher

Small Humanoid (Kobold), Any Alignment — 25 XP

Armor Class 13 (shield)
Hit Points 10 (3d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	11 (+0)	8 (–1)	8 (–1)

Skills Athletics +3
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Proficiency Bonus +2

Shield? Shield! The veles gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the veles must be wielding a shield.

Actions

Pilum. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the attack hits a creature wielding a shield, the veles can embed the pilum in the shield, giving the target disadvantage on attack rolls until the target either stops wielding the shield or uses an action to remove the pilum from it. The veles carries six pila.

Bonus Actions

Pivot. The veles moves up to half their speed without provoking opportunity attacks.

Kobold Venator

CR 1/4 Ambusher

Small Humanoid (Kobold), Any Alignment — 50 XP

Armor Class 13 (shield)
Hit Points 14 (4d6)
Speed 30 ft.

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

Skills Athletics +4, Perception +3, Stealth +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Proficiency Bonus +2

Not What I Seem. The venator begins combat disguised as an inexperienced warrior. They have advantage on their first weapon attack roll against a creature who hasn't seen them make an attack.

Shield? Shield! The venator gains a +1 bonus to AC while within 5 feet of at least one ally who also has this trait, is wielding a shield, and isn't incapacitated or prone. To benefit from this trait, the venator must be wielding a shield.

Actions

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

Net. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained until they are freed. A creature can use their action to make a DC 10 Strength check, freeing themself or another creature within their reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming them and destroys the net. The venator carries one net.

Bonus Actions

Lost in the Crowd. The venator takes the Hide action. They have advantage on their Dexterity (Stealth) check if they are within 5 feet of two or more allied kobolds.

Then We Light the Net on Fire! The venator chooses a creature within 5 feet of them who is restrained by a net and lights that net on fire. While restrained by the net, the target takes 3 (1d6) fire damage at the start of each of their turns. Each time the net deals damage, roll any die. On an odd result, the net burns away and is destroyed, freeing the restrained creature. A creature who attempts to free the restrained creature from the net (as described in the venator's Net attack) automatically puts out the fire as part of that action, regardless of whether that check succeeds.

Kobold Magic Items

Since kobolds have strength in numbers, they benefit from magic items that allow them to communicate privately over long distances, such as *spell scrolls* of *message* or *sending*. They also like items that allow them to benefit several allies at once and stay together as a group, such as a *folding boat* or *instant fortress*.

While many epic heroes carry weapons of legend into battle, a kobold champion's shield is almost as famous as the warrior wielding it. Kobolds who wield magic shields are typically warriors of great renown who are known across the land.

Shieldscale Drangolin

CR 2 Brute
Large Dragon, Unaligned
450 XP

Armor Class 16 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	4 (–3)	10 (+0)	6 (–2)

Saving Throws Str +5, Con +5
Skills Perception +2, Survival +2
Damage Resistances fire
Senses tremorsense 60 ft., passive Perception 12
Languages —
Proficiency Bonus +2

Tunneler. The drangolin can burrow through solid rock at half their burrow speed and leaves behind a 3-foot-diameter tunnel when they burrow. Tiny and Small creatures can move through it normally, and Medium and Large creatures can squeeze through it. This tunnel collapses after 10 minutes.

Actions

Fiery Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) fire damage.

Erupt (1/Day). If the drangolin is burrowing within 10 feet of the surface, they can erupt from the ground (without spending movement) into a space that contains one or more creatures. When they do, each creature within 10 feet of the drangolin must make a DC 13 Dexterity saving throw. A creature directly above the drangolin when they emerge has disadvantage on this saving throw. On a failed save, a creature takes 14 (4d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes only half as much damage and is pushed 5 feet to an unoccupied space of their choice instead of being knocked prone.

Wrecking Ball (1/Day). The drangolin moves up to twice their walking speed in a straight line without provoking opportunity attacks. While doing so, they can enter Large or smaller creatures' spaces. If the drangolin enters another creature's space during this move, that creature must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage plus 7 (2d6) fire damage. If the drangolin enters the space of a structure or object that isn't being worn or carried, it takes twice as much damage.

Reactions

Ash Shot. When a creature the drangolin can sense moves within 5 feet of them, the drangolin sprays them with a cloud of ash. The target must succeed on a DC 13 Dexterity saving throw or be blinded until the start of their next turn.

Kobold Decanus

Retainer

Small Humanoid (Kobold), Any Alignment

Armor Class 15 (medium armor; includes shield)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, History +1 plus PB, Perception +0 plus PB
Senses darkvision 60 ft., passive Perception 10 plus PB
Languages Common, Draconic
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Gladius). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB piercing damage. Beginning at 7th level, the decanus can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Reinforce (3/Day). When the decanus sees an ally within 30 feet of them being targeted by an attack, the decanus can use a reaction to move up to their speed toward the target. If the decanus ends their movement within 5 feet of the target, the target gains a +PB bonus to their AC until the beginning of the decanus's next turn, including against the triggering attack.

5th Level: Shield Bash (3/Day). The decanus attempts to topple a Medium or smaller creature within 5 feet of them. The target must succeed on a DC 10 plus PB Strength saving throw or be knocked prone. Succeed or fail, the decanus then makes two signature attacks against any creature within reach.

7th Level: One-Kobold Army (1/Day). The decanus moves up to their speed, then makes a number of signature attacks equal to the number of enemies within 5 feet of them (minimum of three attacks). Each enemy within range must be attacked at least once. On a hit, the target must succeed on a DC 10 plus PB Charisma saving throw or be frightened of the decanus for 1 minute (save ends at end of turn).

Mystic Connection: Drangolin

If you're playing a beastheart and have a drangolin companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Ear to the Ground. As a bonus action, you gain tremorsense out to a range of 60 feet for 10 minutes. Once you use this bonus action, you can't do so again until you finish a long rest.

Drangolin Companion

Companion

Large Dragon, Unaligned

Armor Class 15 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	4 (–3)	10 (+0)	8 (–1)

Saving Throws Str +3 plus PB
Skills Perception +0 plus PB, Survival +0 plus PB
Damage Resistances fire
Senses tremorsense 60 ft., passive Perception 10 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Tunneler. The drangolin can burrow through solid rock at half their burrow speed and leaves behind a 3-foot-diameter tunnel when they burrow. Tiny and Small creatures can move through this tunnel normally, and Medium and Large creatures can squeeze through it. This tunnel collapses after 10 minutes.

Actions

Signature Attack (Claws). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB slashing damage.

1st Level: Spit Breath (2 Ferocity). The drangolin breathes fire at their foe. This attack uses the statistics for their signature attack, except the fire is a ranged weapon with a normal range of 30 feet and a long range of 60 feet. On a hit, the attack deals an extra PB damage, and all the damage dealt by the attack is fire damage instead of piercing damage.

3rd Level: Roll Out (5 Ferocity). The drangolin moves up to their walking speed in a straight line without provoking opportunity attacks. The drangolin can end this movement in a space that contains another creature. If they do, that creature takes 2 × PB bludgeoning damage for every 10 feet the drangolin traveled, and they must make a DC 10 plus PB Strength saving throw. On a failed save, the creature is knocked prone. On a successful save, the creature is pushed 5 feet out of the drangolin's space into an unoccupied space of the creature's choice.

5th Level: Rend and Roast (8 Ferocity). The drangolin makes two signature attacks against the same target, then breathes fire on them. The target must make a DC 10 plus PB Dexterity saving throw, taking PBd6 fire damage on a failed save, or half as much damage on a successful one.

Reactions

Ash Shot (Recharges after a Long Rest). When an enemy the drangolin can see moves within 5 feet of the drangolin's caregiver, the drangolin sprays the enemy with ash. If the drangolin is within 30 feet of their caregiver, the target must succeed on a DC 10 plus PB Dexterity saving throw or be blinded until the start of the drangolin's next turn.

Lightbenders

Lightbenders prowl deserts, plains, forests—any sunbathed wilderness. Their adaptations make them skilled daylight predators. This monstrous creature's fur bends and refracts light from the surrounding environment, producing mirages that distract and confuse their prey—hence their name.

Hidden Hunters. At a distance, a lightbender looks akin to a regular lion, but closer inspection reveals their glowing eyes, iridescent mane, and pair of lashing tails spiked with refractive crystals. The lightbender's pelt magically warps light around them to disguise their movement, allowing them to teleport while leaving behind a past visual imprint. Unsuspecting prey rarely realize they're staring at an afterimage of the lightbender until the fearsome creature pounces.

Prized Manes. Both male and female lightbenders have the distinctive mane, which is highly prized for its light-displacing qualities and can be fashioned into a *mantle of the lightbender*, though only a few mages possess the knowledge to do so.

Protective Companions. Though lightbenders are typically solitary creatures, they sometimes cross into another lightbender's territory to help protect a newborn litter of kittens. A few people have succeeded in taming lightbenders as guards or hunting animals, and if treated well, they can make for loyal protectors, often viewing their smaller humanoid companions as surrogate kittens.

Mantle of the Lightbender

Wondrous Item, Uncommon (Requires Attunement)

This elegant cloak is lined with the iridescent mane of a lightbender. When you're hit with an attack while wearing this cloak, you can use your reaction to reveal that the attacker is attacking a past visual imprint of you. You appear in an unoccupied space you can see within 30 feet of your imprint, the attack misses, then the imprint disappears. You can't use this reaction if the attacker relies on senses other than sight, such as blindsight, or if they can perceive illusions as false, as with truesight. Once you use the cloak to reveal a past visual imprint of yourself, you can't do so again until the next dawn.

Who Are You Wearing?

A lightbender can become enraged in the presence of a creature wearing the *mantle of the lightbender* and attack mercilessly. Lightbender companions often refuse to adventure with characters who wear such a magic item. At the GM's discretion, the mane of a lightbender companion can't be used to create a mantle—in part because the companion's life among other creatures leaves them with a smaller mane, and in part because this prevents adventurers from hacking their friend to pieces.

Lightbender

CR 5 Ambusher

Large Monstrosity, Unaligned — 1,800 XP

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Skills Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages —
Proficiency Bonus +3

Avoidance. If the lightbender is subjected to an effect that allows them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Pounce. If the lightbender moves at least 20 feet straight toward a creature and then hits them with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the lightbender can make one Bite attack against them as a bonus action.

Actions

Multiattack. The lightbender makes one Bite attack and two Claw attacks, or uses their Tail Whip twice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) radiant damage.

Hypnotic Mane (1/Day). The lightbender discharges the light absorbed in their mane into a brilliant, mesmerizing display. Each creature within 15 feet of the lightbender must succeed on a DC 14 Wisdom saving throw or be charmed by the lightbender for 1 minute. While charmed in this way, a creature is incapacitated and has a speed of 0. If a creature charmed in this way takes damage or if someone else uses an action to shake the creature out of their stupor, the condition ends for that creature.

Reactions

Afterimage. When the lightbender is hit by an attack, they can reveal that the attacker is attacking a past visual imprint of the lightbender. The lightbender appears in an unoccupied space they can see within 30 feet of their imprint, the attack misses, then the imprint disappears. The lightbender can't use this reaction if the attacker relies on senses other than sight, such as blindsight, or if they can perceive illusions as false, as with truesight.

Mystic Connection: Lightbender

If you're playing a beastheart and have a lightbender companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Unleash Sunlight. As a bonus action, you cause your skin to flare with brilliant light. Each creature of your choice within 10 feet of you who can see you must succeed on a Constitution saving throw against your exploit save DC or be blinded for 1 minute (save ends at end of turn). Once you use this bonus action, you can't do so again until you finish a long rest.

Lightbender Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 50 ft.

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

Saving Throws Str +3 plus PB, Dex +2 plus PB
Skills Perception +1 plus PB, Stealth +2 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Tail Whip (2 Ferocity). The lightbender makes a signature attack. On a hit, the attack deals an extra PB radiant damage to the target, and a different creature the lightbender chooses within 15 feet of them takes PB radiant damage.

3rd Level: Silent Pounce (5 Ferocity). The lightbender teleports 30 feet to an unoccupied space they can see. Before or after teleporting, the lightbender can make a signature attack. If the attack hits, the target is knocked prone.

5th Level: Hypnotic Mane (8 Ferocity). Each creature within 10 feet of the lightbender must succeed on a DC 10 plus PB Wisdom saving throw or be charmed by the lightbender until the end of the lightbender's next turn. While charmed in this way, a creature is incapacitated and has a speed of 0. If a creature charmed in this way takes damage or if someone else uses an action to shake the creature out of their stupor, the condition ends on that creature.

Reactions

Shared Afterimage (Recharges after a Long Rest). When the lightbender and their caregiver are within 30 feet of each other and one of them is hit by an attack, the lightbender reveals that both they and their caregiver are past visual imprints. The lightbender and the caregiver each appear in an unoccupied space they can see within 30 feet of their imprints, the attack misses, then the imprints disappear. The lightbender can't use this reaction if the attacker relies on senses other than sight, such as blindsight, or if they can perceive illusions as false, as with truesight.

Lizardfolk Grunt

Lizardfolk

Lizardfolk prefer warm, tropical climes, but they're willing to settle in any humid region—the more moisture in the air, the better. Even in colder climates, lizardfolk can be found in any sufficiently marshy environment. Bogs and wetlands are favorites.

Their scales protect both against weapons and the moisture in their native environments. Coloring and hue vary wildly with environment and diet.

Lizardfolk aren't especially hostile unless they feel their territory is threatened—which they often feel, because it often is. But for respectful travelers, entering lizardfolk territory need be no great hardship. Lizardfolk cultures often take up a specific trade, like boatmaking, fletching, weaving, or navigating, and they sell their services to travelers in need, including lizardfolk from other places.

Homeland Protectors. Adventurers cross paths with lizardfolk while trekking through their homelands. The reptilian humanoids watch travelers who skirt too close to sources of food and shelter, attacking those who take more than they need. Many lizardfolk dwell in caverns and abandoned ruins for protection. Treasure-seekers who delve into these places are typically given one warning before the attack begins.

Focused and Loyal. Most lizardfolk speak plainly, viewing blunt honesty as a sign of respect. When they make a vow or personal promise, they do all they can to honor that word. Lizardfolk who swear to destroy an enemy follow their quarry to the ends of the earth.

Marshland Tyrants. In times of crisis, such as a food shortage, an evil lizardfolk leader can exploit the emergency, oppressing others in the name of defending their territory. But there are always other local lizardfolk tribes who oppose such aggressive, expansionist posturing; they often seek the aid of others who value freedom from tyranny.

Lizardfolk Bloodeye

CR 2 Controller

Medium Humanoid (Lizardfolk), Any Alignment — 450 XP

Armor Class 16 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Str +5
Skills Athletics +5, Perception +5
Senses passive Perception 15
Languages Common, Draconic
Proficiency Bonus +2

Amphibious. The bloodeye can breathe air and water.

Actions

Multiattack. The bloodeye makes one Bite or one Bola attack and uses Bloodeye Bolt or Mesmeric Lure, if available.

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

Bola. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is restrained by the bola. A creature can use their action to make a DC 10 Strength check, freeing themself or another creature within their reach from the bola on a success. Dealing 5 slashing damage to the bola (AC 10) destroys it and frees a creature restrained by it without harming them.

Bloodeye Bolt (3/Day). The bloodeye shoots blood from their eyes at one creature they can see within 30 feet of them. The target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute (save ends at end of turn).

Mesmeric Lure (3/Day). The bloodeye hypnotically stares at one creature they can see within 30 feet of them. The target must succeed on a DC 13 Wisdom saving throw or all creatures other than the bloodeye are invisible to them until the end of the bloodeye's next turn.

Reactions

Reptilian Escape (1/Day). If the bloodeye fails a Strength or Dexterity saving throw, they lose their tail and succeed instead. They regrow their tail when they finish a long rest.

Lizardfolk Scaletooth

Lizardfolk Tactics

Lizardfolk prefer to take on enemies in the water, since their swimming speed and Amphibious trait give them the upper hand against enemies without those traits. Bloodeyes, grunts, and scaletooths grapple or restrain enemies to keep them underwater, while terrorsaurs patrol above the surface, hunting any foe who dares to escape.

Lizardfolk Grunt

CR 1/2 Minion

Medium Humanoid (Lizardfolk), Any Alignment — 20 XP

Armor Class 14 (natural armor)
Hit Points 7
Speed 30 ft., swim 30 ft.

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

Senses passive Perception 11
Languages Common, Draconic
Proficiency Bonus +2

Amphibious. The grunt can breathe air and water.

Minion. If the grunt takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the grunt takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Bite (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target is grappled by each grunt who joined the attack (escape DC 10 plus the number of grunts grappling; on a success, the target escapes every grunt grappling them). Until this grapple ends, the target is restrained, and the grunts who joined the attack can't bite another target.

Javelin (Group Attack). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 piercing damage.

Lizardfolk Scaletooth

CR 1/2 Brute

Medium Humanoid (Lizardfolk), Any Alignment — 100 XP

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +4, Survival +2
Senses passive Perception 10
Languages Common, Draconic
Proficiency Bonus +2

Amphibious. The scaletooth can breathe air and water.

Actions

Multiattack. The scaletooth makes one Bite attack and one Tail attack.

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and if the target is a Medium or smaller creature, the scaletooth can move them 5 feet in any direction or grapple them (escape DC 12). Until this grapple ends, the scaletooth can't make a Tail attack against another target.

Rending Bite. The scaletooth makes a Bite attack with advantage against one creature they have grappled, dealing an extra 3 (1d6) piercing damage on a hit.

Reactions

Reptilian Escape (1/Day). If the scaletooth fails a Strength or Dexterity saving throw, they lose their tail and succeed instead. They regrow their tail when they finish a long rest.

Lizardfolk Terrorsaur

CR 4 Skirmisher

Medium Humanoid (Lizardfolk), Any Alignment 1,100 XP

Armor Class 14 (natural armor; 16 while flying)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 50 ft., swim 30 ft.

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

Skills Athletics +6, Perception +3, Stealth +5
Senses passive Perception 13
Languages Common, Draconic
Proficiency Bonus +2

Aerial Agility. While the terrorsaur is flying, their AC is 16.

Amphibious. The terrorsaur can breathe air and water.

Running Start. The terrorsaur can use only their flying speed if they first either fall 10 feet without hitting the ground or walk 10 feet in a straight line on that turn.

Actions

Multiattack. The terrorsaur makes one Bite attack and one Glaive attack.

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

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Blowgun (Recharge 6). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one creature. *Hit:* 1 piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Reactions

Reptilian Escape (1/Day). If the terrorsaur fails a Strength or Dexterity saving throw, they lose their tail and succeed instead. They regrow their tail when they finish a long rest.

Skulking Retreat. If the terrorsaur takes damage from a melee attack, they can move up to half their speed.

They shed their tails! So cool! Of course then everyone wants lizardfolk tails as spell ingredients–that's not so cool. It doesn't even do anything!

Pinna, Hedge Witch, Gravesford

Real-World Inspiration

Many of the lizardfolk traits and actions are inspired by real-world lizard anatomy. For instance, the horned lizard shoots blood from its eyes when threatened, inspiring the lizardfolk bloodeye's Bloodeye Bolt action. The draco lizard has ribs connected by folds of skin that can extend and retract, forming wings that allow them to glide from tree to tree. The terrorsaur takes inspiration from the draco lizard.

Lizardfolk Hunter

Retainer

Medium Humanoid (Lizardfolk), Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft., swim 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Nature +0 plus PB, Perception +2 plus PB
Senses passive Perception 12 plus PB
Languages Common, Draconic
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Greatsword). *Melee Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 2d6 plus PB slashing damage. Beginning at 7th level, the hunter can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Wrenching Bite (3/Day). As an action, the hunter makes a signature attack against a Large or smaller creature. On a hit, the target is grappled (escape DC 10 plus PB). Until the grapple ends, the target takes PB piercing damage at the end of each of their turns, and the hunter can't use their Wrenching Bite against another target.

5th Level: Thrashing Tail (3/Day). As an action, the hunter makes a signature attack against a Large or smaller creature. On a hit, the target must succeed on a DC 10 plus PB Dexterity saving throw or fall prone. While the hunter is within 5 feet of this prone target, the target can't stand up unless they use an action to make a DC 10 plus PB Strength (Athletics) check. On a success, the target can stand up.

7th Level: Hypnotic Sleep (1/Day). As a bonus action, the hunter drones lullingly. Each creature within 5 feet of the hunter who can hear them must succeed on a DC 10 plus PB Constitution saving throw or fall unconscious for 1 minute. An unconscious target wakes up if they take damage, the hunter becomes incapacitated, the hunter moves more than 5 feet away from the target, or another creature uses an action to rouse the target.

Manticores

A weary traveler hears a clarion call through the forest or friendly voices from a rocky shelter, and their heart leaps at the promise of refuge—only to find themself at the mercy of serrated teeth and poisoned spikes. In a manticore's territory, people go missing without a trace. These fearsome creatures carve out their hunting grounds in forests near small villages, mountain passes where caravans travel, and other locations with plentiful wildlife. While manticores can subsist on a carnivorous diet of any nearby prey, their choicest meal is humanoid flesh.

Uncanny Appearances. A manticore has a lion's body, a dragon's wings, and a scorpion's tail barbed with spines, but their most unnerving trait is their humanoid face. Owing to a quirk of magical evolution, manticores develop the features of common mortal lineages that populate their region of birth. For example, a manticore in an area densely populated by tieflings inherits fiendish eyes and devilish horns. Manticores are born with an inherent understanding of a regional language, but they can speak only through mimicking that which they've heard—a talent manticores use to lure in prey.

Heralds of Death. Manticores have a magical howl like a trumpet. This haunting sound not only terrifies creatures, but makes them more susceptible to the manticore's bite. While on the hunt, manticores often take to the skies, shooting poison-tipped spikes from their tail to weaken their victims before howling and closing in.

Ferocious Companions. A manticore who develops a taste for humanoids can rarely be tamed. But a young manticore who has yet to cut their teeth on such flesh can be raised into a fearsome ally. After a trained manticore companion finally tastes delicious humanoid flesh, they typically remain loyal to their caregiver.

Mystic Connection: Manticore

If you're playing a beastheart and have a manticore companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Spined Skin. As a bonus action, you cause your skin to sprout poisoned spines for 1 minute. For the duration, a creature who touches you or hits you with a melee attack takes 5 (1d10) piercing damage, and they must succeed on a Constitution saving throw against your exploit save DC or be poisoned for 1 minute (save ends at end of turn). Once you use this bonus action, you can't do so again until you finish a long rest.

Manticore

CR 3 Skirmisher

Large Monstrosity, Typically Neutral — 700 XP

Armor Class 13
Hit Points 76 (9d10 + 27)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages understands any one language but speaks only through the use of their Mimicry trait
Proficiency Bonus +2

Agile Predator. When the manticore hits a creature with an attack on the manticore's turn, the manticore doesn't provoke opportunity attacks from that creature for the rest of that turn.

Mimicry. The manticore can mimic any words or phrases they have heard in a language they understand. A creature who hears the speech can tell it is an imitation with a successful DC 10 Wisdom (Insight) check.

Actions

Multiattack. The manticore makes one Bite and one Claw attack, or two Tail Spike attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature who is frightened of the manticore, they take an extra 4 (1d8) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the manticore can move the target up to 5 feet horizontally.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of their next turn.

Bonus Actions

Trumpeting Howl (1/Day). Each enemy within 120 feet who can hear the manticore must succeed on a DC 13 Wisdom saving throw or be frightened of the manticore for 1 minute (save ends at end of turn). If the initial saving throw fails by 5 or more, a creature is also dazed while frightened in this way.

Manticore Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft. (see Learning to Fly)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (–2)	12 (+1)	8 (–1)

Saving Throws Dex +1 plus PB
Skills Perception +1 plus PB, Stealth +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Learning to Fly. The manticore has a flying speed of 10 × PB feet.

Mimicry. The manticore can mimic any words or phrases they have heard in a language the manticore's caregiver understands. A creature who hears the speech can tell it is an imitation with a successful DC 10 plus PB Wisdom (Insight) check.

Actions

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

1st Level: Tail Spike (2 Ferocity). The manticore hurls a spine from its tail. This attack uses the statistics for their signature attack, except the spine is a ranged weapon with a normal range of 30 feet and a long range of 60 feet, and on a hit, the attack deals an extra PB of poison damage.

3rd Level: Trumpeting Howl (5 Ferocity). Each enemy within 30 feet of the manticore who can hear them must succeed on a DC 10 plus PB Wisdom saving throw or be frightened of them until the end of the manticore's next turn.

5th Level: Poisoned Sting (8 Ferocity). The manticore stings a target within 10 feet of them with their tail. The target must make a DC 10 plus PB Constitution saving throw. On a failed save, the target takes PBd10 poison damage and becomes dazed until the end of their next turn. On a successful save, the target takes half as much damage and isn't dazed.

Medusas

Hunted as monsters with no thought given to their nature or origin, few creatures are as underestimated and misunderstood as medusas. Many people fear medusas for their monstrous appearance and ability to turn others to stone, but few realize the truth. Each of these monstrosities was once a humanoid, cursed and transformed for defying a god—but while some medusas embrace wickedness, others simply fight for their lives against ignorant hunters.

Cursed for Defiance. When a powerful mortal defies a god for good or for ill, the deity may curse them to live as a medusa. The offender's skin and eyes become reptilian, and a nest of black venomous snakes replaces their hair. When the medusa wishes, beams from their eyes can slowly petrify others to stone.

The gods who use this punishment spread terrifying myths about medusas, causing mortals to attack and shun them. This often drives medusas into solitude—or to places haunted by creatures who don't judge them based on mere appearance and horror stories.

Warriors for Good or Ill. Though they might be secluded, medusas rarely stay idle. Many plot ways to break their curse, searching for lost healing rituals or secrets to use against the gods who cursed them. Others embrace their new gifts, building stone gardens of victims who foolishly hunted or harmed them.

Serpentine Reflexes. While the medusa's stone gaze is legendary, they also can move and strike as swiftly as a snake. This enhanced dexterity makes them incredible archers, and most prefer to fight at range.

Lifting the Curse. The deity who inflicted a medusa's curse can rarely be convinced to lift the punishment, usually by undertaking an impossible task in the god's name or making a threat they can't ignore. Some sages claim ancient rituals can undo a god's curse, but these lost secrets are hidden by wrathful divine servants—and performing such a ritual would almost certainly entail great sacrifice.

Medusa Lairs

Medusas find privacy and solace in the shadows, often occupying abandoned ruins in lonely mountains or caves with lofty ceilings. Statues of a medusa's victims usually litter the area.

Lair Actions

When fighting inside their lair, a medusa can take lair actions. On initiative count 20 (losing initiative ties), the medusa can take one lair action to cause one of the following effects; the medusa can't use the same lair action two rounds in a row:

Venom Shower. Black venom rains down in a 10-foot-radius, 40-foot-high cylinder centered on a point the medusa can see within 90 feet of them. Each creature in that area must succeed on a DC 15 Constitution saving throw or be poisoned until the end of initiative count 20 on the next round.

Shadowstep. The medusa teleports up to 30 feet to an unoccupied space they can see.

Stony Wail. The statues in the medusa's lair scream in pain. Each enemy within 60 feet of the medusa who can hear them must succeed on a DC 15 Wisdom saving throw or be frightened of the medusa until the end of initiative count 20 on the next round.

Lady Emer

When Lady Emer was human, she excelled as a scout in the mercenary Order of the Ouroboros. As her fame grew, she openly proclaimed that one day she would ascend to godhood. Emer hired bards to sing of her inevitable rise to the heavens, and their words reached the ears of the gods. Those lyrics damned Emer—but she saw her transformation not as a curse, but as an advantage, and her ambitions grew.

The leaders of the Order of the Ouroboros accepted Emer's new form as a unique opportunity. She secretly serves the order as an assassin, though most members don't realize it. The order pays her and she gets the job done, no questions asked. In exchange for her service, the order also allows Emer access to their library. The medusa takes promising tomes back to her lair, where she searches for secrets to help her achieve godhood.

Although Emer lives in an abandoned keep in the high mountains, she maintains it with an eye for modern fashion and elegant comfort. The garden courtyard of her keep boasts a unique collection of statues—targets who needed to disappear but might still be useful someday.

The extroverted Lady Emer craves company, but members of her order rarely visit and never stay for long. The medusa is confident that if she were to amass enough power to claim leadership, then she could come out of the shadows and use the order's resources to achieve her divine goals.

Medusa

CR 6 Controller

Medium Monstrosity, Any Alignment — 2,300 XP

Armor Class 16 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +6, Dex +8, Con +7
Skills Perception +4, Stealth +8, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Proficiency Bonus +3

Actions

Multiattack. The medusa uses Stone Gaze and makes two attacks using Snake Bite, Heavy Crossbow, or both.

Snake Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of the medusa's next turn.

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) poison damage.

Stone Gaze. The medusa fires energy beams from their eyes at up to three creatures they can see within 60 feet of them. Each target must succeed on a DC 15 Constitution saving throw or begin turning to stone (save ends at end of turn). While turning to stone, a creature's speed is reduced by 10 feet and they have disadvantage on Dexterity checks and saving throws.

If a creature who is turning to stone is targeted by this action again and fails their save, their speed is reduced by another 10 feet and they are dazed until the effect ends.

If a creature who is turning to stone and dazed in this way is targeted by this action again and fails their save, they are petrified and can no longer make saving throws to end the effects of Stone Gaze. The petrification lasts until the creature is restored by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect.

Bonus Actions

Nimble Escape. The medusa takes the Disengage or Hide action.

Medusa Petrification

At lower levels, the petrified condition can take a character out of the game permanently. If you want to give a low-level character a chance to recover from being petrified after a medusa encounter, make sure there is a temple nearby with a priest who can cast *greater restoration* … for a price, of course.

Lady Emer

CR 11 Solo
Medium Monstrosity, Lawful Evil 7,200 XP

Armor Class 17
Hit Points 190 (20d8 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	20 (+5)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Str +8, Dex +11, Con +9, Wis +7
Skills Athletics +8, Deception +8, Perception +7, Persuasion +8, Stealth +11, Survival +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish
Proficiency Bonus +4

Stone Sacrifice (3/Day). When Emer fails a saving throw, she can choose to succeed instead by ending the effects of her Stone Gaze on a creature of her choice within 300 feet of her.

Actions

Multiattack. Emer uses Pinning Shot or makes three attacks using Snake Bite, Longbow, or both. She also uses Stone Gaze or Envenomed Stone, if available.

Snake Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 17 (5d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned until the end of Emer's next turn. While poisoned in this way, the target can't take reactions.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 14 (4d6) poison damage.

Pinning Shot. Emer makes three Longbow attacks against a creature touching the ground within 150 feet of her. If at least two of those attacks hit, the target is restrained by arrows pinning their limbs to the ground. A creature restrained in this way or another creature who can reach them can use an action to pull out the arrows and end the condition.

Stone Gaze. Emer fires beams of energy from her eyes at up to three creatures she can see within 60 feet of her. Each target must succeed on a DC 17 Constitution saving throw or begin turning to stone (save ends at end of turn). While turning to stone, a creature's speed is reduced by 10 feet and they have disadvantage on Dexterity checks and saving throws. If a creature who is turning to stone is targeted by this action again and fails their save, their speed is reduced by another 10 feet and they are dazed until the effect ends.

If a creature who is turning to stone and dazed in this way is targeted by this action again and fails their save, they are petrified and can no longer make saving throws to end the effects of Stone Gaze. The petrification lasts until the creature is restored by Emer's Stone Sacrifice trait, a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect.

Envenomed Stone (Recharge 5–6). Emer utters an ancient hex. Each creature within 60 feet of her who is being turned to stone by her Stone Gaze must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Mesmerizing Eyes. The glowing eyes of Emer's snakes gaze at one creature Emer can see within 60 feet of her. If the target can see Emer, they must succeed on a DC 17 Wisdom saving throw or be charmed until the start of the target's next turn. A target charmed in this way must immediately use their reaction, if available, to move up to their speed in a direction of Emer's choice.

Reactions

Blinding Mucus. When a creature Emer can see within 5 feet of her hits her with a melee attack, Emer spits venom at their eyes. The target must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) acid damage and be blinded until the start of their next turn.

Villain Actions

Emer has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: I See You! Emer uses Stone Gaze against each enemy she can see within 60 feet of her.

Action 2: Medusa's Evolution. Emer grows wings from her back, gaining a flying speed of 40 feet, then she moves up to her speed without provoking opportunity attacks. After 1 minute, the wings crumble to dust and her flying speed is lost.

Action 3: Stone Puppets. Emer mentally manipulates the stone in each creature who is being turned to stone by her Stone Gaze. Emer and each of those creatures move up to their speed then make a weapon attack against a creature of Emer's choice (no action required).

Medusa Headstrong

Retainer

Medium Monstrosity, Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Perception +1 plus PB, Survival +1 plus PB
Damage Immunities poison
Condition Immunities poison
Senses darkvision 60 ft., passive Perception 11 plus PB
Languages Common, Elvish
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Snake Bite). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d10 plus PB piercing damage. Beginning at 7th level, the headstrong can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Snake Spit (3/Day). As a bonus action, the headstrong spits venom at the eyes of a creature within 5 feet of them. The target must succeed on a DC 10 plus PB Dexterity saving throw or be blinded until the end of their next turn.

5th Level: Venomous Bite (3/Day). When the headstrong hits a creature with a signature attack, the headstrong injects the target with venom. The target must make a DC 10 plus PB Constitution saving throw. On a failed save, the target takes PBd6 poison damage and is poisoned until the start of the headstrong's next turn. On a successful save, the target takes half as much damage and isn't poisoned.

7th Level: Stone Gaze (3/Day). As an action, the headstrong fires energy beams from their eyes at a creature they can see within 30 feet of them. The target must succeed on a DC 10 plus PB Constitution saving throw or begin to turn to stone and be restrained.

A target restrained in this way must repeat the saving throw at the end of their next turn. On a successful save, the effect ends. On a failed save, the creature is petrified for 1 hour or until they are restored by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect.

Mimics

You could steer clear of abandoned treasure chests, ignore the cries of kittens, and stay out of dark alleys for the rest of your life. Even so, a mimic can ambush you out of the clear blue sky.

Mimsen Ickus, honorary knight of the Ivy Irons

For the cocky adventurers heedless of danger, a mimic is as deadly as a dragon. These amorphous creatures possess an unmatched ability to disguise themselves as any object, from furniture to treasure. Mimics learn what their victims want and use it to lure prey into their serrated teeth.

A mimic can make their home in any environment. So long as the area has prey and places to hide—among tree branches, along the faults of a cliff, or behind the baubles of a crowded bazaar stall—a mimic can wait for the perfect moment to strike.

Sticks to You. A mimic can make any part of their skin sticky. This allows them to climb most surfaces and attach to unfortunate creatures who touch them, which is why mimics in dungeons often disguise themselves as tempting treasures.

Panic Shifting. When a mimic feels pain, they can quickly compress their body into a dense object, popping a bouquet of boney spikes out of their skin. Threatened mimics can remain in this form indefinitely, and they often use it as a warning sign to predators that they are hard to swallow.

Mimic Sounds. While mimics don't understand language, they can mimic sounds they hear—including human speech. They often cleverly use a former victim's pleas for help to attract would-be heroes as the mimic's latest meal.

Well-Fed Companions. When a mimic's hunger is satisfied, they become docile. Most can wait weeks between meals, sitting patiently in the form of a barrel or rock. If a daring adventurer feeds a mimic until it is docile, the monstrosity may become fond of that hero. They follow and defend this reliable food source, and if the bond grows

strong enough, they may even allow the adventurer to wear them like clothing.

Used as Distractions. Spies, thieves, and others who wish to walk into guarded locations unnoticed plant a mimic as a distraction just outside the restricted area they need to enter. The mastermind can slip in during the mimic's initial rampage and then more easily sneak out while the guardians spread thin throughout the complex, poking every vase and floor tile with a halberd to make sure there are no more monstrosities in the area.

Unseen Assassins. Hired killers find a relationship with a mimic can be quite profitable, as the assassin can infiltrate their target's space and leave the shapechanger to do the dirty work. These trained mimics can lie in wait for days, pretending to be a benign chest or wardrobe. There is some risk involved, since the mimic could devour someone other than the intended target, tipping off the real quarry. A panicked mimic might run back to the handler, leading the authorities right to the person responsible. But assassination is risky business!

Bigger Mimics

While a mimic disguised as a chest or wardrobe is classic fun, you can really shock your players by including enormous mimics that can disguise themselves as buildings. Imagine walking into a tavern for a bite to eat only to have the tavern bite you!

If you want to create a mimic who can polymorph into Huge and Gargantuan objects, make the following adjustments to the mimic stat block:

- The mimic has 91 (14d8 + 28) hit points and a challenge rating of 4 (1,100 XP).
- The mimic's Strength score is 20 (+5).
- The mimic has a +7 bonus to hit with their Pseudopod and Gnashing Maw attacks, and each attack deals an additional 7 (2d6) acid damage.
- The DC to escape the mimic's grapple and Envelop effect is 15.
- Shapechanger allows the mimic to turn into any Medium or larger object.

Mimic

CR 2 Ambusher

Medium Monstrosity (Shapechanger), Typically Neutral

450 XP

Armor Class 11
Hit Points 65 (10d8 + 20)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (–3)	12 (+1)	10 (+0)

Skills Deception +2, Stealth +5
Damage Immunities acid; bludgeoning damage from falling
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Proficiency Bonus +2

False Appearance (Object Form Only). While the mimic remains motionless, they are indistinguishable from an ordinary object.

Mimicry. The mimic can imitate any sounds they have heard, including voices. A creature who hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a Large or smaller creature, they are grappled (escape DC 13).

Gnashing Maw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) acid damage. If the target is grappled by the mimic, they take an extra 3 (1d6) acid damage.

Shapechanger. The mimic polymorphs into a Small, Medium, or Large object or back into their true amorphous form. Other than size, the mimic's statistics are the same in each form. Anything they are wearing or carrying isn't transformed. They revert to their true form if they die.

Envelop. While grappling a creature, the mimic uses their Shapechanger action to polymorph into an object that is the same size or bigger than the grappled creature (if the mimic isn't already in such a form). The creature is then enveloped by the mimic. An enveloped creature is no longer grappled, but they can't breathe, are blinded and restrained, have total cover against attacks and other effects outside the mimic, and take 10 (3d6) acid damage at the start of each of the mimic's turns. When the mimic moves, the enveloped creature moves with them. The mimic can envelop one creature at a time.

An enveloped creature can use their action to try to escape by making a DC 13 Strength check. On a successful check, the creature is no longer enveloped and is shunted to an unoccupied space of their choice within 5 feet of the mimic. The creature automatically escapes if the mimic uses Shapechanger or Panic Shift, becomes incapacitated, or dies.

Reaction

Panic Shift (1/Day). When the mimic takes damage, they release any grappled or enveloped creatures and then polymorph into a Small dense object with spikes, such as an iron ball or helm. While in this form, the mimic's walking and climbing speeds are doubled, they have resistance to bludgeoning, piercing, and slashing damage from mundane attacks, they can only take the Dash, Disengage, or Shapechanger action, and a creature who touches the mimic or hits them with a melee attack while within 5 feet of them takes 10 (3d6) piercing damage. This effect ends when the mimic dies or uses their Shapechanger action to polymorph into another form.

Mimic

Mimic Mimiature

CR 1 Minion

Small Monstrosity (Shapechanger), Typically Neutral 40 XP

Armor Class 11 (natural armor)
Hit Points 8
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (–3)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages —
Proficiency Bonus +2

In Your Space. The mimiature can occupy another creature's space and vice versa, and the mimiature can move through any opening at least 1 inch wide without squeezing.

Minion. If the mimiature takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the mimiature takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Sticky Swarm (Group Attack). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. Until the end of the target's next turn, they have disadvantage on ability checks and saving throws made to escape a grapple, and they have advantage on ability checks made to initiate or maintain a grapple. Additionally, if three or more mimiatures joined the attack, the target's appendages become so sticky that until the end of the target's next turn, they can't cast spells with somatic components, they can't drop objects, and they can't interact with objects other the ones they are already holding.

Group Shapechanger. The mimiature polymorphs into a Tiny object or back into their true amorphous form. If four mimiatures within 5 feet of each other use this action together, they can join together to become one Small object. Anything a mimiature is wearing or carrying isn't transformed. A mimiature in object form reverts to their true form if any mimiature in the group moves, takes an action, or dies.

Mimic Companion

Companion

Medium Monstrosity (Shapechanger), Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Dex +1 plus PB
Skills Stealth +1 plus PB
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Shapechanger. The mimic can use their action to polymorph into a Small, Medium, or Large object or back into their true amorphous form. Other than size, the mimic's statistics are the same in each form. Anything they are wearing or carrying isn't transformed. They revert to their true form if they die.

False Appearance (Object Form Only). While the mimic remains motionless, they are indistinguishable from an ordinary object.

Actions

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

1st Level: Distracting Attack (2 Ferocity). The mimic makes a signature attack. On a hit, the attack deals its normal effects, and the next attack made against the target before the start of the mimic's next turn has advantage.

3rd Level: Adhesive Pseudopods (5 Ferocity). The mimic attempts to adhere to each creature of their choice within 5 feet of them. Each target must succeed on a DC 10 plus PB Dexterity saving throw or be grappled (escape DC 10 plus PB).

5th Level: I'm You (8 Ferocity). The mimic uses their Shapechanger trait to polymorph into one Large or smaller creature they can see within 5 feet of them. Other than size, the mimic's statistics do not change, and the mimic reverts to their previous form at the start of their next turn.

After transforming, the mimic can make a signature attack against the target whose form they have taken. Hit or miss, the target must then make a DC 10 plus PB Wisdom saving throw. On a failed save, attacks against the target have advantage and the target has disadvantage on attack rolls and saving throws until the start of the mimic's next turn.

Bonus Actions

Wearable Companion. While the mimic is within 5 feet of their caregiver, the mimic can pull themself into the caregiver's space, cover the caregiver's body, and take on the appearance of clothing. While the caregiver is wearing the mimic, the mimic's space is not difficult terrain for the caregiver, the caregiver has advantage on Dexterity (Stealth) checks, and the caregiver can change the appearance of their mimic clothing at will (no action required) as long as the caregiver and mimic aren't incapacitated.

Any attack that hits the caregiver also hits the mimic they are wearing, and vice versa, with both taking the full damage and effect of the attack. While worn in this way, the mimic can't move, and they can't take actions other than using a bonus action to revert to their previous form. A mimic automatically reverts to their previous form if they enter a rampage. Upon reverting to their previous form, the mimic is no longer worn by their caregiver, and the mimic enters the nearest unoccupied space of their choice.

Just the doorknob, right?

Not the door, just that one doorknob.
Little shit almost chewed my hand off
before I even knew what was happening.

But what are you gonna do?
You can't just ... stop opening doors.
Just need to expect the unexpected.

Not the most useful lesson, I realize.

The Sun,
Senior Pyrokinetic,
The Society

Minotaurs

Despite their reputation, most minotaurs aren't evil—but all are fearsome. These unusual creatures are a study in contrasts. Their imposing humanoid body is muscular with patches of thick hair. Their head is that of a massive horned bull, and their soft eyes convey a soulful intelligence mingled with smoldering intensity.

Primal Rage. Minotaurs burn with fury. Some constantly desire to unleash this destructive energy on the world, and they attack anyone or anything that crosses their path. Others make it a point of pride to control their rage, only fighting when survival demands it.

Minotaur

CR 3 Skirmisher

Large Monstrosity, Typically Chaotic Neutral — 700 XP

Armor Class 13
Hit Points 57 (6d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	10 (+0)	13 (+1)	8 (–1)

Skills Athletics +6, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Proficiency Bonus +2

Dizzying Gore. If the minotaur moves at least 20 feet straight toward a Large or smaller creature and then hits the creature with a Goring Horns attack on the same turn, that target must succeed on a DC 14 Constitution saving throw or be dazed until the start of the minotaur's next turn.

Minotaur Senses. The minotaur always knows which way is north and can't become lost.

Actions

Multiattack. The minotaur makes one Maul attack and one Goring Horns attack.

Maul. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is Large or smaller, the minotaur can push the target 5 feet away.

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

Reactions

Retaliatory Gore. When a creature the minotaur can see within 40 feet of them deals damage to the minotaur, the minotaur can move up to their speed. If the minotaur ends this movement within 5 feet of that creature, the minotaur can make a Goring Horns attack against them.

Regardless, once combat begins, minotaurs relish charging at foes with their great horns. In the heat of battle, a minotaur charges from one foe to the next, only retreating if victory is entirely impossible.

Labyrinthine Origins. The first minotaur was once the human warrior Thesia "The Bull" Danaria, who dared challenge the Beast Lords of Kham. When her revolution was crushed, the Lords of Kham used their beastmagics to twist Thesia's mortal body into a human-bull hybrid prone to fits of violent rage. The Beast Lords placed this minotaur at the center of a vast labyrinth and sent captured rebels to attack the monster. Many fell to Thesia's anger—until a prisoner named Velathri took a chance, speaking to the minotaur instead of brandishing steel. He befriended Thesia, and in retribution, the Beast Lords made him a minotaur as well. This act was their undoing, for Thesia and Velathri fell in love. New minotaurs were born, and decades later, hundreds charged out of the maze together. These minotaurs reduced Kham to ruins, then they spread far and wide, fearing reprisal from neighboring lands. Even today, many minotaurs shun civilization, preferring to live in winding canyons, twisting ruins, bewildering dungeons, or other maze-like terrain where they can continue to hunt. However, a few can be found in nearly any terrain or settlement.

Deep Bonds. Even evil minotaurs can be fiercely loyal friends, gladly charging into certain death for those they trust. These chosen friends never suffer the creature's ire—but gods help them if they betray the minotaur.

Minotaur Lackey

CR 3 Minion

Large Monstrosity, Typically Chaotic Neutral — 140 XP

Armor Class 12
Hit Points 10
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Proficiency Bonus +2

Goring Run. If the lackey moves at least 20 feet straight toward an enemy and then ends their movement within 5 feet of the enemy, the enemy takes 1 piercing damage.

Minion. If the lackey takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the lackey takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Goring Horns (Group Attack). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage. If this attack was made by more than one lackey, the target must succeed on a Strength saving throw or be moved 5 feet horizontally for each minion who joined the attack. The DC for this saving throw equals 10 plus the number of lackeys who joined the attack.

Minotaur Devastator

Retainer

Large Monstrosity, Any Alignment

Armor Class 13 (light armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Survival +0 plus PB
Senses darkvision 60 ft., passive Perception 10
Languages Common
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Goring Horns). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d10 plus PB piercing damage. Beginning at 7th level, the devastator can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Furious Charge (3/Day). As an action, the devastator moves up to their speed. At the end of this movement, they can make a signature attack. If that attack hits a Large or smaller creature, the target is pushed up to 10 feet away from the devastator, and the devastator and their allies have advantage on attack rolls against the target until the end of the devastator's next turn.

5th Level: Fearsome Gore (3/Day). As an action, the devastator makes a signature attack against a creature within 5 feet of them. On a hit, the attack deals an extra PBd10 piercing damage, and the target must succeed on a DC 10 plus PB Wisdom saving throw or be frightened of the devastator until the end of the devastator's next turn.

7th Level: Retaliatory Charge (1/Day). When a creature the devastator can see within 40 feet of them deals damage to the devastator, the devastator can use a reaction to move up to their speed toward the creature. If the devastator ends this movement within 5 feet of the creature, they can make two signature attacks against the creature with a +PB bonus to those attack and damage rolls.

Tiny says there used to be a whole civilization of minotaurs on an island off the coast of Phaedros. She'd know, I guess.

Dancer, Chronicler of the Chain of Acheron, Heroes 216–231

Ogres

Massive and bull-necked with bulging muscle and flesh, most ogres indulge their every impulse because few can stop them. Though small for giants, ogres still outweigh and tower over humanoids. Most live in the wild where they can create their own rules and ways of life.

Extreme Emotions. Most ogres experience emotions at their extremes. Rarely are they simply bemused or cross; you're more likely to find an ogre leaping with ecstatic joy over a trivial victory or screaming with murderous rage over everyday frustrations. These heightened feelings drive many ogres down selfish paths, and some take whatever they want from anyone too weak to protest. Other ogres can be manipulated into working for evil creatures who promise to meet their heart's desire, be it food, riches, or friendship.

Ogres who embrace good often dedicate themselves to inspiring causes, letting their emotions fuel their passion and dedication for protecting their chosen people or place.

Savory Stories. Some ogres speak of a time when they shared vast wealth and riches, great homes made of hewn stone, and sumptuous feasts. These stories end tragically, each with a different villain—from deceptive mages to talking cats—swindling the ogres of what is rightfully theirs. The truth of such legends remains unknown, but many cruel ogres use them as an excuse for their selfish indulgences.

Aristocracy of Bullies. When wicked ogres gather more food than they can stomach or riches than they can spend, they use the excess to tempt their kin into working for them. These petty rulers make other ogres grovel at their feet for table scraps, then send them out into the world to steal more. Many ogre communities form around these arrogant aristocrats—but few such leaders die of old age, as the ambition and emotions of their subjects bring about violent ends.

Ogre

CR 2 Brute
Large Giant, Typically Chaotic Evil — 450 XP

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	16 (+3)	7 (−2)	14 (+2)	7 (−2)

Skills Athletics +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Proficiency Bonus +2

Defiant Anger. When the ogre has half their hit points or fewer, they are resistant to mundane bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The ogre makes one Spiked Club attack and one Fist attack.

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Medium or smaller, they are grappled (escape DC 13). Until this grapple ends, the ogre can't use this fist to attack other targets. The ogre has two fists, one of which holds their club.

People-Bowling. The ogre throws one Medium or smaller creature they are grappling up to 30 feet horizontally. Each creature in the thrown creature's path must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. After this throw, the thrown creature takes 7 (2d6) bludgeoning damage and falls prone.

Bonus Action

Bellow (1/Day). The ogre yells in the face of one creature within 10 feet of them. The target must succeed on a DC 13 Wisdom saving throw or be frightened of the ogre until the end of the ogre's next turn. A creature who succeeds on their saving throw is immune to all ogres' Bellow for 24 hours.

Reactions

Violent Focus (1/Day). If the ogre takes damage while blinded, charmed, frightened, or poisoned, they end these conditions on themself.

Ogre Goon

CR 2 Minion
Large Giant, Typically Chaotic Evil — 90 XP

Armor Class 11
Hit Points 9
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (−1)	15 (+2)	7 (−2)	10 (+0)	7 (−2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Proficiency Bonus +2

Minion. If the goon takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the goon takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Fist (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage, and if this attack was made by more than one goon, the target must succeed on a Strength saving throw or be knocked prone and moved up to 10 feet horizontally. The DC for this saving throw equals 10 plus the number of goons who joined the attack.

Me, Flortles!
FLORTLES

OGRE BASHER

Retainer

Large Giant, Any Alignment

Armor Class 13 (light armor)
Hit Points Nine times their level (number of d12 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Perception +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Languages Common, Giant
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Spiked Club). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 2d4 plus PB piercing damage. Beginning at 7th level, the basher can make this attack twice, instead of once, when they take the Attack action on their turn.

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3rd Level: Angry Denial (3/Day). When the basher takes damage from a creature the basher can see within 5 feet of them, the basher can use their reaction to instead take no damage and make a signature attack against the creature.

5th Level: Throw Away (3/Day). As an action, the basher grabs a willing Medium or smaller creature they can see within 5 feet of them and hurls the creature to an unoccupied space within 30 feet of the basher. If the creature lands within 5 feet of an enemy, the creature can use a reaction to make a melee attack against that enemy.

7th Level: Wide Sweep (3/Day). As an action, the basher sweeps their spiked club in an enormous circle, making a signature attack against each enemy within 10 feet of them. This attack has a +PB bonus to its attack and damage rolls, and if it hits a Large or smaller creature, the basher can push the target up to 10 feet away from them.

Olothec

When I return you to your primal state, you will thank me and then beg to serve. You will help others see that the only way forward is a return to the ancient times.

Ithu'rath the All-Seeing

Protean in form, beings of nearly pure intellect, the old ones think in alien geometric logic. Their name for themselves is unrecorded, but sages believe they are the oldest beings in the timescape and simply call them "old ones." Synlirii refer to them as olothec (*OH-luh-thek*)—"ancient enemies." But some humanoid scholars have noted this term bears an uncanny similarity to another archaic synlirii word meaning "ancient ancestor."

Immortal Evil. Across countless cultures and ancestries, olothec feature in nightmares and temple friezes alike. While their origins are obscure and may never be known, their hatred of the Mundane World and every living thing in it is well recorded. Olothec channel psionic energy beyond any mortal power, surpassing even the voiceless talkers. To them, a living creature who can't reshape their own flesh is repugnant, an unnatural abomination requiring eradication—or transformation.

Agents of Chaos. Olothec consider the primordial chaos that spawned them as the ideal state of existence. They have long warred against the voiceless talkers, loathing their constant manipulation and refinement of evolutionary forces. Where olothec lair in forgotten sea tunnels and beneath ancient ruins, they surround themselves with slime servants—humanoids, beasts, aberrations, and others, all devolved to a perfect physical and mental state.

Primordial Form. At first sight, an olothec seems like little more than a rippling mass of tentacles, twisting around each other like a shifting shroud. Creatures who get too close discover each of those tentacles ends in a ravenous mouth set with razor-sharp teeth. Each mouth is tipped by a cluster of three eyes that focus the olothec's relentless attacks. In water or on land, fetid slime coats the aberration, protecting them against attackers and acting as a conduit for their fearsome psionic power.

Mutations of the Flesh. Millennia of practice allow olothec to perfect their psionic abilities that devolve and transform their victims into primordial life forms. Exposure to the psionic slime of an olothec's tentacles can change a creature into a mindless, ooze-covered thrall. The olothec also has a special power that can transform humanoids into hybrid fish people. The most powerful olothec have unique powers that further warp flesh.

Content Warning: Body Horror

Most olothec are creatures of incomprehensible evil who use their psionic might to reshape the flesh of their enemies. Their stat blocks contain strong elements of body horror. You should feel free to modify any of these effects for the safety of you and your players.

Olothec Lairs

Whether dwelling in the deepest oceans or lurking in humanoid realms, olothec are drawn to chaotic warrens carved by slow erosion or cataclysmic change. Such sites include ancient boreholes in the seafloor, once-great structures collapsed to slime-soaked ruins, or caverns opened by earthquakes or long-dead monsters.

Lair Actions

When fighting inside their lair, an olothec can take lair actions. On initiative count 20 (losing initiative ties), the olothec can take one lair action to cause one of the following effects; the olothec can't use the same lair action two rounds in a row:

Baleful Teleport. A surge of psionic power scours up to two creatures the olothec can see within 60 feet of the olothec. Each creature must succeed on a DC 15 Charisma saving throw or be teleported up to 60 feet to an unoccupied space the olothec can see.

Psychic Shock. The olothec targets up to two creatures within 30 feet of them who are under the slime effect of the olothec's Devolving Tentacle. Each target takes 9 (2d8) psychic damage and the olothec regains a number of hit points equal to the total damage taken.

Slime Eruption. A surge of toxic slime erupts from tunnels or caverns, targeting up to three creatures within 120 feet of the olothec. Each target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of their next turn.

Ithu'rath the All-Seeing

Ithu'rath (*ith-YOU-rath*), called the All-Seeing by the slime servants who worship them as a living god, stole forth from ocean depths centuries ago to conquer humanoid lands. The olothec followed the courses of lakes and rivers across a half-dozen realms, leaving death and mayhem in their wake. But upon arriving at the remains of Castle Wrathrock, a war-shattered lakeside ruin, the olothec recognized a home suitable for enacting their long-term plan for dominion.

Over the decades since, Ithu'rath has been breeding an army of slime servants in the flooded caverns beneath Wrathrock, preparing for a day when their army will spill forth to seize the rich lands nearby. A humanoid gang known as the Havoc Host serves the olothec; in exchange for the promise of power in the new order, the gang smuggles slime servant agents into caverns and waterways beneath nearby settlements.

Explorers who slip past Wrathrock's slime servant patrols must navigate the collapsing tunnels and passageways that fill the castle. These treacherous halls are all coated with thick slime, allowing Ithu'rath to use their swimming speed to hunt intruders in their lair.

Olothec

CR 10 Controller

Large Aberration, Typically Chaotic Evil — 5,900 XP

Armor Class 18 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	16 (+3)	21 (+5)	14 (+2)	18 (+4)

Saving Throws Con +7, Int +9, Wis +6, Cha +8
Skills History +9, Insight +10, Intimidation +8, Perception +10
Condition Immunities charmed, flanked, frightened, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +4

Amphibious. The olothec can breathe air and water.

Immutable Form. The olothec is immune to any power, spell, or effect that would alter their form.

Supernatural Resistance. The olothec has advantage on saving throws against supernatural effects.

Actions

Multiattack. The olothec makes six Devolving Tentacle attacks and uses Piscine Transformation.

Devolving Tentacle. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The first time a creature is hit with this attack on a turn, they must succeed on a DC 17 Constitution saving throw or be injected with a degenerative psionic slime (save ends at end of turn). While slimed, each time the creature makes an attack roll or an ability check, they must roll a d4 and subtract the number rolled from the d20 roll. At the end of a slimed creature's turn, the size of the subtracted die increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on, to a maximum of d12. The *cure ailment* power or *lesser restoration* spell also ends this effect.

****Piscine Transformation (3rd-Order Power).*** The olothec targets a Humanoid they can see within 60 feet of them with a pulse of transformational energy. The target must succeed on a DC 17 Wisdom saving throw or undergo one of the following transformations of the olothec's choice:

Head. The target's head transforms into the head of a fish, proportionately sized for their body. They can't speak.
Legs. The target's legs become fins. Their walking speed is reduced to 10 feet (unless their walking speed is slower), and they gain a swimming speed of 30 feet.
Torso. The target's torso becomes the body of a fish with gills. They can only breathe water and can hold their breath for 1 hour. If the target isn't underwater when this transformation takes effect, they begin suffocating.

This transformation lasts until the target is affected by a *cure ailment* power of 4th order or higher or a *greater restoration* spell. A target who suffers all three transformations at once is permanently transformed into a hybrid fishlike creature and can only be returned to their original form by a *wish* spell or similar magic.

Bonus Action

Jaunt (3rd-Order Power). The olothec teleports 30 feet to an unoccupied space they can see.

Slime Servants

If a creature spends 1 continuous minute under the effect of the slime from an olothec's Devolving Tentacle attack, that effect ends and their flesh devolves into a translucent primordial state. The creature loses their memories and sense of self, becoming a slime servant NPC who is loyal to the olothec. The slime servant retains all their original statistics and gains the following traits:

Amphibious. The slime servant can breathe air and water. They gain a swimming speed equal to their walking speed (if they didn't already have an equal or greater swimming speed).
Primordial Mind. The slime servant can't be charmed or frightened.
Servant Senses. The olothec can sense anything the slime servant senses, and if the slime servant can speak, the olothec can speak through their body.

Only a *wish* spell can restore a slime servant's memories and return them to their original state. You can apply this slime servant template to any creature—perhaps even a beloved NPC, foreshadowing the fate awaiting player characters if they fail to defeat an olothec foe!

Ithu'rath

CR 16 Solo

Large Aberration, Chaotic Evil — 15,000 XP

Armor Class 19 (natural armor)
Hit Points 255 (30d10 + 90)
Speed 30 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	16 (+3)	23 (+6)	14 (+2)	18 (+4)

Saving Throws Con +8, Int +11, Wis +7, Cha +9
Skills History +11, Insight +12, Intimidation +9, Perception +12
Condition Immunities charmed, flanked, frightened, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +5

Amphibious. Ithu'rath can breathe air and water.

Immutable Form. Ithu'rath is immune to any power, spell, or effect that would alter their form.

Slimy Resistance (3/Day). When Ithu'rath fails a saving throw, they can succeed on the save by channeling the power of their protective slime. Until the end of Ithu'rath's next turn, creatures have advantage on the saving throw for Ithu'rath's Devolving Tentacle attack.

Supernatural Resistance. Ithu'rath has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Ithu'rath makes six Devolving Tentacle attacks and uses Piscine Transformation.

Devolving Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. The first time a creature is hit with this attack on a turn, they must succeed on a DC 19 Constitution saving throw or be injected with a degenerative psionic slime (save ends at end of turn). While slimed, each time the creature makes an attack roll or an ability check, they must roll a d4 and subtract the number rolled from the d20 roll. At the end of a slimed creature's turn, the size of the subtracted die increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on, to a maximum of d12. The *cure ailment* power or *lesser restoration* spell also ends this effect.

****Piscine Transformation (3rd-Order Power).*** Ithu'rath targets a creature with a head, legs, or torso they can see within 60 feet of them, blasting them with a pulse of transformational energy. The target must succeed on a DC 19 Wisdom saving throw or undergo one of the following transformations of the Ithu'rath's choice:

Head. The target's head transforms into the head of a fish, proportionately sized for their body. They can't speak.
Legs. The target's legs become fins. Their walking speed is reduced to 10 feet (unless their walking speed is slower), and they gain a swimming speed of 30 feet.
Torso. The target's torso becomes the body of a fish with gills. They can only breathe water and can hold their breath for 1 hour. If the target isn't underwater when this transformation takes effect, they begin suffocating.

The transformation lasts until a *cure ailment* power of 4th order or higher or the *greater restoration* spell affects the target. A target who suffers all three transformations at once is permanently transformed into a hybrid fishlike creature and can only be returned to their original form by a *wish* spell or similar supernatural effects.

Bonus Actions

Jaunt (3rd-Order Power). Ithu'rath teleports 30 feet to an unoccupied space they can see.

Reactions

****Liquefy (3rd-Order Power).*** When a creature within 30 feet of Ithu'rath hits them with an attack, Ithu'rath can psionically barrage that creature. That creature must succeed on a DC 19 Constitution saving throw or be pushed 5 feet away from Ithu'rath and be restrained until the end of the creature's next turn, as their lower body temporarily melts into an immovable goo.

Villain Actions

Ithu'rath has three villain actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

Action 1: Skeletal Collapse. Ithu'rath targets one or more creatures with a skeleton within 60 feet of them, attempting to temporarily melt their ligaments. Each target must succeed on a DC 19 Constitution saving throw or take 18 (4d8) necrotic damage and have disadvantage on Strength- and Dexterity-based ability checks, attack rolls, and saving throws for 1 minute (save ends at end of turn).
Action 2: Psychic Pulse. Ithu'rath channels a pulse of telekinetic energy to scour and harry their foes. Each enemy within 60 feet of Ithu'rath must succeed on a DC 19 Strength saving throw or take 18 (4d8) force damage and be moved up to 30 feet in any direction.
Action 3: Slime Storm. Ithu'rath unleashes a cloud of transformative slime. Each creature within 60 feet of Ithu'rath who isn't an olothec or a slime servant must make a DC 19 Constitution saving throw. On a failed save, a target takes 45 (10d8) piercing damage and is blinded until the end of their next turn as their eyes temporarily turn into insectoid feelers. On a successful save, a target takes half as much damage and isn't blinded.

Ithu'rath the All-Seeing plots the domination of the Mundane World.

Orcs

In a long-lost language, the word *oruk*—"blood fire"—described the glowing appearance of the orc people when they push themselves to their limits. While orcs know one another as *kanin* in their own tongue, they also use "orc" with great pride, especially when dealing with other folk.

Orc history spans the world and all its ages. They've settled into villages and cities, hot and cold climates, high in the mountains and deep underground. Most orcs live in diverse humanoid societies, though a few live secluded in the tropics.

Though orcs are no more likely to stand in the adventurers' way than any other folk, those who do fill the same roles as other humanoids: mercenaries, bounty hunters, garroters, guards, cultists, and corrupt kings.

Relentlessly Tough. Orcs grow to impressive heights. The veins that commonly stripe their tough-skinned faces can appear more vibrant when they're excited or driven. Their hair, which can range from coarse to fine, extends from their heads and drapes across their shoulders like royal mantles. Strong tusks extend past their lips and guard the rest of their teeth.

Few other humanoids can match the endurance of an orc, and orcs who train for hunting and combat can rally themselves to move faster and prevail longer. Should an orc find themself on the brink of death, their veins instinctively surge with "blood fire," glowing brightly and invigorating them to perform one last attack. Blood fire often appears red, though orcs from the mountains and underground glow blue and white respectively.

Innate Power. The intense power of an orc's spirit occasionally manifests as raw magic. Orc conduits hone their magic into singular affinities that are easy to manipulate. Orc terranovas move their magic through their feet, surging into the earth. Orc godcallers use song to spark the magic inherent in every creature's spirit.

Mohler

Mohlers are spined, pig-like beasts that corkscrew through the ground faster than they can run. Originating from deserts and forests, these burrowing creatures produce shallow networks of tunnels just below the surface.

Where orcs go, mohlers are sure to follow. In times of peace, orcs domesticate them to plow the earth and eat pests—and in times of war, mohlers reshape the battlefield and knock the orcs' enemies off their feet.

Mohler Companions. When an orc community has exceptional gratitude for the deeds of one of their own or an outsider, they bestow the companionship of a mohler upon the individual. Treated kindly, mohlers make steadfast companions, protecting their caregivers with their lives. If mistreated, a mohler returns to their original den, and the orcs hunt the responsible party.

Scyza

Orcs rely on giant bipedal lizards called scyzas to carry them over great distances. Orcs adorn these mounts, which originated in the tropics, with great harnesses that allow dozens of orcs to ride the scyza at the same time. The lizards are fearless in the face of danger, making them perfect battle mounts.

The scyza's trunk-like legs and claws cleave through the ground and kick up terrible dust storms. Worse still are their battering head crests, which emit a terrible, bone-shaking ringing sound.

Dohma Raskovar

Dohma Raskovar is the latest in a long line of leaders—known as dohmas—of the Ivory Throne, a band of mercenaries. Under Raskovar's leadership, the throne has grown to over a hundred strong, and now they handle multiple contracts simultaneously, occasionally banding together to fight as a single unit in battle.

Raskovar runs the throne from the Hanging Tree, his tavern where he plays the role of barkeep. Here, clients in the know can discreetly indicate their desire to hire bounty hunters, cutthroats, or thieves by ordering a boiling oil, a mundane blend of whiskey and rum that appears on no menu.

Once the drink is ordered, Raskovar himself appears at the table, ready to do business. He prides himself on remaining politically neutral and treating all potential customers as equals, something that chafes a few of his clients. Many local nobles have stormed out of the Hanging Tree in a rage after Raskovar refused to use the proper forms of address—only to return later when their situation is more desperate, and pride too costly.

Life of Luxury. Dohma Raskovar enjoys the finer things in life—nice clothes, fine drink, and delicious food. He shares these comforts with members of the Ivory Throne and others he trusts enough to let into the restricted areas of the Hanging Tree.

Orc Tactics

Orcs charge into battle, keeping foes close so that they can use their Relentless trait when the time comes. Orc blitzers surround as many foes as possible to make the most of their Gnashing Horde trait. Bloodrunners and furies also dive into melee combat, dishing out extra damage to targets they knock prone. Conduits, forcecallers, and terranovas get close to the action but avoid melee. Orc ramparts serve as protectors for these mages battling any who dare challenge the orc spellcasters.

An orc godcaller positions themself at the center of the battle so that they can heal and buff as many allies as possible, preferably with an orc rampart watching their back. Orc garroters enter the battle last to take advantage of the chaos. They typically arrive invisible so they can get advantage on the first Strangle attack they make.

Orc Blitzer

CR 1/2 Minion

Medium Humanoid (Orc), Any Alignment — 20 XP

Armor Class 13 (studded leather)
Hit Points 7
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Proficiency Bonus +2

Gnashing Horde. If an enemy the blitzer can see starts their turn within 5 feet of three or more blitzers, the enemy takes 1 piercing damage for each blitzer within 5 feet of them.

Minion. If the blitzer takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the blitzer takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Relentless Minion. When the blitzer is reduced to 0 hit points while they aren't incapacitated, they can deal 1 piercing damage to an enemy within 5 feet of them.

Actions

Spear (Group Attack). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 piercing damage.

Orc Bloodrunner

CR 1/2 Skirmisher

Medium Humanoid (Orc), Any Alignment — 100 XP

Armor Class 15 (spiked shield)
Hit Points 15 (2d8 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	9 (–1)	10 (+0)

Saving Throws Dex +5
Skills Acrobatics +5, Athletics +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the bloodrunner isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the bloodrunner drops to 1 hit point instead of 0 hit points.

Unimpeded. The bloodrunner can occupy a prone creature's space. The first time the bloodrunner enters a prone creature's space on the bloodrunner's turn, the prone creature takes 3 (1d6) bludgeoning damage. When a prone creature in the bloodrunner's space stands up, the creature enters the nearest unoccupied space of their choice.

Actions

Spiked Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the bloodrunner moves at least 10 feet before hitting a Large or smaller creature with this attack, the bloodrunner can choose to knock the target prone or push them up to 10 feet away.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Juke. When the bloodrunner makes a Dexterity saving throw, they can gain advantage on the save. To do so, the bloodrunner can't be prone, grappled, or restrained.

Orc Bloodrunner

Orc Conduit

CR 1 Artillery
Medium Humanoid (Orc), Any Alignment 200 XP

Armor Class 13 (studded leather)
Hit Points 30 (4d8 + 12)
Speed 35 ft.

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

Skills Perception +3
Damage Resistances determined by the conduit's Affinity trait
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Proficiency Bonus +2

Affinity. The conduit has a lifelong affinity for one of the following damage types: cold, fire, or lightning. The chosen type determines the conduit's damage resistance and the damage of their Elemental Discharge and Power Burst actions.

Relentless (1/Turn). When the conduit isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the conduit drops to 1 hit point instead of 0 hit points.

Actions

Elemental Discharge (Cantrip). *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 9 (1d12 + 3) damage of the type determined by the conduit's Affinity trait.

Power Burst (2/Day; 1st-Level Spell). The conduit unleashes explosive energy in a 15-foot cone. The ground in that area becomes difficult terrain, and each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) damage of the type determined by the conduit's Affinity trait, and they are pushed 10 feet away from the conduit. On a successful save, a creature takes half as much damage and isn't pushed.

Bonus Actions

Rush. The conduit takes the Dash action.

Knock Them Prone

The bloodrunner, fury, terranova, mohler, and scyza all have features that can knock enemies prone. If the garroter knocks someone unconscious with a Strangle attack, odds are the target winds up prone as well! Knocking targets prone is especially helpful for the bloodrunner and the fury, since they can both deal extra damage to prone targets. These creatures were designed to work together.

Orc Conduit

Orc Forcecaller

CR 1 Minion
Medium Humanoid (Orc), Any Alignment 40 XP

Armor Class 12 (hide armor)
Hit Points 8
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Proficiency Bonus +2

Minion. If the forcecaller takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the forcecaller takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Relentless Minion. When the forcecaller is reduced to 0 hit points while they aren't incapacitated, they can deal 1 force damage to an enemy within 5 feet of them.

Actions

Chainspoken (Group Attack). *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 1 force damage. If two or more forcecallers joined the attack, they can deal the same amount of force damage to another creature within 10 feet of the target.

Orc Fury

CR 1/2 Brute

Medium Humanoid (Orc), Any Alignment — 100 XP

Armor Class 13 (studded leather)
Hit Points 22 (3d8 + 9)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (–1)	11 (+0)	12 (+1)

Saving Throws Str +5
Skills Athletics +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the fury isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the fury drops to 1 hit point instead of 0 hit points.

Actions

Haymaker Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, or 12 (1d12 + 6) slashing damage if the target is prone. If the target is a Medium or smaller creature, they must succeed on a DC 13 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Healing Rally (1/Day). The fury regains 5 hit points.

Orc Garroter

CR 1 Ambusher

Medium Humanoid (Orc), Any Alignment — 200 XP

Armor Class 14 (studded leather)
Hit Points 30 (4d8 + 12)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Dex +4
Skills Athletics +4, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the garroter isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the garroter drops to 1 hit point instead of 0 hit points.

Actions

Strangle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target can't speak intelligibly or cast spells with verbal components. If the attack was made with advantage, the target must make a DC 12 Constitution saving throw. On a failed save, the target falls unconscious for 1 minute (save ends at start of turn) or until they take damage. A creature can use an action to shake another creature awake who falls unconscious in this way.

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. If the attack was made with advantage, the target takes an extra 7 (2d6) piercing damage.

Bonus Actions

Cloak (1/Day). The garroter magically turns invisible for 1 minute. Any equipment the garroter wears or carries is invisible with them. While invisible, the garroter's movements make no sound. If the garroter hits a creature with an attack, casts a spell, or takes damage, the effect ends.

The orcs are out there, and we're in here.
I checked the Chronicle for advice on sieges.
"Be on the outside," it said.
Wonderful, thanks.

Dancer, Chronicler of
the Chain of Acheron,
Heroes 216–231

Orc Godcaller

CR 4 Support

Medium Humanoid (Orc), Any Alignment

1,100 XP

Armor Class 14 (studded leather)
Hit Points 82 (11d8 + 33)
Speed 35 ft.

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

Saving Throws Wis +3
Skills Arcana +3, Insight +3, Performance +8
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the godcaller isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the godcaller drops to 1 hit point instead of 0 hit points.

Actions

Power Chord (1st-Level Spell). *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one creature who can hear the godcaller. *Hit:* 18 (4d6 + 4) thunder damage.

Cadenza. The godcaller chooses another creature within 30 feet of them. If the target can hear the godcaller, the target can use their reaction to move up to their speed and make an attack.

Song of the Gods (2nd-Level Spell). The godcaller and each ally within 30 feet of them who can hear them has advantage on attack rolls until the start of the godcaller's next turn. This effect ends early if the godcaller takes any damage.

Bonus Actions

Rallying Ostinato (1/Day). The godcaller and up to three allies within 60 feet of them who can hear them regain 20 hit points, and these creatures ignore difficult terrain for 1 minute.

Orc Rampart

CR 2 Soldier
Medium Humanoid (Orc), Any Alignment
450 XP

Armor Class 18 (chain mail, shield)
Hit Points 42 (5d8 + 20)
Speed 35 ft.

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

Skills Athletics +6, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the rampart isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the rampart drops to 1 hit point instead of 0 hit points.

Actions

Multiattack. The rampart makes two Spear attacks. If the rampart targets the same creature with both attacks, the target has disadvantage on attack rolls against creatures other than the rampart until the start of the rampart's next turn.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Reactions

No! When an enemy within 5 feet of the rampart targets another creature with an attack, the attacker must target the rampart instead.

Orc Terranova

CR 2 Controller

Medium Humanoid (Orc), Any Alignment — 450 XP

Armor Class 15 (breastplate)
Hit Points 37 (5d8 + 15)
Speed 35 ft.

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

Skills Athletics +4
Condition Immunities prone
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 9
Languages Common, Orc
Proficiency Bonus +2

Relentless (1/Turn). When the terranova isn't incapacitated and they are reduced to 0 hit points but not killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, the terranova drops to 1 hit point instead of 0 hit points.

Tremorspeak. The terranova can sense anything a willing creature within 30 feet of them can sense with tremorsense or Tremorspeak.

Unhindered. The terranova ignores difficult terrain.

Actions

Earth Pillar (1st-Level Spell). *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target touching the ground. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is knocked prone.

Quake. The terranova chooses up to five creatures on the ground within 15 feet of them and stomps the ground. Each target must succeed on a DC 13 Strength saving throw or be knocked prone.

Sinkhole. The terranova chooses up to two creatures on the ground within 30 feet of them. Each target must succeed on a DC 13 Strength saving throw or be restrained. A creature can use their action to free themself or another creature within their reach, ending the effect on that creature.

Bonus Actions

Rush. The terranova takes the Dash action.

Unearth Mohlers (1/Day). The terranova stomps, and 1d3 + 1 **mohlers** pop out of the ground in unoccupied spaces within 30 feet of them. The mohlers are friendly to the terranova and act immediately after the terranova's turn on the same initiative count.

Mohler

CR 1/4 Controller

Small Beast, Unaligned — 50 XP

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 20 ft., burrow 40 ft.

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

Senses blindsight 20 ft., tremorsense 40 ft., passive Perception 11
Languages —
Proficiency Bonus +2

Actions

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

Earth Bump. As the mohler burrows under a Large or smaller creature on the ground within 5 feet of them, the mohler shifts the ground. The creature above them must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Ground Grinder. The mohler burrows up to their burrowing speed. Ground within 5 feet of where the mohler burrows becomes difficult terrain.

Reactions

Zip. If the mohler fails a Dexterity saving throw while burrowing, they succeed instead.

Orc Magic Items

Even more so than other creatures, orcs benefit from magic items that increase their bonuses to attack and damage rolls, such as a *wand of the war mage* or even a simple *+1 weapon*. These items make the orc's Relentless trait more reliable and are good rewards for low-level player characters who defeat them.

Orcs also benefit from magic items that increase their speed and mobility, allowing them to always stay within striking distance of their targets. A *cape of the mountebank* and a *potion of speed* make excellent choices for an orc who wants to keep their enemies close.

Scyza

CR 4 Brute

Gargantuan Monstrosity, Unaligned

1,100 XP

Armor Class 14 (natural armor)
Hit Points 108 (8d20 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	17 (+3)	5 (–3)	11 (+0)	7 (–2)

Saving Throws Str +7, Con +5
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 10
Languages —
Proficiency Bonus +2

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

War Harness. While wearing a war harness, the scyza can carry up to thirty-six Medium or smaller creatures.

Actions

Multiattack. The scyza makes two Claw attacks.

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

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is on top of the scyza, the target falls off and lands prone.

Head Crest. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and if the target is a creature who can hear, they are dazed until the end of their next turn by the crest's deep ringing.

Claw Twister (Recharge 6). The scyza claws at the ground in a flurry. Each creature of the scyza's choice within 5 feet of them must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) slashing damage, is knocked prone, and is blinded by a cloud of dust until the start of the scyza's next turn. On a successful save, a creature takes half as much damage and isn't knocked prone or blinded.

FLEE, MORTALS!

Dohma Raskovar

CR 5 Leader

Medium Humanoid (Orc), Lawful Evil — 1,800 XP

Armor Class 14 (chain shirt)
Hit Points 93 (11d8 + 44)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Str +6, Con +7, Wis +5
Skills Athletics +6, Deception +6, Insight +5, Intimidation +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Orc
Proficiency Bonus +3

Adrenaline Rush. If Raskovar fails a saving throw, he can expend a use of his Dohma Rally without gaining its benefits (no action required) and succeed instead.

Relentless (1/Turn). When Raskovar isn't incapacitated and he is reduced to 0 hit points but not killed outright, he can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits and its damage reduces the target to 0 hit points, Raskovar drops to 1 hit point instead of 0 hit points.

Actions

Multiattack. Raskovar makes three Repeating Crossbow attacks or two War Mace attacks.

War Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is dazed until the end of their next turn.

Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage, and the target's speed is reduced by 10 feet until the end of their next turn.

Reinforcements (1/Day). Raskovar takes the Dodge action, and ten **orc blitzers** appear in unoccupied spaces within 30 feet of him.

Bonus Actions

Dohma Rally (3/Day). Raskovar regains 20 hit points, and he gains resistance to bludgeoning, piercing, and slashing damage until the end of his next turn.

Reactions

On the House. When a creature Raskovar can see within 30 feet of him fails an ability check or misses with an attack roll, that creature can reroll the check or attack, choosing either result.

Villain Actions

Raskovar has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Close In. Each ally within 60 feet of Raskovar who can hear him can move up to their speed. After this movement, each enemy within 5 feet of at least one creature who moved must make a DC 15 Wisdom saving throw or be frightened of Raskovar for 1 minute (save ends at end of turn).

Action 2: Lockdown. Each ally within 60 feet of Raskovar who can hear him can make a Strength (Athletics) check with advantage to grapple an enemy within their reach (no action required). Then Raskovar can move up to his speed.

Action 3: Do It Myself. Raskovar moves up to his speed without provoking opportunity attacks. At the end of the movement, he can make up to five War Mace attacks with advantage.

Orc Blacksmith

Retainer

Medium Humanoid (Orc), Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 35 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Perception +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Languages Common, Orc
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Warhammer). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d10 plus PB bludgeoning damage. Beginning at 7th level, the blacksmith can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Relentless Rush (3/Day). When the blacksmith isn't incapacitated and they take damage but aren't killed outright, they can make an attack against an enemy (no action required) before the hit point reduction is resolved. If the attack hits, the blacksmith regains twice their PB hit points.

5th Level: Reinforce Armor (3/Day). As a bonus action, the blacksmith touches a piece of armor and fortifies it. For the next 10 minutes, a creature wearing the armor gains a bonus to their AC equal to half the blacksmith's PB.

7th Level: Fortify Weapon (3/Day). As a bonus action, the blacksmith touches a weapon and polishes it. For 1 minute, the weapon is magical and deals an extra PB damage.

Mystic Connection: Mohler

If you're playing a beastheart and have a mohler companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Earthen Strength. As a bonus action, your limbs grow dense and swing with incredible force for 1 minute. For the duration, when you hit a creature no more than one size category larger or smaller than you with a melee weapon attack, the creature is also knocked prone. Once you use this bonus action, you can't do so again until you finish a long rest.

Mohler Companion

Companion

Small Beast, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	14 (+2)	2 (–4)	12 (+1)	5 (–3)

Saving Throws Dex +3 plus PB, Con +2 plus PB
Skills Acrobatics +3 plus PB, Stealth +3 plus PB
Senses blindsight 20 ft., tremorsense 40 ft., passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Earth Bump (2 Ferocity). The mohler burrows up to their speed and chooses one Large or smaller creature they come within 5 feet of during the move. The target must succeed on a DC 10 plus PB Dexterity saving throw or be knocked prone.

3rd Level: Sinkhole (5 Ferocity). The mohler burrows up to their speed and targets a creature they can sense on the surface within 10 feet of them. The target must succeed on a DC 10 plus PB Strength saving throw or be restrained by the ground until the start of the mohler's next turn.

5th Level: Terranova (8 Ferocity). Each creature on the ground within 10 feet of the mohler must succeed on a DC 10 plus PB Strength saving throw or take 1d6 plus PB bludgeoning damage and be knocked prone. A creature who fails this saving throw by 5 or more is restrained by the ground (save ends at end of turn). A creature can use their action to free themself or another creature within their reach, ending the effect.

Reactions

Quick Pit (Recharges after a Long Rest). If the mohler's caregiver fails a Dexterity saving throw while they are within 10 feet of the mohler and the mohler isn't incapacitated or restrained, the mohler pulls the caregiver out of danger. The caregiver succeeds on the saving throw instead.

Otyughs

Where garbage lingers, an otyugh lurks. These massive lumps of muscle and maw are scavengers with an insatiable hunger for trash. They plod through refuse on three stout legs, using tooth-lined tentacles to feed on decay. If the stench isn't enough to stop a creature in their tracks, the otyugh's infectious bite certainly will. When starved or if their territory is invaded, otyughs don't hesitate to attack other creatures.

Trash Adaptive. Though an otyugh naturally has three legs, three tentacles, and one eyestalk, they can rapidly transform these appendages to better suit their shifting, chaotic environment. Their tentacles can sprout eyes before plunging into a thick garbage pile or become padded feet to navigate treacherous terrain. The otyugh's adaptable limbs also allow them a flexible response to threats, whether by fleeing on many feet or by growing arms for a hunt.

Otyugh

CR 5 Controller

Large Aberration, Typically Neutral — 1,800 XP

Armor Class 14 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 45 ft. (see Adjustable Appendages)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (–2)	13 (+1)	6 (–2)

Saving Throws Con +7
Condition Immunities flanked (see Adjustable Appendages), poisoned
Damage Resistances acid, poison
Senses darkvision 60 ft. (see Adjustable Appendages), passive Perception 11
Languages Otyugh
Proficiency Bonus +3

Adjustable Appendages. The otyugh has seven adjustable appendages, which they can convert into other appendages using their Transform bonus action. In their natural state, the otyugh has one eyestalk, three legs, and three tentacles. These appendages grant the following benefits:

Eyestalks. The otyugh's first eyestalk gives them darkvision out to a range of 60 feet and immunity to the flanked condition, and each additional eyestalk increases their darkvision's range by 60 feet. If the otyugh has no eyestalks, they are blinded and lose immunity to the flanked condition.

Legs. Each leg gives the otyugh a cumulative walking speed of 15 feet.

Tentacles. The otyugh's number of tentacles determine how many attacks they can make with Multiattack and how many creatures they can grapple with Tentacle Slam.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of them that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Rot Leech. At the start of each of the otyugh's turns, each creature grappled by the otyugh has their hit point maximum reduced by 5 (1d10) for 1 hour. The otyugh regains the same number of hit points. This effect can't reduce a creature's hit point maximum below their current hit points.

Trash Traversal. The otyugh ignores difficult terrain. They also have advantage on Dexterity (Stealth) checks made to hide in piles of refuse.

Vile Stench. A creature who starts their turn within 10 feet of the otyugh must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn.

Actions

Multiattack. The otyugh makes one Tentacle Slam attack for each tentacle they currently have (see Adjustable Appendages).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be diseased with otyuck. A creature with otyuck can't take the Dash action and their speed is halved.

Tentacle Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is Medium or smaller, they are grappled (escape DC 13) and restrained until the grapple ends. The otyugh can grapple one target for each tentacle they currently have.

Bonus Actions

Transform. The otyugh converts one of their Adjustable Appendages into an eyestalk, leg, or tentacle.

Otyugh Dregsbelcher

CR 5 Minion

Large Aberration, Typically Neutral — 225 XP

Armor Class 14 (natural armor)
Hit Points 12
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (–2)	12 (+1)	6 (–2)

Senses darkvision 60 ft., passive Perception 11
Languages Otyugh
Proficiency Bonus +3

Minion. If the dregsbelcher takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the dregsbelcher takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Trash Traversal. The dregsbelcher ignores difficult terrain. They also have advantage on Dexterity (Stealth) checks made to hide in piles of refuse.

Whetted Appetites. While within 60 feet of the dregsbelcher, each friendly non-minion otyugh gains a +1 bonus to attack rolls. This bonus increases by 1 (to a maximum of +5) for each dregsbelcher in range of that creature.

Actions

Regurgitate (Group Attack). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 2 bludgeoning damage plus 2 acid damage.

Mystic Connection: Otyugh

If you're playing a beastheart and have an otyugh companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Vile Stench. As a bonus action, you cause your body to expel toxins into the air. Each creature of your choice within 10 feet of you who needs to breathe must succeed on a Constitution saving throw against your exploit save DC or be poisoned and have their speed halved for 1 minute (save ends at end of turn). Once you use this bonus action, you can't do so again until you finish a long rest.

Otyugh Companion

Companion

Large Aberration, Unaligned

Armor Class 14 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (–2)	13 (+1)	6 (–2)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB, Survival +1 plus PB
Damage Resistances acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Trash Traversal. The otyugh ignores difficult terrain. They have advantage on Dexterity (Stealth) checks made to hide in piles of refuse.

Actions

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

1st Level: Tentacle Slam (2 Ferocity). The otyugh makes a signature attack. On a hit, the target must also succeed on a DC 10 plus PB Strength saving throw or be grappled (escape DC 10 plus PB). The otyugh can only grapple one target at a time.

3rd Level: Brutal Charge (5 Ferocity). The otyugh moves up to their speed without provoking opportunity attacks. During or after this move, they can make a signature attack against one target.

5th Level: Retch (8 Ferocity). The otyugh regurgitates garbage in a 15-foot cone. Each creature in that area must make a DC 10 plus PB Constitution saving throw. On a failed save, a creature takes PBd6 poison damage and is poisoned. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Slough Rot (Recharges after a Long Rest). The otyugh touches their caregiver and ends one disease or one of the following conditions affecting the caregiver: blinded, dazed, deafened, paralyzed, or poisoned.

Overminds

"Careful, Xorannox," the queen's consort cautioned. "You tread heavily."

"Tread heavily? My dear consort," the Tyract's grin twisted, "I never touch the ground."

Formally known by their endonym, vaurath (plural vaurathi), overminds plot and scheme against their chief rivals, the synlirii and the olothec, for control of the World Below.

Psionic Eyes. An overmind is an enormous floating brain with a large central eye surrounded by many smaller embedded eyes. Even more alien, several psionic eyes float within inches of their head, each connected to a small brain that can manifest a unique psionic effect.

Intelligent Loremasters. Like their rivals, overminds are loremasters of supreme intellect. They aren't usually wizards, but they all view the collection of knowledge and arcane sciences as the best tool for ultimate conquest. Overminds are cruel and capricious but enjoy tests of intellectual might. Their one vanity is their unshakable belief in their own intellectual superiority over all others.

Overmind Lairs. Thanks to their innate flight, overminds prefer to build (or rather, have their thralls build) towers with no doors or entrances anywhere near the bottom.

Lair Actions

When fighting inside their lair, an overmind can take lair actions. On initiative count 20 (losing initiative ties), the overmind can take one lair action to cause one of the following effects; the overmind can't use the same lair action two rounds in a row:

Gas Belch. A hole opens in the ceiling, floor, or wall at a point the overmind chooses within 60 feet of them and belches a 20-foot-sphere of smelly gas that lasts until the end of initiative count 20 on the next round. When a creature enters that area for the first time or starts their turn there, they must succeed on a DC 15 Constitution saving throw or be poisoned until the start of their next turn.

Slime Shower. Viscous slime falls from the ceiling toward one enemy within 120 feet of the overmind. The creature must succeed on a DC 15 Dexterity saving throw or be vulnerable to fire and lightning damage. The effect ends when they take fire or lightning damage, or at the end of initiative count 20 on the next round.

Telekinetic Hold. An invisible force attempts to grab three enemies within 60 feet of the overmind. Each creature must make a DC 15 Strength saving throw. On a failed save, a creature's speed becomes 0 and they rise vertically 20 feet in the air, suspended there until the end of initiative count 20 on the next round, at which point they fall.

Rivalries and Negotiations. Unlike their rivals, overminds have an intense hatred of their own kind and never work together. However, overminds often enjoy diplomacy with other species, seeking to form alliances and build secret networks of agents throughout the World Below.

Smelly Eggs. Overmind procreation involves one aberration laying a single egg in a slime pool and leaving it behind. When another overmind later detects the distinct smell of the egg, they spray their inseminating fluid into the pool. These actions are compelled by biological necessity, a compulsion even the overminds can't ignore.

Unwitting explorers sometimes accidentally abscond with an egg. If unfertilized, its bearer is likely to attract the attention of other overminds and synlirii that use the eggs in genetic experiments to create psionic creatures. If fertilized, the explorer could find themselves as a newly hatched overmind's first victim.

Xorannox the Tyract

"Xorannox!" Lady Dazran exclaimed.

"Hahaha! Surprised? You forgot my allies among the drow, I think. You should know better, my lady. Nothing exceeds my Grasp."

Xorannox (*ZOR-ah-nocks*) rules as Lord of the White Tower, a multi-level finger of alabaster stone. Commonly known as the Tyract—an ancient Deep Speech word that literally translates as "a king who rules with his teeth"—the overmind indeed consumes those who displease him.

Xorannox is chief of the Grasp, a secret organization made up of deep gnomes, dark elves, and humans. They seek to overthrow the voiceless talkers' great empire and place Xorannox above all, first as king, then as god.

The Tyract is a master strategist, always one step ahead of his enemies. Adventurers from the Mundane World may be surprised to discover their deep allies are members of the Grasp. When they meet Xorannox, he's delighted! He loves treating with humanoids! They have the same enemies, after all.

Unfortunately, no matter how useful or dependable a party of heroes might be, Xorannox is nearly incapable of resisting the urge to betray his allies. He assumes, as do most vaurathi, that the natural end of all alliances is betrayal. It's just a matter of who stabs who first.

Eyes Always Shielded. Xorannox's psionic might is so great that unlike other overminds, his floating eyes are never without their psionic shield. When he is truly in distress, Xorannox can sacrifice one of his eyes to bolster his resistances.

Overmind

CR 11 Artillery
Large Aberration, Typically Lawful Evil 7,200 XP

Armor Class 17 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Int +8, Wis +6, Cha +7
Skills Arcana +8, Deception +7, Insight +6, Intimidation +7, Perception +6
Condition Immunities charmed, flanked, frightened, prone
Senses darkvision 120 ft., passive Perception 16
Languages Common, Deep Speech, Undercommon
Proficiency Bonus +4

Detached Eyes. Six eyes float around the overmind and create their Eye Psionics effects. Each eye is an object that has AC 24, 1 hit point, and a psionic shield that makes it immune to damage. After an eye creates a psionic effect, it loses its psionic shield until the start of the overmind's next turn. If an eye is destroyed, a new eye pops out of the overmind's face to replace it at the end of their next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Psionics. The overmind creates three of the following psionic eye effects. Unless otherwise stated, each eye targets a creature who the overmind can see within 120 feet of them. They can't use the same effect twice in a turn.

1. **Charm Beam.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the overmind for 1 hour, or until the overmind harms the creature or one of their allies.
2. **Compulsion Beam.** The targeted creature must succeed on a DC 16 Intelligence saving throw or use their reaction, if available, to move up to their speed toward the closest ally they can see and make a weapon attack against them. Creatures who can't be charmed are unaffected.
3. **Toxic Vapors.** The overmind chooses a point they can see within 120 feet of them. Each creature within 10 feet of the point must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).
4. **Telekinetic Beam.** The targeted creature must succeed on a DC 16 Strength saving throw or be moved up to 30 feet in any direction and take 7 (2d6) force damage at the end of the move. Alternatively, the overmind can target an object they can see within 120 feet of them that weighs 300 pounds or less and isn't being worn or carried, moving it up to 30 feet in any direction. The overmind can also exert fine control on objects with this effect, such as manipulating a simple tool or opening a door or a container.
5. **Lightning Bolt.** The overmind shoots a 5-foot-wide, 60-foot-long line of lightning. Each creature in the line must succeed on a DC 16 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.
6. **Fire Beam.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the target takes 36 (8d8) fire damage and catches fire, taking 9 (2d8) fire damage at the start of each of their turns for 1 minute (save ends at end of turn). Any creature can use their action to douse the fire, ending the effect early.

Bonus Actions

The Great Eye (Recharge 6). The overmind's central eye turns solid black and projects a 150-foot cone of energy. If the overmind or any creature in that area is affected by a spell, the spell's effects immediately end for that creature.

Reactions

Away with You! When a creature within 5 feet of the overmind hits them with a melee attack, the overmind can use Telekinetic Beam on the attacker.

Each satellite eye is capable of operating independently. Vaurathi use them as scouts, sending them miles away to spy on both enemies and allies.

Remainer

Xorannox

CR 14 Solo
Large Aberration, Lawful Evil
11,500 XP

Armor Class 18 (natural armor)
Hit Points 228 (24d10 + 96)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	19 (+4)	14 (+2)	18 (+4)

Saving Throws Int +9, Wis +7, Cha +9
Skills Arcana +9, Deception +9, Insight +7, Intimidation +9, Perception +7
Condition Immunities charmed, flanked, frightened, prone
Senses darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech, Undercommon
Proficiency Bonus +5

Painful Resistance (3/Day). Eight eyes float around Xorannox and create his Eye Psionics. If Xorannox fails a saving throw, he can destroy a random floating eye (chosen by rolling a d8) and succeed instead. If an eye is destroyed, a new eye pops of out of Xorannox's face to replace it 24 hours later.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Psionics. Xorannox creates three of the following psionic eye effects. Unless otherwise stated, each eye targets a creature who he can see within 120 feet of him. He can't use the same effect twice on a turn.

1. **Charm Beam.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by Xorannox for 1 hour, or until he harms the creature or one of their allies.
2. **Compulsion Beam**. The targeted creature must succeed on a DC 17 Intelligence saving throw or use their reaction, if available, to move up to their speed toward the closest ally they can see and make one weapon attack against them. Creatures who can't be charmed are unaffected.
3. **Memory Beam**. The targeted creature must make a DC 17 Intelligence saving throw. On a failed save, if the creature has unexpended spell slots, they expend a spell slot of their highest remaining level, with no effect. If they don't have unexpended spell slots, they instead lose proficiency with a weapon they're holding or carrying for 1 minute (save ends at end of turn).
4. **Toxic Vapors.** Xorannox chooses a point he can see within 120 feet of him. Each creature within 10 feet of the point must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).
5. **Telekinetic Field**. Xorannox chooses a point he can see within 120 feet of him. Each enemy within 10 feet of the point must succeed on a DC 17 Strength saving throw or be moved up to 30 feet in any direction and take 7 (2d6) force damage at the end of the move. Additionally, Xorannox can target any object within 10 feet of the point that weighs 300 pounds or less and isn't being worn or carried, moving it up to 30 feet in any direction. Xorannox can also exert fine control on objects with this effect, such as manipulating a simple tool or opening a door or a container.
6. **Lightning Bolt.** Xorannox shoots a 5-foot-wide, 60-foot-long line of lightning. Each creature in the line must succeed on a DC 17 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.
7. **Explosion.** Xorannox chooses a point he can see within 120 feet of him. Each creature within 10 feet of the point must make a DC 17 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.
8. **Necrosis Beam.** The targeted creature must succeed on a DC 17 Constitution saving throw or immediately take 55 (10d10) necrotic damage and lose 7 (2d6) hit points at the start of each of their turns. If this effect reduces a target's hit points to 0, they die. The effect ends if Xorannox dies or can't see the target. This psionic effect can't be used again while this effect persists.

Bonus Actions

The Great Eye (Recharge 6). Xorannox's central eye turns solid black and projects a 150-foot cone of energy. If Xorannox or any creature in that area is affected by a spell, the spell's effects immediately end for that creature.

Reactions

Cower! When a creature hits Xorannox with an attack, he shoots a psionic fear beam at them. The creature must succeed on a DC 17 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of Xorannox for 1 minute (save ends at end of turn).

Villain Actions

Xorannox has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Disruption Beams. Xorannox shoots a psionic disruption beam at three creatures he can see within 120 feet of him. Each target must make a DC 17 Wisdom saving throw. On a failed save, whenever the target makes more than one weapon attack on a turn or casts a spell that isn't a cantrip, they take 14 (4d6) psychic damage. This effect lasts for 1 minute (save ends at end of turn).

Action 2: Disappearing Act. Xorannox turns invisible until the end of his next turn and teleports up to 120 feet to an unoccupied space he can see.

Action 3: Megabeam. Xorannox unleashes the effects of all of his remaining psionic eyes at once in a 20-foot-wide, 120-foot-long line. Each creature in that area must make a save against two random eye effects from Xorannox's Eye Psionics (reroll duplicates for each target). If the effect usually affects an area, it instead only affects individual creatures.

Xorannox the Tyract sets his sights on underworld domination.

Owlbears

Owlbears possess powerful feathered frames, terrible claws, and a violent distrust of other creatures. The world has come to hate the owlbear, and the owlbear despises the world—a fact they violently express to any creature who crosses their path. Owlbears gain the upper hand by pinning their prey between their powerful appendages and massive form, then they mercilessly rip apart trapped victims with their honed natural weapons.

This behemoth of fur and feathers aggressively patrols their territory. They tend to lead a solitary existence, but during mating season, they den as pairs with their bitter broods.

Relentless Stalker. When the sun hangs low at sunset, the owlbear commits to kill. They wander tirelessly for countless miles in search of prey, regardless of the threat that prey might pose to them. They seek to hunt and kill not merely because of hunger or desire to defend their territory, but because of an overwhelming drive to display physical dominance. After a victory, the owlbear drags their victim back to their territory, feeding on flesh and discarding bones in sloven and draggletailed fashion.

Ravening Beast of Prey. Beyond their wanton killing, these monstrosities quickly upset the local food chain when they settle in an area. As they crowd out other apex predators, this soon leads to an overabundance of vermin. And even when they're not on the hunt, owlbears knock down mature trees with their long claws, collecting the wood into massive piles to harvest termite mounds.

Fierce Companions. Despite the owlbear's vicious tendencies, they're naturally wise and intelligent creatures. Owlbears have shown surprising empathy for the grieving and forsaken outcasts who journey into wild places. Taming an owlbear takes a fearless heart and a commitment rivaling the creature's need to kill.

Wild Shape and Owlbears

Owlbears are awesome. These fluffy, furry, ferocious creatures have captured the hearts of players everywhere. Almost every GM is eventually asked by a player if their character can turn into an owlbear using the druid's Wild Shape class feature or the *polymorph* spell.

The official answer is no. Owlbears are Monstrosities, not Beasts (despite both owls and bears individually being Beasts), so that automatically disqualifies them as an option for the druid's Wild Shape feature and the *polymorph* spell. But saying no is denying a player a chance to do a cool thing, and doing cool things is a big part of many people's fun with this game. We want to give you the option of saying yes.

If you want to allow a player character to turn into an owlbear using Wild Shape or the *polymorph* spell, make the following changes to the owlbear stat block:

- The owlbear's Bear Hug action can be used once. The owlbear regains all uses when they finish a long rest.
- The owlbear's Hulking Rush reaction can be used once. The owlbear regains all uses when they finish a long rest.

Owlbear

CR 3 Brute
Large Monstrosity, Unaligned
700 XP

Armor Class 13 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	5 (–3)	12 (+1)	6 (–2)

Skills Perception +3
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 13
Languages —
Proficiency Bonus +2

Deadly Leap. The owlbear's long jump is up to 30 feet and their high jump is 15 feet, with or without a running start. If the owlbear leaps at least 20 feet toward a target and then hits them with a Bite or Claw attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The owlbear makes one Bite and one Claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage, and the owlbear can move the target 5 feet in any direction.

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

Bear Hug (Recharge 4–6). The owlbear attempts to grab and crush a creature they can see within 5 feet of them. The target must make a DC 15 Dexterity saving throw. On a failed save, the target takes 22 (4d10) bludgeoning damage and is grappled (escape DC 15). On a successful save, the target takes half as much damage and is not grappled. Until this grapple ends, the target is restrained and takes 5 (1d10) bludgeoning damage at the start of each of their turns. The grapple ends if the owlbear uses Bear Hug on another target or makes a Claw attack against another target.

Reactions

Hulking Rush. When the owlbear takes damage, they can move up to half their speed without provoking opportunity attacks.

I mean, I think they're adorable. They're so floofy! They like acorns. I wonder, are there catponies or birdlions? Oh! That's a griffon!

Pinna, Hedge Witch, Gravesford

Owlbear Companion

Companion

Large Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (−3)	12 (+1)	10 (+0)

Saving Throws Str +3 plus PB, Con +2 plus PB
Skills Athletics +3 plus PB, Perception +1 plus PB
Senses darkvision 60 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

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

Actions

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

1st Level: Violent Attack (2 Ferocity). The owlbear makes a signature attack. On a hit, the attack deals an extra PB damage, and the owlbear can move the target 5 feet in any direction.

3rd Level: Owlie Oop (5 Ferocity). The owlbear leaps up to half their speed without provoking opportunity attacks. When they land, each creature within 5 feet of them must succeed on a DC 10 plus PB Strength saving throw or be knocked prone.

5th Level: Bear Hug (8 Ferocity). The owlbear attempts to grab and crush a creature they can see within 5 feet of them. The target must make a DC 10 plus PB Dexterity saving throw. On a failed save, the target takes PBd10 bludgeoning damage and is grappled (escape DC 10 plus PB). On a successful save, the target takes half as much damage and is not grappled. Until this grapple ends, the target is also restrained. The grapple ends if the owlbear uses Bear Hug on another target or makes a signature attack against another target.

Bonus Actions

Give a Hoot (Recharges after a Long Rest). The owlbear lets loose a unique battle hoot. If the owlbear's caregiver can hear the owlbear, the caregiver gains 5 × PB temporary hit points.

Shambling Mounds

The ground, lush and overgrown, squelches under every footstep. Curtains of menacing vines block the way, and muffled groans echo distantly under the darkening canopy. By the time you realize the ground is moving, it's too late—the shambling mound has taken you.

Found in overgrown swamps, stinking marshes, dense wodes, and dark, damp rainforests, the shambling mound is a wandering mass of vegetation that feeds on everything in their path.

Hearty Eater. As a shambling mound drags their massive form through the undergrowth, they consume any organic matter they pass. When they find a good place to lurk until a meal comes to them, the result is far more satisfying. After a mound engulfs their prey—be they animal or adventurer—the meal-to-be is sealed in a sack of interwoven vines and leaves. The walls of this vegetative chamber release a toxic sap that dissolves the prey inside.

Verdant Camouflage. Rather than slowly chase prey, the shambling mound prefers to drape their form along well-traveled paths. They blend perfectly into their hunting ground, making it easy to seize unsuspecting passersby. A shambling mound in a rainforest may sport vines, ferns, and giant leaves, while another in a swamp engulfs adventurers in massive grasses, moss, and reeds.

Noxious Origins. A shambling mound is most often a byproduct of a nearby evil mage. The nefarious magic of the surrounding land can coalesce into a nocuous creature consumed by hunger. The shambling mound knows only that they must feed, and thus they drag themself in search of a hunting ground.

Growing in Size. Most shambling mounds begin their unnatural lives about the size of an adult human. These smaller young are often called shambling piles. The strongest among these piles consume their many siblings, growing much larger and becoming true shambling mounds.

Will Work for Food. Shambling mounds aren't malicious, and some show a capacity for learning. Daring (or foolish) adventurers might find that feeding a shambling mound a steady diet of evildoers turns them into a loyal companion.

Shambling Mound

Shambling Mound

CR 5 Controller

Gargantuan Plant, Unaligned — 1,800 XP

Armor Class 13 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	20 (+5)	5 (–3)	10 (+0)	8 (–1)

Saving Throws Con +8
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, flanked, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages —
Proficiency Bonus +3

Engulfing Sack. The mound has a vegetative sack on their body where they carry engulfed creatures. The sack can be attacked (AC 15; 50 hit points; immunity to poison and psychic damage), which deals no damage to the mound. Destroying the sack frees creatures trapped by the mound's Engulf action. The mound regrows the sack at the beginning of their next turn.

False Appearance. While the mound remains motionless, they are indistinguishable from an ordinary mass of vegetation.

Actions

Multiattack. The mound makes two Vine Lash attacks. They can replace one attack with a use of Engulf, if available.

Vine Lash. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is Medium or smaller, the mound can pull the target up to 30 feet toward them.

Engulf (Recharge 5–6). The mound reaches out with writhing vines and attempts to pull in up to two Medium or smaller creatures within 30 feet of them. Each target must succeed on a DC 16 Strength saving throw or be engulfed in the mound's engulfing sack. An engulfed creature is restrained, has total cover against attacks and other effects outside the mound, and takes 7 (2d6) poison damage at the start of each of the mound's turns. When the mound moves, the engulfed creature moves with them. If the mound dies or their engulfing sack is destroyed, each engulfed creature is freed and shunted to an unoccupied space of their choice within 5 feet of the mound.

Reactions

Poison Froth. When the mound takes damage, the inside of their engulfing sack churns with poison. Each creature engulfed by the mound takes 3 (1d6) poison damage, and the mound regains a number of hit points equal to the total damage dealt by this reaction to creatures in their sack.

Shambling Pile

CR 5 Minion
Medium Plant, Unaligned
225 XP

Armor Class 13 (natural armor)
Hit Points 12
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (–2)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

Damage Immunities poison
Condition Immunities blinded, charmed, deafened, flanked, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Proficiency Bonus +3

False Appearance. While the pile remains motionless, they are indistinguishable from an ordinary mass of vegetation.

Hungry Grab. If an enemy starts their turn within 5 feet of three or more piles, the creature must succeed on a Dexterity saving throw or be grappled. While grappled in this way, the target is restrained, and at the start of each of the target's turns, they take poison damage equal to the number of piles within 5 feet of them. The saving throw and escape DC equal 10 plus the number of piles within 5 feet of the creature. The grapple ends if fewer than three piles are within 5 feet of the creature.

Minion. If the pile takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the pile takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Vine Lash (Group Attack). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 piercing damage.

Mystic Connection: Shambling Mound

If you're playing a beastheart and have a shambling mound companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Maw of the Mound. As a bonus action, you can bite an enemy as an unarmed strike. You can use Dexterity or Strength for the attack and damage rolls of this attack. On a hit, the strike deals 1d6 + your Dexterity or Strength modifier piercing damage instead of the bludgeoning damage normal for an unarmed strike, and you gain temporary hit points equal to the damage dealt. You can make this attack a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Shambling Mound Companion

Companion
Large Plant, Unaligned

Armor Class 13 plus PB
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB, Perception +0 plus PB
Damage Immunities poison
Damage Immunities blinded, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

False Appearance. While the mound remains motionless, they are indistinguishable from an ordinary mass of vegetation. If the mound's caregiver is Large or smaller, they can use the Hide action to attempt to hide in the same space as their motionless mound.

Actions

Signature Attack (Vine Lash). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Long-Range Lash (2 Ferocity). The mound makes a signature attack with a reach of 30 feet instead of 5 feet. If this attack hits a Medium or smaller creature, the mound can pull the target up to 10 feet toward the mound.

3rd Level: Verdant Roundup (5 Ferocity). The mound targets up to PB creatures within 30 feet of them who are Large or smaller. Each target must succeed on a DC 10 plus PB Dexterity saving throw or be pulled up to 15 feet toward the mound and take PBd4 poison damage.

5th Level: Engulf (8 Ferocity). The mound attempts to pull a Large or smaller creature within 5 feet of them into their body. The target must make a DC 10 plus PB Strength saving throw. On a failure, the target is pulled into the mound's space, takes PBd8 poison damage, and is engulfed. On a success, a creature takes half as much damage, doesn't move, and isn't engulfed.

An engulfed creature is restrained, has total cover against attacks and other effects outside the mound, and takes PBd8 poison damage at the start of each of the mound's turns. When the mound moves, the engulfed creature moves with them. An engulfed creature can try to escape by taking an action to make a DC 10 plus PB Strength check. On a success, that creature is freed and shunted to an unoccupied space of their choice within 5 feet of the mound.

The mound can have one Large or up to four Medium or smaller creatures engulfed at a time.

Stirges

A tiny winged insectoid with a long proboscis, the stirge feasts not on blood, but on their prey's very soul. While feeding, a stirge poisons its target, eventually lulling them into a dazed stupor until the insectoid can devour their fill.

Ill Omens. Experienced adventurers know that striges are drawn to areas of foul magic like those found in the lair of a vampire, lich, or evil mage. These fell beings encourage the striges to stay, feeding them prisoners or incompetent underlings.

Stirge Brood. A single stirge is a minor annoyance—but it's rare to find just one. Removing a single soul-sucking stirge from one's body is unpleasant enough, but the true terror lies in wondering how many more remain in the shadows. Stirge nests typically contain several eager young broodlings, and while they lack the potent poison of their parents, broodlings attack in greater numbers.

Stirge Companions. Should an adventurer adopt a stirge and provide plenty of villains to feast on, they'll likely find the little insectoid makes quite a loyal companion.

Content Warning: Soul Trauma

You or your players may find it upsetting to describe a stirge sipping at their victim's soul. If so, you can adjust the description for everyone's enjoyment, making the stirge a creature who pumps venom into their victims instead.

Stirge

CR 1/8 Controller

Tiny Monstrosity, Unaligned — 25 XP

Armor Class 13
Hit Points 4 (1d4 + 2)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	17 (+3)	14 (+2)	3 (–4)	10 (+0)	2 (–4)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages —
Proficiency Bonus +2

Tiny Target. If the stirge is reduced to 0 hit points by any damage other than psychic while attached to another creature, that creature takes damage equal to half that dealt to the stirge.

Actions

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 piercing damage, and the stirge can attach to the target and enter their space. While attached, the stirge moves with the target and can't make Proboscis attacks. A creature who can reach the stirge can use an action to detach the stirge, shunting them into the nearest unoccupied space of the stirge's choice. The stirge also detaches if they become grappled, incapacitated, prone, or restrained.

Drain Essence. The stirge sips the life essence of a creature they are attached to who isn't a Construct or an Undead. The creature loses 3 hit points and must succeed on a DC 12 Constitution saving throw or be poisoned until the end of the stirge's next turn. If the creature is already poisoned, they also become dazed until the end of the stirge's next turn.

Stirge Broodling

CR 1/8 Minion

Tiny Monstrosity, Unaligned

5 XP

Armor Class 11
Hit Points 2
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	13 (+1)	8 (–1)	1 (–5)	9 (–1)	2 (–4)

Senses darkvision 60 ft., passive Perception 9
Languages —
Proficiency Bonus +2

Minion. If the broodling takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the broodling takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Tiny Target. If the broodling is reduced to 0 hit points by any damage other than psychic while attached to another creature, that creature takes 1 damage of the same type.

Actions

Proboscis (Group Attack). *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and each broodling who joined the attack can attach to the target and enter their space. While attached, a broodling moves with the target and can't make Proboscis attacks. The target or a creature who can reach them can use an action or bonus action to detach all broodlings, shunting them into the nearest unoccupied space of each broodling's choice. The broodling also detaches if they become grappled, incapacitated, prone, or restrained.

Drain Essence. The broodling sips the life essence of a creature they're attached to who isn't a Construct or an Undead. The creature loses 1 hit point.

Mystic Connection: Stirge

If you're playing a beastheart and have a stirge companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Essence Drainer. When you hit a creature with an attack, you can deal an extra 2d6 damage. You regain hit points equal to the extra damage dealt. You can use deal this extra damage a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Stirge Companion

Companion

Tiny Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 10 ft., fly 30 ft.

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

Saving Throws Dex +3 plus PB, Con +2 plus PB
Skills Stealth +3 plus PB
Senses darkvision 60 ft., passive Perception 12
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

Signature Attack (Proboscis). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Destabilizing Attack (2 Ferocity). The stirge makes a signature attack. On a hit, the target also has disadvantage on the next attack they make before the end of their next turn.

3rd Level: Quick Drink (5 Ferocity). The stirge makes a signature attack. On a hit, the target takes an extra PBd4 piercing damage and is poisoned until the end of their next turn.

5th Level: Attach (8 Ferocity). The stirge makes a signature attack against a creature. On a hit, the target takes an extra PBd6 piercing damage and the stirge attaches to the target and enters their space. While attached, the stirge moves with the target and can't attack any creature other than the target. If the stirge hits the target with an attack while attached, the target takes an extra PBd6 piercing damage. The stirge can use an action or bonus action to detach and move 5 feet into an unoccupied space without provoking opportunity attacks. The stirge also detaches if they become grappled, incapacitated, prone, or restrained, or if they take more than PB × 5 damage in a turn.

Bonus Actions

Essence Shared (2/Long Rest). If the stirge's caregiver is within 5 feet of them and the stirge isn't attached to another creature, the stirge pumps life essence into the caregiver's veins. The caregiver regains 1d6 plus PB hit points.

Time Raiders

The kuran'zoi (*coor-AN-zoy*), also called time raiders, are humanoids who make the Astral Sea their home. Many kuran'zoi make their living as guides for travelers from other planes, while others survive on the Sea of Stars through piracy of interplanar vessels.

Veterans of the Psychic Wars. Thousands of years ago, the synlirii—a powerful species of evil psionic aberrations—created kuran'zoi as soldiers. But as the synlirii experimented and enhanced these warriors' psionic abilities, the kuran'zoi saw the true nature of their progenitors. They rebelled against the synlirii and fled to the Astral Sea, becoming nomads of the timescape.

Hardened-Vision Hexapods. Kuran'zoi possess resilient ocular sensors that allow them to see in the dark. Knowing these sensors would also defend them against the hardlight storms of the Astral Sea, the escaping kuran'zoi chose the Sea of Stars as their home. They thrive where the winds of limbo roar.

Time raiders also have two sets of arms, allowing them to wield melee weapons at the same time as ranged weapons. A single well-trained kuran'zoi is like a squad unto themself.

Psi-Tech. Like their synlirii foes, time raiders travel on mindships and wield psionic weapons and tools that only their people can activate. Many kuran'zoi specialize in melee weapons that psionically devastate enemies, but time raider vertexes also learn to pilot enormous suits of psionic armor that empower their allies.

Genre Raiders. The moniker "time raider" is imprecise. When kuran'zoi raid a world of the timescape—like Orden—that relies on sorcery instead of kuran'zoi technology, it seems to those people as though the time raiders have been to the future and returned with marvelous weapons from worlds where light hits as hard as steel.

Leave a Few Alive. Time raider pirates plunder traveling vessels, allowing just enough of the crew to survive so the ship can make it back home as a warning. Kuran'zoi pirate captains often remind their crews, "Leave the sheep alive. Next year, they'll return with a new coat of wool for us to shear."

Creatures Outside Time. While in the Sea of Stars, time raiders and other creatures don't age. As a result, many living kuran'zoi recall the Psychic Wars. They carry the lessons learned from millennia of war into new battles with devastating effect, using mindships to launch attacks on other planes and appearing exactly where they want to. However, this knowledge serves them far beyond war; time raiders raise their young in ruined citadels and similar strongholds on obscure worlds, keeping their creches secret and protected.

Time raiders invade the Mundane World.

But I Want a Blaster!

Only time raiders can use the psionic weapons they wield in combat. On the other hand, it can be really fun for a player to have their character brandish a blaster, serrated saber, or golden scythe. At your discretion, these martial weapons use the following rules when wielded by a player character.

Blaster. The blaster is a ranged weapon that deals 1d6 radiant damage on a hit. Its normal range is 30 feet, and its long range is 90 feet.

Golden Scythe. This heavy, two-handed melee weapon deals 2d6 slashing damage on a hit. When you hit with this weapon, you can deal an extra 3d8 necrotic damage. Once you deal this extra necrotic damage, you can't do so again until you finish a short or long rest.

Serrated Saber. This melee weapon deals 1d8 slashing damage on a hit. As a bonus action, you can charge the serrated saber with psychic energy. The next creature you hit with the weapon before the end of this turn has disadvantage on the next attack roll they make before the start of your next turn.

Time Raider Archon

CR 3 Minion

Medium Humanoid (Time Raider), Any Alignment — 140 XP

Armor Class 14 (studded leather)
Hit Points 14
Speed 30 ft.

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

Damage Resistances psychic
Condition Immunities blinded, charmed
Senses darkvision 120 ft., passive Perception 11
Languages Common, Kuran'zoi
Proficiency Bonus +2

Minion. If the archon takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the archon takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Psychic Scar. The archon is immune to any effect that would sense their emotions, read their thoughts, reveal they are lying, or reveal their alignment or location.

Actions

Brutal Flail (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage. If two or more archons joined the attack, the target must succeed on a Constitution saving throw or be dazed until the end of their next turn. The DC for this saving throw equals 10 plus the number of archons who joined the attack.

Blaster (Group Attack). *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 3 radiant damage.

Like all mindships, kuran'zoi raiding vessels are powered by thought. Over generations, this selection pressure increased the kuran'zoi's average intelligence far beyond what their progenitors intended.

Remainer

Time Raider Encounters

Time raiders are built to quickly get into a location, accomplish a task, and get out. Archons leave their foes dazed, making it difficult for enemies to chase the time raiders. Armingers knock foes prone and make their targets suffer disadvantage on attack rolls, so allies provoking opportunity attacks have a lower risk of taking damage as they move around the battlefield. The nemesis can move through walls and teleport around the battlefield, while the vertex excels at moving entire groups of allies with Invigorated March and Split Space.

Because time raiders are so mobile, they make perfect candidates for encounters that are about more than a fight to the last warrior. Time raiders are excellent adversaries in encounters involving chases, robberies, and kidnappings.

Time Raider Armiger

CR 3 Soldier

Medium Humanoid (Time Raider), Any Alignment 700 XP

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Str +5, Con +4, Int +5
Skills Arcana +5, Athletics +5, Intimidation +2, Perception +3
Damage Resistances psychic
Condition Immunities blinded, charmed
Senses darkvision 120 ft., passive Perception 13
Languages Common, Kuran'zoi
Proficiency Bonus +2

Psychic Scar. The armiger is immune to any effect that would sense their emotions, read their thoughts, reveal they are lying, or reveal their alignment or location.

Actions

Multiattack. The armiger makes two attacks using Blaster, Serrated Saber, or both.

Serrated Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the target has disadvantage on their next attack roll made before the start of the armiger's next turn.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Concussive Slam (1st-Order Power). The armiger rains down telekinetic force on a creature they can see within 30 feet of them. The target must succeed on a DC 13 Strength saving throw or take 7 (3d4) force damage and be knocked prone.

Reactions

****Sickening Sympathy (2nd-Order Power).*** When another creature the armiger can see within 30 feet of them is hit with an attack, the armiger floods the attacker's mind with the nauseous pain of their target. The attacker must succeed on a DC 13 Constitution saving throw or be poisoned until the end of their next turn.

Time Raider Nemesis

CR 8 Skirmisher

Medium Humanoid (Time Raider), Any Alignment 3,900 XP

Armor Class 17 (Precog Reflexes)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

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

Saving Throws Str +7, Con +5, Int +7
Skills Arcana +7, Athletics +7, Intimidation +6, Perception +4, Stealth +6
Damage Resistances psychic
Condition Immunities blinded, charmed
Senses darkvision 120 ft., passive Perception 14
Languages Common, Kuran'zoi, telepathy 60 ft.
Proficiency Bonus +3

Precog Reflexes. The nemesis adds their Intelligence modifier (+4) to initiative rolls and to their AC (included in Armor Class).

Psychic Scar. The nemesis is immune to any effect that would sense their emotions, read their thoughts, reveal they are lying, or reveal their alignment or location.

Actions

Multiattack. The nemesis makes two Golden Scythe attacks. They can replace one attack with a use of Kinetic Crush or Phase, if available.

Golden Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 13 (3d8) necrotic damage. If this attack reduces a creature who is in an astral body (as with the *astral projection* spell) to 0 hit points, that creature's soul returns to their material body, and then their material body is also reduced to 0 hit points.

Kinetic Crush (4th-Order Power). The nemesis attempts to telekinetically grip one creature they can see within 60 feet of them. The target must make a DC 15 Strength saving throw. On a failed save, the target takes 27 (6d8) force damage, and their speed becomes 0 until the start of the nemesis's next turn. On a successful save, a target takes half as much damage and their speed isn't reduced.

****Phase (1/Day; 4th-Order Power; Concentration).*** For 1 minute, the nemesis can move through other creatures and objects as if they were difficult terrain. The nemesis takes 5 (1d10) force damage if they end their turn inside an object. If this power ends while the nemesis is inside an object, they are shunted out of the object into the nearest unoccupied space of their choice.

Bonus Actions

Jaunt (3/Day; 3rd-Order Power). The nemesis teleports up to 30 feet to an unoccupied space they can see.

Time Raider Vertex

CR 7 Support

Large Humanoid (Time Raider), Any Alignment

2,900 XP

Armor Class 18 (psionic power armor)
Hit Points 153 (18d10 + 54)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	16 (+3)	19 (+4)	16 (+3)	10 (+0)

Saving Throws Str +7, Con +6, Int +7
Skills Athletics +10, Perception +9
Damage Resistances psychic
Condition Immunities blinded, charmed, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Kuran'zoi, telepathy 120 ft.
Proficiency Bonus +3

Psychic Scar. The vertex is immune to any effect that would sense their emotions, read their thoughts, reveal they are lying, or reveal their alignment or location.

Actions

Multiattack. The vertex makes two Psionic Slam attacks.

Psionic Slam. *Melee Power Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) psychic damage, and the next attack roll against the target made before the start of the vertex's next turn has advantage.

Split Space (2/Day). The vertex chooses a point in a precise location they have seen (in person or otherwise) on any plane of existence. A shimmering 10-foot-diameter portal leading to that location appears in an unoccupied space within 5 feet of the vertex. Each creature who touches the portal is instantly teleported to the nearest unoccupied space at the chosen location. The portal lasts until the vertex dies, uses this action again, dismisses the portal as an action, or is transported by the portal.

Bonus Actions

****Invigorated March (3rd-Order Power).*** The vertex emits invigorating psionic energy. Each time raider within 60 feet of the vertex can use their reaction to move up to half their speed.

Reactions

Kinetic Defense Field. When another Medium or smaller creature the vertex can see within 120 feet of them takes damage, that damage is reduced by 15.

Time Raider Freebooter

Retainer

Medium Humanoid (Time Raider), Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Perception +1 plus PB
Damage Resistances psychic
Condition Immunities blinded, charmed
Senses darkvision 120 ft., passive Perception 11 plus PB
Languages Common, Kuran'zoi
Proficiency Bonus equals the mentor's bonus

Signature Attack (Cutlass). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d10 plus PB slashing damage. Beginning at 7th level, the freebooter can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Blip Strike (3/Day). As a bonus action, the freebooter teleports up to 30 feet to an unoccupied space they can see. If this space is within 5 feet of an enemy the freebooter can see, the freebooter can make a signature attack against them with advantage as part of this bonus action.

5th Level: Kinetic Clamp (3/Day). As a bonus action, the freebooter tries to telekinetically grip one creature they can see within 60 feet of them. The target must make a DC 10 plus PB Strength saving throw. On a failed save, the target takes PBd6 force damage and is restrained until the start of the freebooter's next turn. On a successful save, the target takes half as much damage and is not restrained.

7th Level: Wraithstep (1/Day). As an action, the freebooter becomes invisible for 1 minute. While invisible, the freebooter has resistance to bludgeoning, piercing, and slashing damage from mundane attacks, and the freebooter can move through other creatures and objects as if they were difficult terrain. The freebooter takes 5 (1d10) force damage if they end their turn inside an object.

Titans

A titan slumbers beneath each of the eight regions of Orden, rousing from their sleep every few millennia—so infrequently, most people view the titans as mere legends. References to these beings of immense form and power appear on the walls of ancient temples and in histories of ancient catastrophes.

The few people who know the titans exist worship them as protectors and defenders against the end of the world. Though the titans of Orden rank among the most powerful creatures in the timescape, no texts even hint at where they came from, or who created them—if they were created. This section describes two titans: Goxomoc (*GAUZ-ah-mock*), titan of Ix, and the Kraken, titan of Higara. Some others, like the Phoenix, titan of Phaedros, are known, while the nature of several remains a mystery.

Defenders of All the World. Legends and sages agree that the titans awaken only when their homeland, their people, or the entire world is threatened—but it's unclear what these godlike creatures view as a threat. They certainly don't seem interested in local politics, tyrants, plagues, or natural disasters. In truth, they await an existential threat powerful enough to destroy the world.

Minds Forever Voyaging. The titans' powers combine psionics and elemental magics. Sages believe each titan is associated with a different element: air, earth, fire, water, and beyond.

Though the titans sleep, their dreams affect reality. For millennia, sailors around Higara have reported giant tentacled sea monsters they called krakens; these are obviously not *the* Kraken, but aspects manifested from that titan's dreams.

Complex Communication. Direct communication with most titans is difficult, as mortals rarely register on their awareness. A powerful talent or beastheart might be able to forge a mental link with a titan, but they'd receive only impressions, images, feelings, and abstract ideas.

Arise, Great Titan! Awake! Long-lost rituals could rouse a slumbering titan—though such a supplicant runs a very high risk of failure and death. The people of Ix speak of a time long ago when their priests woke Goxomoc to repulse a synlirii invasion, and they're confident they could rouse their titan again in time of need.

Sages believe that waking a titan for no reason would provoke them into a ruinous march, destroying entire swaths of Orden and wiping out thousands of mortal souls. Evil cultists seeking the destruction of the world agree, and thus they search tirelessly for the ritual to rouse a titan.

Goxomoc the Terror Lord arises on the shores of Ix, ready to defend Orden from destruction ... we hope.

Goxomoc

Goxomoc the Terror Lord slumbers under the great volcano called Ynixquichcauitl (*een-eeks-keesh-KAH-hooee-tuhl*) which can be translated to "The End of All Things." The Oaxuatl people of Ix believe this volcano's inevitable eruption will signal the end of this world, and they look to it to determine the slumbering titan's mood.

The Oaxuatl respect and revere their protector in his aspects as a being of the earth and of storms. In both ancient and modern Ixian temples, iconography features Goxomoc in many stylized forms. The Oaxuatl do not pray to him, invoke his name, or even believe he is aware of them. But they share an unshakable belief that, should the land be threatened, the Terror Lord shall rouse and defend the land.

Father of Terror. The Oaxuatl people believe Goxomoc created the tetzahuitl, the great terror lizards that dominate their island chain. They consider these "children of Goxomoc" to be sacred avatars of the titan.

The Lightning Lord. Goxomoc relies on powerful and reality-bending psionics to defeat his enemies, but should his corporeal form fail, enemies find themselves face-to-face with Goxomoc's essence, Xogomoc—a giant terror lizard made of living lightning.

The Kraken

Under the placid rolling waves of the ocean east of Higara, the Kraken—Titan of the Mindstorm—has slumbered restlessly beneath the seafloor for millennia. Many lesser krakens are born of the titan's furtive dreams and disturbed thoughts, rising to prowl the seas as they seek some bane or boon. But scholars are unsure what these Children of the Kraken seek, or what will happen if they complete their quest.

Just as Goxomoc symbolizes the earth and the great volcano that dominates Ix, the Kraken symbolizes the great ocean that provides food and industry for Higara. The ocean provides, and the ocean destroys.

The Kraken resembles a great, tentacled sea dragon, but they are not related to true dragons. Like the other titans, the Kraken's powerful psionics grant them awesome abilities. Their physical form is a unique amalgam of flesh, bone, and solid psionic energy.

Little-Known Guardian. The people of Higara are largely unaware of the existence of their titan. They view the Emperor Naga, who slumbers in the cave beneath the Palace of the Empress, as the defender of their nation and region. It's unknown if any relationship exists between their Father of Serpents and the Titan of the Mindstorm.

Though land-dwellers care little for the Kraken, many fisherfolk make a living on the seas around Higara, following a way of life that has remained largely unchanged for thousands of years. These sailors know the Kraken and his children, and they paint stylized icons of a great sea serpent on their sails and carve kraken imagery into their ships.

Goxomoc

CR 30 Solo

Gargantuan Monstrosity (Titan), Neutral — 155,000 XP

Armor Class 23 (natural armor)
Hit Points 574 (28d20 + 280)
Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	22 (+6)	26 (+8)	16 (+3)

Saving Throws Dex +9, Int +15, Wis +17
Skills Arcana +15, Athletics +19, History +15, Perception +17
Damage Immunities fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities blinded, charmed, dazed, flanked, frightened, poisoned, paralyzed, petrified, stunned
Senses truesight 300 ft., passive Perception 27
Languages understands all languages but can't speak, telepathy 150 ft.
Proficiency Bonus +9

Amphibious. Goxomoc can breathe air and water.

Earthbinder. Enemies within 60 feet of Goxomoc can't fly, and when Goxomoc moves within 60 feet of a flying enemy, the enemy falls.

Lightning Lord. If Goxomoc is reduced to 0 hit points, he sheds his flesh form and becomes **Xogomoc**. Any conditions or other supernatural effects that were affecting Goxomoc continue affecting Xogomoc.

Psionic Resistance (3/Day). If Goxomoc fails a saving throw, he can choose to succeed instead, and he can't use Energy Eyes or Shockwave until the end of his next turn.

Psionic Weapons. Goxomoc's weapon attacks are psionic.

Siege Monster. Goxomoc deals double damage to objects and structures.

Actions

Multiattack. Goxomoc makes one Bite attack, two Claw attacks, and one Stomp attack, and he uses Energy Eyes.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained and Goxomoc can't bite another target. If this damage reduces a creature to 0 hit points, they die and Goxomoc consumes their remains.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) slashing damage, and Goxomoc moves the target up to 10 feet horizontally.

Stomp. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target who isn't grappled by Goxomoc. *Hit:* 23 (2d12 + 10) bludgeoning damage, and if the target is Huge or smaller, they are knocked prone.

****Energy Eyes (3rd-Order Power).*** Goxomoc beams energy from his eyes at a creature he can see within 300 feet of him. The target must make a DC 25 Dexterity saving throw, taking 22 (4d10) fire or lightning damage (Goxomoc's choice) on a failed save, or half as much damage on a successful one.

Catastrophic Breath (Recharge 5–6). Goxomoc breathes lightning in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw. On a failed save, a creature takes 71 (11d12) fire or lightning damage (Goxomoc's choice) and is teleported to an unoccupied space of Goxomoc's choice within that area. On a successful save, a creature takes half as much damage and isn't teleported.

Bonus Actions

****Shockwave (2nd-Order Power).*** A psionic shock wave emanates from Goxomoc. Each creature of his choice within 15 feet of him must succeed on a DC 25 Strength saving throw or take 22 (4d10) force damage and be pushed up to 20 feet directly away from him.

Reactions

Volcanic Punishment. When Goxomoc takes damage, he teleports along with any creatures he is grappling in a burst of lava to an unoccupied space he can see within 30 feet of him. Each creature within 10 feet of the space he left must make a DC 27 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Villain Actions

Goxomoc has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Rumble. Goxomoc stomps the ground, unleashing a wave of debilitating psionic energy. Mundane objects within 90 feet of Goxomoc that aren't being worn or carried take 55 (10d10) force damage. Creatures within 90 feet of Goxomoc are knocked prone and must succeed on a DC 27 Dexterity saving throw or be restrained and embedded in the ground. A creature can use an action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, freeing themself or another creature within their reach on a success.

Action 2: Thunder. Goxomoc disappears in a crack of thunder, along with any creatures he is grappling, and reappears in an unoccupied space he can see within 120 feet of him. Each creature within 30 feet of either the space he left or his new space must make a DC 27 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

Action 3: Eruption. Goxomoc unleashes a psionic scream of anguish in the mind of enemies within 120 feet of him. Each target must make a DC 25 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) psychic damage and then becomes vulnerable to all damage dealt by Goxomoc until the end of his next turn. On a successful save, a creature takes half as much damage and does not become vulnerable to damage.

Xogomoc

CR 30 Solo

Gargantuan Elemental (Titan), Neutral — 155,000 XP

Armor Class 20
Hit Points 574 (28d20 + 280)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	30 (+10)	30 (+10)	22 (+6)	26 (+8)	16 (+3)

Saving Throws Int +15, Wis +17
Skills Arcana +15, History +15, Perception +17
Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities blinded, charmed, dazed, flanked, frightened, grappled, poisoned, paralyzed, petrified, restrained, stunned
Senses truesight 300 ft., passive Perception 27
Languages understands all languages but can't speak, telepathy 150 ft.
Proficiency Bonus +9

Amorphous. Xogomoc can move through a space as narrow as 1 inch wide without squeezing.

Discorporation. When Xogomoc drops to 0 hit points or dies, all conditions and other effects end for him. He teleports back to the place where he slumbers, transforms into **Goxomoc** with all his hit points, and falls unconscious.

Disruptive Resistance (3/Day). If Xogomoc fails a saving throw, he can choose to succeed instead, and his Lightning Aura doesn't function until the end of his next turn.

Lightning Aura. A creature who starts their turn within 60 feet of Xogomoc must make a DC 25 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Power of the Storm. Lightning and thunder damage dealt by Xogomoc ignore damage resistance.

Siege Monster. Xogomoc deals double damage to objects and structures.

Supernatural Resistance. Xogomoc has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Xogomoc makes two Lightning Strike attacks.

Lightning Strike. *Melee or Ranged Weapon Attack:* +19 to hit, reach 15 ft. or range 600 ft., one target. *Hit:* 29 (3d12 + 10) lightning damage, and another target within 30 feet of the first must succeed on a DC 27 Dexterity saving throw or take the same damage.

Energy Flow. Xogomoc moves up to his speed without provoking opportunity attacks. During this move, he can move through the spaces of other creatures, and it doesn't count as difficult terrain. The first time he moves through each creature's space, that creature takes 22 (4d10) lightning damage.

Lightning Breath (Recharge 5–6). Xogomoc breathes lightning in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw. On a failed save, a creature takes 71 (11d12) lightning damage and can't take reactions until the end of their next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

Bonus Actions

Gone in a Flash. Xogomoc teleports, along with any creatures inside him (see Into the Storm), up to 30 feet to an unoccupied space he can see. Each creature within 10 feet of the space he left must make a DC 25 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

Reactions

Shock Cage. When a creature Xogomoc can see within 30 feet of him hits him with an attack, he encircles the attacker in bands of lightning. The creature takes 22 (4d10) lightning damage and is restrained until the end of their next turn.

Villain Actions

Xogomoc has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Thunderstruck. Xogomoc summons an awe-inspiring clap of thunder. Each creature within 120 feet of him who can hear him must succeed on a DC 25 Wisdom saving throw or be dazed for 1 minute (save ends at end of turn).

Action 2: Into the Storm. Xogomoc summons tempest winds that buffet each enemy he can see within 30 feet of him. Each target must make a DC 25 Strength saving throw. On a successful save, a creature takes 16 (3d10) lightning damage. On a failed save, a creature is drawn inside Xogomoc. While inside Xogomoc, a creature is restrained, moves with Xogomoc, has total cover against attacks and other effects outside Xogomoc, and takes 16 (3d10) lightning damage plus 16 (3d10) thunder damage at the start of each of their turns.

A creature inside Xogomoc can use an action to make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check to move out of Xogomoc, entering an unoccupied space of their choice within 5 feet of Xogomoc on a success. If Xogomoc takes 60 or more damage on a single turn or is reduced to 0 hit points, each creature inside of Xogomoc is shunted out of him into an unoccupied space of their choice within 5 feet of Xogomoc.

Action 3: Behold True Power. Xogomoc unleashes lighting and wind in a chaotic storm. Each enemy within 120 feet of him must make a DC 25 Strength saving throw. On a failed save, a creature takes 44 (8d10) lightning damage and is moved up to 60 feet in any direction. On a successful save, a creature takes half as much damage and isn't moved.

Kraken

CR 26 Solo

Gargantuan Monstrosity (Titan), Neutral — 90,000 XP

Armor Class 22 (natural armor)
Hit Points 499 (27d20 + 216)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	30 (+10)	22 (+6)	18 (+4)

Saving Throws Con +16, Int +18, Wis +14
Skills Arcana +18, History +18, Perception +14
Damage Immunities cold, lightning, psychic, thunder; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities blinded, charmed, dazed, flanked, frightened, poisoned, paralyzed, petrified, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 24
Languages understands all languages but can't speak, telepathy 150 ft.
Proficiency Bonus +8

Amphibious. The Kraken can breathe air and water.

Discorporation. When the Kraken drops to 0 hit points or dies, all conditions and other effects end for them. They teleport back to the place where they slumber, return to life with all their hit points, and fall unconscious.

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

Slowed Resistance (3/Day). If the Kraken fails a saving throw, they can choose to succeed instead, and their speed is reduced by a cumulative 10 feet for 24 hours.

Supernatural Resistance. The Kraken has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The Kraken makes four Tentacle attacks or uses Mental Lance three times.

Tentacle. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 11 (2d10) psychic damage, and the target is grappled (escape DC 18). The Kraken has ten tentacles, each of which can grapple one target.

****Mental Lance (3rd-Order Power).*** *Ranged Power Attack:* +18 to hit, range 120 ft., one creature. *Hit:* 22 (4d10) psychic damage, and the target is frightened of the Kraken until the start of the Kraken's next turn.

Psionic Storm. The Kraken creates a psionic storm, entrapping a vehicle they can see within 120 feet of them. While entrapped in the storm, the vehicle is restrained. The storm ends if the Kraken's concentration is broken (as if concentrating on a spell) or if they are more than 120 feet from the vehicle. If the Kraken's turn ends three times before the storm ends, the vehicle is reduced to 0 hit points and this effect ends.

Skull-Splitting Howl (1/Day). The Kraken telepathically howls in the mind of each enemy within 120 feet of them. Each target must make a DC 26 Constitution saving throw. On a failed save, a target takes 55 (10d10) psychic damage and can't concentrate on powers or spells until the start of the Kraken's next turn. On a successful save, the target takes half as much damage and suffers no other effect.

Bonus Actions

Telekinetic Fling. The Kraken throws a creature they are grappling into an unoccupied space the Kraken can see within 60 feet of them. The target lands prone and takes 22 (4d10) bludgeoning damage.

Reactions

Psychic Reprisal. When the Kraken is damaged by an attack, each enemy within 30 feet of the attacker (including the attacker) must make a DC 26 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Villain Actions

The Kraken has three villain actions. They can take each action once during an encounter after an enemy's turn. The Kraken can take these actions in any order but can use only one per round.

Action 1: Psionic Tentacles. Psionically conjured tentacles make a Tentacle attack on each enemy within 120 feet of the Kraken. The Kraken then uses Telekinetic Fling on each creature they are grappling.

Action 2: Psionic Ink. The Kraken teleports up to 60 feet to an unoccupied space they can see. Each creature within 30 feet of the space the Kraken left must make a DC 26 Dexterity saving throw or be covered in psionic ink, which they can use an action to wipe away. A creature covered in psionic ink takes 16 (3d10) psychic damage at the start of each of their turns.

Action 3: The Ocean's Wrath. The Kraken unleashes a wave of intense psionic power. Each creature within 120 feet of the Kraken must make a DC 26 Wisdom saving throw. On a failed save, a creature takes 65 (10d12) psychic damage and is frightened of the Kraken for 1 minute (save ends at end of turn). On a successful save, a creature takes half as much damage and isn't frightened.

The Kraken bursts forth from the waves, tossing a vessel into the air with a psionic tentacle.

Treants

Trees awakened to consciousness by archdruids, treants care for the forest, nature, and the world as stewards and wardens. A face forms on their upper trunk, and their lower trunk divides into two legs. Vines twirl around the treant's flexible branches, which act as powerful arms that end in claws of sharpened wood.

Chosen Ones. Archdruids can imbue a special sapling with transformative magic, bringing a treant sapling to life. This ritual is no ordinary plant awakening, and the saplings are carefully chosen for their appreciation of the natural beauty of the world and their desire to nurture it. Occasionally, an awakened sapling survives for thousands of years—often by retreating into the depths of an ancient forest—and grows to become a true treant. Most treants hold fast to their passion for nature and swear to defend the forest that allowed them to grow old and strong.

Ripple Awakenings. Though the first treants were created by archdruids, an ancient treant can themself create new treants by bonding with a tree for a decade, then awakening the plant. The more ancient and undisturbed a forest, the more likely it holds a grove of treants ready to defend the land.

Nature's Guardians. Treants are profoundly attuned to nature and their home forest. Many treant groves guard special areas, such as a druid's grove or a source of primal magic. These staunch protectors don't hesitate to confront questionable travelers, and they're likely to attack those who act recklessly toward the forest. Violence is rarely a treant's first course of action, but they have no interest in negotiating with anyone they deem untrustworthy. A provoked treant offers a single stern warning, which only the most foolish intruders ignore. When enemies inevitably flee, the treant rarely gives chase outside the bounds of their woods, satisfied they have defended their charge.

One with the Forest. The magic within treants touches the webs of magic connecting their forest, allowing them to call forth vines and heal allies. Their roots sense the vibrations of nearby creatures. Treants can speak with both plants and animals, many of whom who act as their scouts.

Treant Arrows. When another creatures risks their life for the forest standing side by side with a treant, the plant rewards the bravery by giving them one or more treant arrows.

Treant Arrow

Weapon (Arrow), Uncommon

This arrow is carved from the boughs of a living treant. When a creature takes damage from the arrow, they are restrained by vines that sprout from the shaft. A creature can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check as an action, freeing themself or another creature restrained by the arrow within their reach on a success.

Once a *treant arrow* restrains a creature or if the treant used to make the arrow dies, it becomes a mundane arrow.

Treant

CR 9 Controller

Huge Plant, Typically Neutral — 5,000 XP

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	10 (+0)	19 (+4)	12 (+1)

Skills Nature +4, Survival +8
Senses tremorsense 60 ft., passive Perception 14
Languages Common, Druidic, Sylvan
Proficiency Bonus +4

False Appearance. While the treant remains motionless, they are indistinguishable from a normal tree.

Actions

Multiattack. The treant makes two Thorned Tendril attacks.

Thorned Tendril. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, and the target is grappled (escape DC 15). While grappled in this way, a target is restrained and takes 7 (2d6) piercing damage at the start of each of their turns.

Swinging Tendrils (Recharge 6). The treant swings the creatures they are grappling in violent circles. Each creature grappled by the treant takes 26 (4d12) bludgeoning damage, and the treant can move them into an unoccupied space the treant can see within 15 feet of the treant.

All other creatures within 15 feet of the treant must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 26 (4d12) bludgeoning damage per creature grappled by the treant. On a successful save, a creature takes half as much damage.

Bonus Actions

Healing Growth (1/Day). Each creature of the treant's choice within 30 feet of them regains 17 (3d8 + 4) hit points.

Reel and Wrap. The treant wraps one creature they have grappled in thick vines, pulling the target up to 10 feet toward them. The target can't speak until the grapple ends.

Utility Spells

In addition to any other spells in this stat block, the treant can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *speak with animals*[A], *speak with plants*[A]

Treant Sapling

CR 9 Minion

Medium Plant, Typically Neutral

500 XP

Armor Class 14 (natural armor)
Hit Points 16
Speed 30 ft.

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

Senses tremorsense 15 ft., passive Perception 13
Languages Common, Druidic, Sylvan
Proficiency Bonus +4

False Appearance. While the sapling remains motionless, they are indistinguishable from a normal tree.

Grove Strength. When a non-minion ally hits a target with an attack, the target takes an extra 2 slashing damage for each sapling within 5 feet of the target.

Minion. If the sapling takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the sapling takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

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

Treant

Treant Immobilizer

Retainer

Large Plant, Any Alignment

Armor Class 15 (medium armor)
Hit Points Nine times their level (number of d12 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Athletics +3 plus PB, Nature +0 plus PB
Senses passive Perception 12
Languages Common, Druidic, Sylvan
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Claw). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 2d6 plus PB slashing damage. Beginning at 7th level, the immobilizer can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Lash Out (3/Day). As a bonus action, the immobilizer whips a vine toward a creature they can see within 30 feet of them. The target must succeed on a DC 10 plus PB Strength saving throw or be pulled up to 10 feet toward the immobilizer and grappled (escape DC 10 plus PB). Until this grapple ends, the immobilizer's attacks against the target deal an extra PB bludgeoning damage.

5th Level: Ground Stomp (3/Day). As an action, the immobilizer stomps the ground. Each creature within 10 feet of the immobilizer must succeed on a DC 10 plus PB Dexterity saving throw or be knocked prone. Then the immobilizer can make a signature attack with a reach of 10 feet against one prone creature.

7th Level: Entomb (1/Day). As a bonus action, the immobilizer calls spiky vines to surround a creature they can see within 60 feet of them. The target must make a DC 10 plus PB Dexterity saving throw. On a failed save, the target takes PBd10 piercing damage and is restrained. While restrained in this way, the target is blinded. On a successful save, the target takes only half damage and isn't restrained.

A creature can use their action to make a DC 10 plus PB Strength (Athletics) or Dexterity (Acrobatics) check, freeing themself or another creature within reach on a success.

Trolls

The embodiment of carnivorous hunger, trolls rampage through the wild, leaving destruction in their wake. Tall and gangly, their mottled green skin is covered by a mane of matted hair that runs around their neck and down their back. In many ways, they resemble massive humanoids, but their exaggerated features belie this comparison; their lower jaw hangs unhinged and distended, and their long arms end in claws which drag along the ground as they walk.

Hypermetabolism. A troll's constant hunger and aggression begets a life of violence. Like a grotesque miracle, they quickly assimilate consumed flesh into themselves to regenerate their body. Some scholars think this extreme metabolic process is the source of their hunger, but none know for certain which came first.

Phases of Destruction. Fortunately for the ecosystems they inhabit, trolls can't be active all the time. Their natural behavior is to hunt relentlessly for a few days, then return to their dens to rest for as much as a week. Patient troll hunters can wait for this hibernation and catch the trolls by surprise—though the cost of waiting can be high, thanks to the damage the trolls might do in the meantime.

Strange Mutations. Though a troll's preferred prey are humanoids and beasts, stories circulate of them feeding on undead, aberrations, and even celestials, assimilating their flesh to magnificent and horrifying effect.

Limbjumbles. When a suitably large piece of mutated troll is torn off in battle, it does its very best to keep on living. Mutation and deep-seated survival instinct go into overdrive, sprouting unthinkable assortments of malformed arms and legs. Though these limbjumbles are ultimately short-lived, they can often be found tumbling awkwardly behind living trolls.

Mutated Trolls

At the GM's discretion, a troll can mutate after consuming the flesh of an alien, powerful, or supernaturally created creature, gaining some of their prey's damage immunities and resistances, traits, or actions. For instance, a troll who devours a blue dragon might gain the creature's immunity to lightning damage and Lightning Breath action. Be aware this can significantly increase the difficulty trolls present in combat—especially if their mutations deal more damage than normal or grant immunity to acid or fire damage.

Troll

CR 5 Brute

Large Giant, Typically Chaotic Evil — 1,800 XP

Armor Class 15 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

Saving Throws Con +8
Skills Athletics +7, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Proficiency Bonus +3

Relentless Hunger. When the troll is reduced to 0 hit points by any damage other than acid or fire damage, they don't die or fall unconscious, and can continue moving and taking actions as usual. The troll only dies if they end their turn with 0 hit points, if acid or fire damage reduces them to 0 hit points, or if they take acid or fire damage while they have 0 hit points.

Sluggish. For 1 hour after sleep or another period of unconsciousness, the troll's speed is halved and they can't use Multiattack.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage. If the target is not a Construct, an Elemental, or a Plant, the troll regains hit points equal to the damage dealt. If this attack reduces the target to 0 hit points, the troll regains twice as many hit points as they otherwise would with this attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Crash Through. The troll moves up to their speed in a straight line, smashing through mundane obstacles in their path. The troll can enter the spaces of Large or smaller creatures during this movement, forcing those creatures to make a DC 15 Strength saving throw. On a failed save, a creature takes 14 (4d6) bludgeoning damage and falls prone. On a successful save, a creature takes half as much damage and doesn't fall prone.

During this move, mundane objects that aren't worn or carried by a creature take 14 (4d6) damage when the troll enters their space. If the troll moves into the space of a Large or larger object and this damage doesn't destroy it, the troll's movement stops and they are stunned until the end of their next turn.

Reactions

Spiteful Retort. When the troll is reduced to 0 hit points and doesn't die, they can make a Bite attack against a creature within 5 feet of them.

Troll Limbjumble

CR 2 Minion
Small Giant, Unaligned — 90 XP

Armor Class 15 (natural armor)
Hit Points 9
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	3 (–4)	5 (–3)	5 (–3)

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7
Languages understands Giant but can't speak
Proficiency Bonus +2

Minion. If the limbjumble takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the limbjumble takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Arm and a Leg (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage. If the target is Medium or smaller and if three or more limbjumbles joined the attack, the target is knocked prone.

Troll

Troll Whelp

CR 5 Minion
Medium Giant, Typically Chaotic Evil — 225 XP

Armor Class 15 (natural armor)
Hit Points 12
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

Saving Throws Con +8
Skills Athletics +7, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Proficiency Bonus +3

Minion. If the whelp takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the whelp takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Relentless Hunger. When the whelp is reduced to 0 hit points by any damage other than acid or fire damage, they don't die or fall unconscious, and can continue moving and taking actions as usual. The whelp only dies if they end their turn with 0 hit points, if acid or fire damage reduces them to 0 hit points, or if they take acid or fire damage while they have 0 hit points.

Ripping Claws. Spaces within reach of one or more whelps are difficult terrain for Medium or smaller enemies. When an enemy leaves the reach of one or more whelps who can see them, the enemy takes 2 slashing damage.

Actions

Bite (Group Attack). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 piercing damage, and if the target is not a Construct, an Elemental, or a Plant, each whelp who joined this attack regains all lost hit points.

A Wild Limbjumble Appears!

You can increase the difficulty and drama of a battle against trolls by having their severed body parts form limbjumbles. Whenever a troll takes 10 or more slashing damage from an attack or effect, a chunk of their body flies off and forms a limbjumble.

Undead

Some serve as mindless soldiers and workers under the control of a necromancer. Others rise when they die a bitter death in a place infused with cursed magic. For a few, it was a choice to become something other than a mortal. No matter the reason for their creation, all undead were once living creatures who walk the land after death in defiance of the natural order.

Stuff of Nightmares. Rotting zombies, seductive vampires, wailing wraiths, and more undead stalk the widespread horror stories nobles and commoners alike tell each another around low-burning hearths. Even the most isolated hermits know that the dead can rise, eager to kill. These popular tales fuel many people's fear of the undead. Mere rumors of a nearby ghoul pack can send an entire community into a panic. When open graves appear in the churchyard or a translucent spirit is spotted on the street, local leaders are quick to hire adventurers to deal with the threat.

Given all the murder and anguish that has occurred at the rotting hands of the undead, their wicked reputation is well earned. But there are some honorable and kind mages who practice necromancy. They see the often-taboo school of magic as a tool that helps preserve resources and could be the key to unlocking eternal life.

Dark Places. For many undead, sunlight is a nuisance that they naturally avoid. While it is rarely harmful to them, the sun's golden rays make them uncomfortable and seems to shine far too bright to their dead eyes. Walking in the light of day also makes it easier for the fearful eyes of mortals to spot an undead. Many undead avoid the sun entirely, hiding in tombs or ruins until nightfall when they can better stalk their victims.

Encountered Together. Undead are often encountered in groups that include more than just a single kind of creature. A necromancer might raise zombies, skeletons, and ghouls to protect their mansion, as each serves a different function as a guardian. A lich could have wraiths as messengers and wights as laboratory assistants. An ancient tomb might have mummies and vampires within. Because undead don't need to drink, eat, sleep, or breathe and many share an affinity for lightless places, they often gather together.

Undead in One Section

This book presents a lot of the Undead creatures together in one section because most GMs tend to use ghouls, skeletons, vampires, zombies, and the like together in the same encounters. By keeping these Undead together, it makes for less page flipping or PDF scrolling for the GM when running an encounter.

Incorporeal Undead

These aren't your regular ghosts. They cling to this world, determined to take as many of the living with them as possible before they're destroyed.

Racaar, Mystic Theurge of the Restless Order

Shadows. Specters. Wraiths. Spectral undead come in many forms. One might be formed by a person's vile actions in life, while another could be a soul lost to a necromancer's dark art. Powerful undead can even manifest these shadowy beings into existence through sheer will. Regardless of how they come to be, spectral undead are malice incarnate.

What They Can't Have. All spectral undead yearn for something only the living can provide. Specters and their lesser kindred, shades, vaguely remember their lives—and they're murderously envious of those who haven't lost theirs. Shadows want to drain living things of physical warmth and vitality (and the less tainted by evil their quarry is, the better). Meanwhile, wraiths greedily devour the living to taste their life essence.

Drawn to the Living. Spectral undead who naturally formed from the souls of malicious, hate-filled humanoids usually haunt the places where they died, while those manifested by another being serve their creator. Left to their own devices, spectral undead stop at nothing to slaughter living creatures they encounter. Some even leave the places they haunt to stalk their quarry over miles of wilderness.

Kiona the Dread Lord

Once a humble historian and archaeologist, Kiona Duemois stumbled across the *Codex Mortis*, a powerful tome of necromancy, in her travels. It changed her life forever—and ended it.

She spent months poring over her discovery, attempting to decipher the book's archaic passages. At first, she only meant to study the tome and record notes on her findings … but the codex called to her. Enthralled, Kiona convinced herself that she should just perform one of the book's smaller incantations for posterity. That one spell destroyed her earthly form and turned her ragged soul into a twisted, shadowy abomination of dark power.

The *Codex Mortis* mysteriously disappeared shortly after Kiona's death. In her new form, she set out to amass more power. The once genial archaeologist thirsts for the life of the living and yearns to hold the *Codex Mortis* once more. To those ends, she has built an army of spectral undead who carry out her every desire.

You can find out more about the *Codex Mortis* in *Strongholds & Followers*.

Shade

CR 1 Minion

Medium Undead (Incorporeal), Typically Chaotic Evil 40 XP

Armor Class 11
Hit Points 8
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities necrotic, poison
Condition Immunities charmed, dazed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages the languages they knew in life
Proficiency Bonus +2

Incorporeal Movement. The shade can move through other creatures and objects as if they were difficult terrain. The shade is destroyed if they end their turn inside an object.

Minion. If the shade takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the shade takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Terrifying. If an enemy starts their turn within 5 feet of three or more shades, the enemy must succeed on a Wisdom saving throw or be frightened of the shades until the start of their next turn. The DC for this saving throw equals 10 plus the number of shades within 5 feet of the enemy. On a successful save, the enemy is immune to the Terrifying trait of all shades for the next 24 hours.

Actions

Life Drain (Group Attack). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 necrotic damage.

Making Incorporeal Undead

Though most incorporeal undead were once Humanoid, you can easily make spectral undead from any other creature type. First, choose the stat block you want to use for the undead: shade, shadow, specter, or wraith. Then adjust the stat block's size and Intelligence score to match the original creature's statistics. That's all you need to do to make an incorporeal undead version of a creature.

FLEE, MORTALS!

Shadow

CR 1/2 Ambusher

Medium Undead (Incorporeal), Typically Chaotic Evil 100 XP

Armor Class 12
Hit Points 13 (3d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Stealth +4
Damage Resistance acid, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities cold, poison
Condition Immunities dazed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages the languages they knew in life
Proficiency Bonus +2

Chilling Phasing. The shadow can move through other creatures and objects as if they were difficult terrain. The shadow takes 5 (1d10) force damage if they end their turn inside an object. A creature takes 1 cold damage the first time a shadow passes through them on a turn.

Dark Stalker. While in dim light or darkness, the shadow has advantage on Dexterity (Stealth) checks.

Actions

Chilling Grasp. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) cold damage, and the target's Dexterity score is reduced by 2. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Freezing Dark (1/Day). The shadow pours magical darkness out of their hand in a 15-foot cone. A creature with darkvision who isn't an incorporeal Undead can't see through this darkness, and light can't illuminate it. Each creature in this darkness when it first appears must succeed on a DC 12 Constitution saving throw or take 7 (2d6) cold damage. The darkness remains in that area for 1 minute or until the shadow is destroyed.

Bonus Actions

Shadow Bind. The shadow targets one creature they can see within 15 feet of them who is in bright or dim light. The target must succeed on a DC 12 Strength saving throw or be grappled by their own shadow (escape DC 12). The grapple ends if the target is no longer in bright or dim light, or if the shadow who used this bonus action is destroyed.

Specter

CR 1 Skirmisher

Medium Undead (Incorporeal), Typically Chaotic Evil 200 XP

Armor Class 11
Hit Points 19 (3d8 + 6)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	15 (+2)

Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, dazed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages the languages they knew in life
Proficiency Bonus +2

Corrupting Phasing. The specter can move through other creatures and objects as if they were difficult terrain. The specter takes 5 (1d10) force damage if they end their turn inside an object. A creature takes 2 (1d4) necrotic damage the first time a specter passes through them on a turn.

Actions

Decaying Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage, and the target must succeed on a DC 12 Constitution saving throw or spend 1 Hit Die without any benefit. If the target has no Hit Dice to spend, they drop to 0 hit points instead.

If a Humanoid dies within 1 minute of being hit by this attack, their spirit rises as a **specter** under the GM's control in an unoccupied space nearest to where that Humanoid died.

Bonus Actions

Hidden Movement (Recharge 5–6). The specter turns invisible and then moves up to their speed. At the end of this movement, the invisibility ends.

I dunno why it's always wraiths. Dealt with a lot of deathless, but wraiths are the worst. They're always pissed about something.

Dancer, Chronicler of the Chain of Acheron, Heroes 216–231

Wraith

CR 5 Controller
1,800 XP

Medium Undead (Incorporeal), Typically Chaotic Evil

Armor Class 12
Hit Points 58 (9d8 + 18)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	17 (+3)

Damage Resistance acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison, psychic
Condition Immunities charmed, dazed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages the languages they knew in life
Proficiency Bonus +3

Agonizing Phasing. The wraith can move through other creatures and objects as if they were difficult terrain. The wraith takes 5 (1d10) force damage if they end their turn inside an object. A creature takes 5 (1d10) psychic damage the first time a wraith passes through them on a turn.

Throes of Oblivion. When the wraith dies, they collapse inward, creating a burst of painful psychic energy. Each creature within 20 feet of the wraith must make a DC 14 Constitution saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Actions

Agonizing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or be dazed (save ends at end of turn). Each time a target dazed in this way fails a saving throw to end the condition, their hit point maximum is halved. This effect is cumulative, and the reduction lasts until the target finishes a short or long rest.

If a Humanoid dies within 1 minute of being hit by this attack, their spirit rises as a **specter** under the wraith's control in an unoccupied space nearest to where that Humanoid died.

Psychic Enervation. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 10 (3d6) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or fall prone and be frightened of the wraith for 1 minute (save ends at end of turn). While frightened in this way, the target can't stand up.

Reactions

Denied Vitality. When a creature who the wraith can see within 30 feet of them regains hit points, the wraith can attempt to sap the life energy restoring the creature. The creature must succeed on a DC 14 Constitution saving throw or only regain half the number of hit points they otherwise would regain.

Kiona the Dread Lord

CR 9 Leader

Medium Undead (Incorporeal), Chaotic Evil — 5,000 XP

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	18 (+4)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Int +9, Wis +6
Skills Arcana +9, History +9, Perception +6
Damage Resistance acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, dazed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., passive Perception 16
Languages Common, Draconic, Orc
Proficiency Bonus +4

Corrupting Phasing. Kiona can move through other creatures and objects. Kiona takes 5 (1d10) force damage if she ends her turn inside an object. A creature takes 9 (2d8) necrotic damage the first time Kiona passes through them on a turn.

Incorporeal Empowerment. Each incorporeal Undead within 120 feet of Kiona ignores difficult terrain.

Spiritual Sacrifice (3/Day). When Kiona fails a saving throw, she can lose 15 hit points and choose to succeed instead.

Actions

Multiattack. Kiona makes two Energy Siphon attacks.

Energy Siphon. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one creature. *Hit:* 15 (3d6 + 5) necrotic damage, and the target can't regain hit points until the start of Kiona's next turn. Kiona gains temporary hit points equal to half the damage dealt by this attack.

Rise from Death (1/Day). Kiona conjures three **shadows**, two **specters**, or one **wraith** under her control. Each summoned creature appears in an unoccupied space within 30 feet of Kiona and acts immediately after her turn on the same initiative count.

Bonus Actions

Path of Pain. Kiona chooses one other incorporeal Undead within 120 feet of her who can see her. That Undead can move up to their speed.

Reactions

Death's Breath. When a creature within 5 feet of Kiona hits her with an attack, she breathes a toxin at the creature. The creature must succeed on a DC 17 Constitution saving throw or be poisoned until the end of their next turn.

Villain Actions

Kiona has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Restrain Them! A 20-foot-radius sphere of spectral arms emerges from a point Kiona can see within 120 feet of her. Each enemy in that area must succeed on a DC 17 Dexterity saving throw or be restrained until the end of Kiona's next turn.

Action 2: Ruinous March. Kiona and each ally within 60 feet of her can move up to their speed without provoking opportunity attacks.

Action 3: Vitality Drain. Kiona and each ally within 60 feet of her can make a melee attack (no action required). A creature hit by one of these attacks gains a level of exhaustion.

Ghost Sycophant

Retainer

Medium Undead, Any Alignment

Armor Class 13 (light armor)
Hit Points Six times their level (number of d6 Hit Dice equal to their level)
Speed 30 ft., fly 30 ft. (hover)

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

Saving Throws +PB to all
Skills Intimidation +3 plus PB, Stealth +1 plus PB
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 11
Languages Common, any two languages they knew in life
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Dark Essence). *Melee or Ranged Spell Attack:* +3 plus PB to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 5 (1d10) necrotic damage. This spell's damage increases by 1d10 when the sycophant reaches 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Features

3rd Level: Call of the Dead (3/Day). When the sycophant hits a creature with a signature attack, the target must also succeed on a DC 10 plus PB Wisdom saving throw or be frightened of the sycophant for 1 minute (save ends at end of turn).

5th Level: Astral Presence (3/Day). As an action, the sycophant becomes invisible for 1 minute or until they use a bonus action to end this effect. While invisible, the sycophant can move through creatures and objects as if they were difficult terrain, and the sycophant's signature attacks deal an extra PB damage to creatures who can't see them. The sycophant takes 5 (1d10) force damage if they end their turn inside an object.

7th Level: Whispers of the Dead (3/Day). As an action, the sycophant chooses up to PB creatures they can see within 30 feet of them. Each target must succeed on a DC 10 plus PB Charisma saving throw or make an attack against their nearest ally (no action required). A frightened creature has disadvantage on the saving throw.

Lesser Corporeal Undead

At their most innocuous, corporeal undead are a mockery of life, a body dragged along by unnatural strings. At their worst, they are a violent scourge hungry for slaughter, a perverse reflection of the mortal desire to exist for eternity. Ghouls, skeletons, wights, and zombies number among the lesser corporeal undead. Most lack a soul, and many can't think beyond the orders of their creators (unlike more powerful corporeal undead, such as liches and vampires). Those who aren't controlled by others typically have a singular focus: the destruction of all living things.

Halted Processes. The magic that animates a corpse removes the need for air, sleep, and sustenance. These spells also halt decay, preserving the undead at the stage of deterioration when magic touched them. Some experienced necromancers can even reverse a corpse's decay, making an undead appear living at a glance.

Eternal Service. Most corporeal undead are created and controlled by a mage. Some guard libraries, laboratories, or treasures, while others perform menial labor. But the truly fearful undead are the soldiers in rotted armies, ready to conquer for their creator. These warriors never tire or complain. They have no need for food or drink. They exist only to lay waste.

When their mortal creators die, the undead unceasingly carry out their last orders. Some guard ruined towers for eternity while others search forests for long-escaped quarry. Should these final orders ever be fulfilled, most undead without a commander resort to killing any mortals they come across.

Deriding Awareness. Some corporeal undead, such as ghouls and wights, come to being with awareness and full autonomy, even if the undead is at the command of another. However, these undead typically retain no memory or personality from their mortal life, and they act on desires instilled in them from their creator.

Unique Risings. While most corporeal undead are brought to unlife by a creator, there are tales of zombies suddenly rising from graveyards during rare astrological occurrences, skeletal soldiers emerging from mass graves on the anniversary of their death, and other seemingly spontaneous acts of necromancy. Some sages theorize that any place tainted with abundant evil could gradually animate a corpse with foul magic.

Crawling Claw

Crawling claws are severed hands animated by fell spells. The magic that granted them unlife also turns their fingernails into filth-covered blades. These tiny creatures are wickedly mischievous and make rude gestures at their opponents before attacking.

Ghoul

Though they don't require food to exist, ghouls endlessly hunger for mortal flesh. When a ghoul comes into being, their limbs and tongue grow longer, each ending in jagged claws and barbs. Negative energy courses through these weapons, allowing the ghoul to slow their prey and tear flesh from bones.

Zombies

Undead or Dead Dead?

Many lesser corporeal undead look no different than mundane remains when they're at rest. Keep the players on their toes by including a few mundane bodies in an undead-infested dungeon—or leave a pile of normal-looking corpses in a room, only for them to be gone next time the adventurers enter.

Skeleton

Without flesh to weigh them down, skeletons are among the most agile undead. This unnatural talent makes them prized archers in most necromancers' armies—doubly so because skeletons can use their remains as ammunition infused with necrotic energy, then regrow these expended bones the next day.

Wight

The most competent of the lesser corporeal undead, the sallow-skinned, red-eyed wights often protect necromancers in battle and issue orders to other undead. When given a general order (such as "destroy the farmlands"), they can make and execute a plan to achieve it. On top of their cunning, a wight's mere touch can drain a mortal's vitality.

Zombie

The most numerous of the corporeal undead, zombies are slow, mindless corpses who are tough to kill. They require very little magic to create, so even budding necromancers usually have a few zombie bodyguards, and zombies often fill the ranks of undead armies. Powerful necromancers wield enough magic to control much bigger corpses, reanimating giants into enormous war engines.

Crawling Claw

CR 0 Minion
Tiny Undead, Typically Neutral Evil
2 XP

Armor Class 12
Hit Points 2
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	3 (–4)	8 (–1)	5 (–3)

Skills Stealth +3
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Minion. If the claw takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the claw takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Claw (Group Attack). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If three or more crawling claws joined the attack, the target must succeed on a DC 10 Constitution saving throw or contract a disease called gravefilth. Whenever a power, a spell, or a similar supernatural effect causes a creature with gravefilth to regain hit points, the number of hit points they regain is halved. A creature with gravefilth can repeat the saving throw whenever they finish a long rest. On a successful save, the disease is cured.

Decrepit Skeleton

CR 1/4 Minion

Medium Undead, Typically Neutral Evil — 4 XP

Armor Class 11
Hit Points 6
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	7 (–2)	10 (+0)	4 (–3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Bone Weapons. The skeleton's weapon attacks are magical. They use their bones as ammunition for their bone bow, regrowing used bones every dusk.

Minion. If the skeleton takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the skeleton takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Bone Bow (Group Attack). *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 1 piercing damage. If the target is a creature and three or more skeleton minions joined the attack, the skeletons can choose another creature they can see within 5 feet of the original target. The second target takes 2 piercing damage.

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

Ghoul

CR 1 Skirmisher

Medium Undead, Typically Chaotic Evil — 200 XP

Armor Class 13
Hit Points 27 (5d8 + 5)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (–2)	8 (–1)	5 (–3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages the languages they knew in life
Proficiency Bonus +2

Actions

Multiattack. The ghoul makes one Barbed Tongue attack and one Claws attack. If both attacks hit the same creature, the target is dazed until the end of the target's next turn.

Barbed Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target's speed is reduced by 10 feet until the end of their next turn.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target can't take reactions until the end of their next turn.

Bonus Actions

Hungry Charge. The ghoul moves up to half their speed in a straight line. If the ghoul moves at least 15 feet and ends this movement within 5 feet of a creature, they have advantage on the next attack roll they make against that creature until the end of the ghoul's next turn.

Ghoul Craver

CR 1 Minion

Medium Undead, Typically Chaotic Evil — 40 XP

Armor Class 12
Hit Points 8
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	5 (–3)	8 (–1)	5 (–3)

Damage Immunities poison
Senses darkvision 60 ft., passive Perception 9
Languages the languages they knew in life
Proficiency Bonus +2

Ever So Hungry. Enemies can't take the Disengage action while three or more cravers are within 5 feet of them.

Minion. If the craver takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the craver takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Just a Taste (Group Attack). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1 slashing damage, and the next non-minion ghoul who attacks that target before the start of the craver's next turn gains a bonus to the attack roll equal to the number of cravers who joined the attack.

Giant Zombie

CR 4 Brute

Huge Undead, Typically Neutral Evil — 1,100 XP

Armor Class 14 (natural armor)
Hit Points 84 (8d12 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	18 (+4)	3 (–4)	5 (–3)	4 (–3)

Damage Vulnerabilities radiant
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Negative Nerves. Whenever a creature deals 7 damage or less to the zombie, the zombie takes no damage instead.

Actions

Multiattack. The zombie makes two Fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the target is Large or smaller, they are grappled (escape DC 14). The zombie has two fists, each of which can grapple one target.

Toxic Exhalation (Recharge 5–6). The zombie spews toxic vomit in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Shove Away. When a Huge or smaller creature within 10 feet of the zombie hits them with a melee attack, the zombie pushes the creature up to 10 feet away.

Rotting Zombie

CR 1/4 Minion

Medium Undead, Typically Neutral Evil — 10 XP

Armor Class 8
Hit Points 6
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	12 (+1)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Minion. If the zombie takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the zombie takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Overwhelm. If an enemy starts their turn within 5 feet of three or more rotting zombies who can see them, the enemy's speed is reduced by 5 feet for each rotting zombie within 5 feet of them until the start of their next turn. If this reduces the enemy's walking speed to 0, they are restrained for the duration.

Rise Again. The first time a zombie is reduced to 0 hit points by damage other than radiant damage but their body isn't destroyed, they regain hit points equal to their hit point maximum, and they fall prone and are incapacitated until the start of their next turn.

Actions

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

Skeleton

CR 1/4 Artillery

Medium Undead, Typically Lawful Evil — 50 XP

Armor Class 14 (natural armor)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	9 (–1)	13 (+1)	4 (–3)

Damage Vulnerabilities bludgeoning, force, thunder
Damage Resistances piercing, slashing
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages they knew in life
Proficiency Bonus +2

Bone Weapons. The skeleton's weapon attacks are magical. They use their bones as ammunition for their bone bow, regrowing used bones every dusk.

Hail of Bones. If the skeleton is reduced to 0 hit points by bludgeoning, force, or thunder damage, the skeleton is destroyed in an explosion of bone. Each creature within 5 feet of them takes 4 piercing damage.

Actions

Bone Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d4 + 2) piercing, and if the target regains hit points before the start of the skeleton's next turn, the number of hit points the target regains is halved.

Bone Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature, they have disadvantage on attack rolls until the end of this turn.

Rotting Zombies

Wight

CR 3 Soldier
Medium Undead, Typically Neutral Evil — 700 XP

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Intimidation +5, Perception +3
Damage Resistance necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages they knew in life
Proficiency Bonus +2

Actions

Multiattack. The wight makes one Longsword attack and one Vitality Theft attack, or they make two Heavy Crossbow attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Vitality Theft. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage, and the wight regains a number of hit points equal to half the damage dealt. Until the start of the wight's next turn, the target has disadvantage on attack rolls made against creatures other than the wight.

Reactions

Decaying Guard. When an ally the wight can see within 5 feet of them is hit by an attack, the wight forces the attacker to reroll the attack and to instead target the wight or a willing ally within 5 feet of the original target.

Wight Siphoner

CR 3 Minion
Medium Undead, Typically Neutral Evil — 140 XP

Armor Class 14 (natural armor)
Hit Points 10
Speed 30 ft.

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

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages they knew in life
Proficiency Bonus +2

Minion. If the siphoner takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the siphoner takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Grasping Resurrection (Group Attack). *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 necrotic damage. If three or more siphoners joined the attack, they can restore the remains of a destroyed Undead minion within 15 feet of the target. That Undead minion returns to life with all their hit points. If five or more siphoners joined the group attack, they can either choose to increase the range of this effect from 15 to 30 feet or to restore two Undead minions instead of one.

Zombie

CR 1/4 Brute
Medium Undead, Typically Lawful Evil — 50 XP

Armor Class 8
Hit Points 19 (3d8 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–2)	14 (+2)	3 (–4)	5 (–3)	5 (–3)

Damage Vulnerabilities radiant
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Negative Nerves. Whenever a creature deals 5 damage or less to the zombie, the zombie takes no damage instead.

Actions

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

Reactions

Delayed Reflex. When the zombie's Negative Nerves trait allows them to ignore damage dealt by a creature the zombie can see within 5 feet of them, the zombie makes a Slam attack with disadvantage against the creature.

It's an old Gol word that used to just mean "person." They remember who they were, and they hate the living and hate being dead. They remind us of us, so we call them people in an old language.

Lady Demelza, Courser

Wight Deathguard

Retainer

Medium Undead, Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Intimidation +3 plus PB, Perception +0 plus PB
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10 plus PB
Languages the languages they knew in life
Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Longsword). *Melee Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB slashing damage. Beginning at 7th level, the deathguard can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Blood for Blood (3/Day). As a reaction to an ally the deathguard can see within 5 feet of them being hit with an attack, the deathguard redirects the attack to themself, potentially causing the attack to miss. If the attacker is within 5 feet of the deathguard, the deathguard can make a signature attack against the attacker.

5th Level: Soul Thief (3/Day). As an action, the deathguard shrouds themself in dark energy. The deathguard regains PBd6 hit points, and each enemy within 5 feet of the deathguard must make a DC 10 plus PB Wisdom saving throw. On a failed save, a target takes PBd6 necrotic damage. On a successful save, a target takes half as much damage.

7th Level: This Way! (3/Day). As an action, the deathguard moves up to their speed without provoking opportunity attacks. Each ally the deathguard passes within 5 feet of during the move can use a reaction to move up to their speed in the same direction as the deathguard without provoking opportunity attacks. Until the start of the deathguard's next turn, attacks against these allies have disadvantage.

Crawling Claw Companion

Companion

Tiny Undead, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 6 + six times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +3 plus PB
Skills Stealth +3 plus PB, Sleight of Hand +3 plus PB
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Fingers for Feet. While the claw is holding an object, their speed is halved. If the claw is knocked prone, they drop anything they are holding.

Actions

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

1st Level: Thieving Attack (2 Ferocity). The claw makes a signature attack. On a hit, the attack deals an extra PB slashing damage, and the claw takes a random object (determined by the GM) from an easily accessed pocket, pouch, backpack, or similar container the target is wearing or carrying.

3rd Level: Dazing Slash (5 Ferocity). The claw makes a signature attack. On a hit, the attack deals an extra PB slashing damage, and the target must succeed on a DC 10 plus PB Constitution saving throw or be dazed until the start of the claw's next turn.

5th Level: Filthy Scratch (8 Ferocity). The claw scratches a creature they can see within 5 feet of them. The target must make a DC 10 plus PB Constitution saving throw. On a failed save, the target takes PBd8 poison damage and is poisoned until the start of the claw's next turn. While poisoned in this way, the target can't regain hit points. On a successful save, the target takes half as much damage and isn't poisoned.

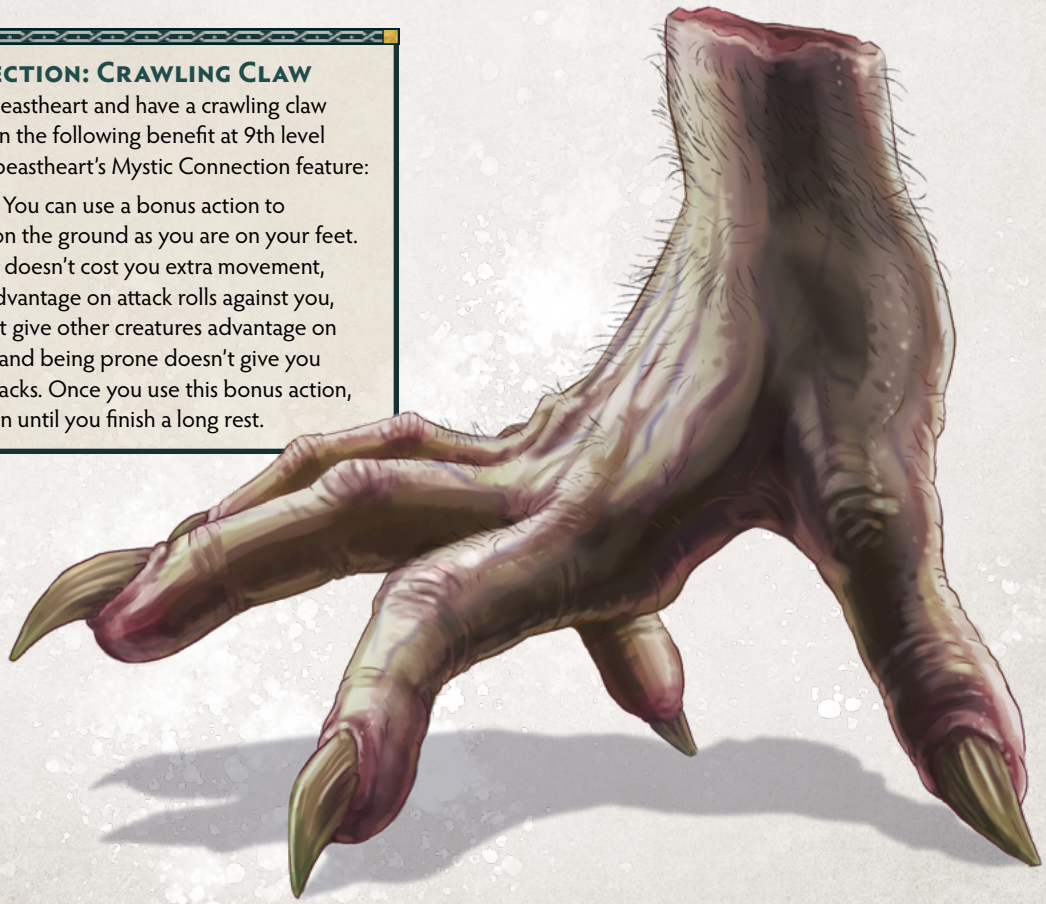
Bonus Actions

Fast Hand (3/Long Rest). The claw moves up to their speed toward the caregiver without provoking opportunity attacks. The claw can take the Use an Object action once during this movement.

Mystic Connection: Crawling Claw

If you're playing a beastheart and have a crawling claw companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Crawling Menace. You can use a bonus action to become as nimble on the ground as you are on your feet. For 1 hour, crawling doesn't cost you extra movement, creatures have disadvantage on attack rolls against you, being prone doesn't give other creatures advantage on attacks against you, and being prone doesn't give you disadvantage on attacks. Once you use this bonus action, you can't do so again until you finish a long rest.



Liches

A lich begins life as a mortal, often a wizard or sorcerer, fueled by a burning, unquenchable hunger for knowledge at any cost. Knowledge beyond life and death, beyond this world, beyond gods and fiends. Possesed by the unshakable belief that ultimate knowledge brings ultimate power. The necessary rites are forbidden in many cultures, for they require a bloody, evil act: the sacrifice of someone dear to the would-be lich.

Forging Soulstones. The ritual to create a lich requires a sphere constructed of something personal to the subject, such as steel from an heirloom suit of armor or a tangle of branches from the tree that shaded their wedding. To complete the rite, the subject must rip out their own heart and the heart of a living loved one, placing both inside the sphere. The hearts conjoin and transmute into a ruby that welds to the sphere, creating the new lich's soulstone.

As long as their soulstone remains intact, a lich can never truly die. Most soulstones are small and easy to conceal, though a lich can construct the stone's outer sphere to be any size that suits their purpose.

Terrifying Presence. A lich's true appearance is ghastly. The damage to their chest never heals, and over the centuries, their body slowly decays into a skeleton. Some liches hide their appearance with an illusion that makes them even more attractive and vivacious than they were in life. Others embrace their terrifying look, proudly displaying their dark triumph to every creature they encounter.

Immortality Is Not Enough. Though all liches desire eternal life, it fails to satisfy most. These powerful former adventurers seek more of everything they've always craved—more glory, more power, more wealth. Most set about amassing all three, building armies of followers to seize whatever the lich desires from any who resist their charm.

Lich Lairs. Liches are strongest when surrounded by devoted followers. Their lairs can be found inside strongholds, castles, government halls, or any place of power.

Threats Demolished. Liches know the power of do-gooding adventurers who could threaten their pursuits and soulstone, and they seek to remain keenly aware of such threats. Adventurers with a treasure trove of powerful items or the potential strength to resist a lich are hunted mercilessly.

Soulstone Rejuvenation

Most characters don't go up against a lich unprepared. By the time they face the villain in a final confrontation, characters (and their players) should understand how the lich's soulstone and Rejuvenation trait work. Since the soulstone can easily bring a lich back to life once the lich's soul is inside, the party's best shot at defeating them once and for all is to destroy the stone first, then kick some lich butt.

High Mage Vairae

Vairae (*veh-RYE*) came from a long line of elf mages in Gael Wode. They excelled at school and easily made friends—which meant no one challenged them when they bullied the weaker children.

As an adult, Vairae joined the Gael garrison as a battle mage to round out their skills. Again they performed admirably and were showered with admirers and promotions. But after discovering a cryptic tome on the corpse of an enemy wizard, Vairae set their sights even higher—for the tome contained a ritual to keep their vigor and power forever. After many late nights spent deciphering the text, Vairae succumbed to the irresistible pull to complete this ritual … and sacrificed their best friend in the process.

Their heart now sealed in a sphere of everlasting ice, Vairae returned to Gael Wode in disguise and ambitiously rose to the rank of High Mage. Today, the centuries-old Vairae is as spry and handsome as ever, with loyal followers at their command. But the world outside the wode is large and doesn't belong to Vairae—yet.

Content Warning: Body Horror

High Mage Vairae's Machinations of Bone action is gruesome and visceral. Not everyone enjoys that kind of body horror. If anyone at your table is uncomfortable with bone extraction, feel free to describe this action as spectral blades pressing in around Vairae's foes.

Lair Actions

When fighting inside their lair, a lich can take lair actions. On initiative count 20 (losing initiative ties), the lich can take one lair action to cause one of the following effects; the lich can't use the same lair action two rounds in a row:

Soul Sip. The lich chooses two enemies they can see within 90 feet of them. Each target must succeed on a DC 20 Constitution saving throw or take 19 (3d12) necrotic damage as the lair absorbs a sliver of their soul.

Spirit Shell. The lich summons spirits to surround them until the end of initiative count 20 of the next round. For the duration, a creature who hits the lich with a melee attack must succeed on a DC 20 Wisdom saving throw or be dazed until the start of the creature's next turn.

Unnatural Born Leader. The lich magnifies the power of their soulstone through the lair onto a creature they can see within 90 feet of them. The target must succeed on a DC 20 Charisma saving throw or use their reaction, if available, to move up to their speed and make a weapon attack against a creature of the lich's choice.

Lich

CR 21 Controller

Medium Undead, Typically Neutral Evil — 33,000 XP

Armor Class 20 (natural armor)
Hit Points 270 (36d8 + 108)
Speed 30 ft., fly 50 ft. (hover)

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

Saving Throws Str +11, Con +10, Wis +10, Cha +12
Skills Arcana +11, Athletics +11, Deception +12, History +11, Perception +10, Stealth +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 20
Languages Abyssal, Common, Draconic, Infernal
Proficiency Bonus +7

Rejuvenation. If the lich is destroyed but their soulstone is intact, their soul retreats into the stone. While the lich's soul is in the stone, a creature who can see the stone at the start of their turn must succeed on a DC 20 Charisma saving throw or be charmed by the stone until the end of their next turn. While charmed in this way, the creature must do everything in their power to move toward and touch the stone, avoiding obvious hazards.

If a creature touches the stone while the lich's soul is inside, the creature must make a DC 20 Constitution saving throw. On a failed save, the creature drops to 0 hit points and the lich reforms with all their hit points in an unoccupied space within 5 feet of the soulstone. On a successful save, the creature loses half their hit points and the lich reforms with half their hit points in an unoccupied space within 5 feet of the soulstone.

The soulstone has AC 19, 50 hit points, and immunity to all damage except force and thunder.

Supernatural Resistance. The lich has advantage on saving throws against powers, spells, and other supernatural effects.

Turn Immunity. The lich is immune to effects that turn Undead.

Actions

Multiattack. The lich uses Glare of Undeath and makes four attacks using Biting Acid, Disruptive Thunder, Pain of Ages, or a combination of them.

Biting Acid (3rd-Level Spell). *Ranged Spell Attack*: +12 to hit, range 120 ft., one target. *Hit:* 22 (5d8) acid damage, and the target can't regain hit points until the start of the lich's next turn.

Disruptive Thunder (3rd-Level Spell). *Melee or Ranged Spell Attack*: +12 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 22 (4d10) thunder damage. If the target is Huge or smaller, the lich can move them up to 45 feet horizontally.

Pain of Ages (3rd-Level Spell). *Melee or Ranged Spell Attack*: +12 to hit, reach 5 ft. or range 90 ft., one creature. *Hit:* 21 (6d6) psychic damage, and the first time the target hits a creature with an attack before the start of the lich's next turn, that attack deals half damage.

Glare of Undeath. The lich's eyes flare with supernatural power at one creature they can see within 60 feet of them. The target must succeed on a DC 20 Wisdom saving throw or be compelled to hug themself tightly as protection against an unbearably cruel world. A creature hugging themself in this way is restrained for 1 minute (save ends at end of turn). A creature the target can hear and understand can use an action to make a DC 20 Charisma (Persuasion) check, ending the effect on a success.

Horrid Woe (2/Day). The lich sends negative energy coursing through a creature they can see within 90 feet of them. The target is seared with pain and must make a DC 20 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. A target reduced to 0 hit points by this damage becomes stable but can't regain hit points, and their spirit turns into a **wraith** who appears in an unoccupied space within 5 feet of their body. This wraith acts on the lich's turn immediately after them, and they obey the lich's verbal commands to the best of their ability. If the wraith or lich are destroyed, the wraith disappears, the target's spirit returns to their body, and the target can regain hit points.

Life Absorption (1/Day; 9th-Level Spell; Concentration). The lich unleashes a wave of life-sapping energy. Each enemy within 120 feet of them must make a DC 20 Constitution saving throw. On a failed save, the target takes 16 (3d10) necrotic damage at the start of each of their turns for 1 minute, and the lich gains temporary hit points equal to the total damage dealt.

Bonus Actions

Necrotic Form (3rd-Level Spell). The lich enters a shadow form and moves up to their speed. While in this form, the lich is immune to bludgeoning, piercing, and slashing damage and the grappled and restrained conditions, and they can move through a space as narrow as 1 inch wide without squeezing. The lich reverts to their true form at the end of their turn.

Reactions

Immortal Insight. When another creature the lich can see makes an attack roll, ability check, or saving throw, the lich can cause the roll to be made with advantage or disadvantage.

Utility Spells

In addition to any other spells in this stat block, the lich can cast the following spells, using Charisma as the spellcasting ability (spell save DC 20):

At will: *arcane lock*[A], *charm person*[A], *detect magic*[A], *detect thoughts*[A], *disguise self*[A], *identify*[+], *locate object*[A], *mage hand*[A]
3/day each: *arcane eye*[A], *arcanist's magic aura*[A], *contact other plane*[+], *legend lore*[+], *scrying*[+]
1/day each: *forbiddance*[+], *geas*[+], *hallow*[+], *mirage arcane*[+], *symbol*[+]

High Mage Vairae

CR 25 Solo
75,000 XP

Medium Undead, Neutral Evil

Armor Class 21 (natural armor)
Hit Points 315 (42d8 + 126)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	23 (+6)	20 (+5)	20 (+5)

Saving Throws Con +11, Int +14, Wis +13, Cha +13
Skills Arcana +14, Athletics +10, Deception +13, History +14, Perception +13, Persuasion +13
Damage Resistances fire, cold; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 23
Languages Abyssal, Common, Draconic, Elvish, Infernal, Sylvan, telepathy 120 ft.
Proficiency Bonus +8

Draining Resistance (3/Day). If Vairae fails a saving throw, they can choose to succeed instead. When they do, Vairae has disadvantage on spell attacks until the end of their next turn.

Rejuvenation. Vairae has the Rejuvenation trait found in the **lich** stat block.

Supernatural Resistance. Vairae has advantage on saving throws against powers, spells, and other supernatural effects.

Turn Immunity. Vairae is immune to effects that turn Undead.

Actions

Multiattack. Vairae uses Glare of Undeath and makes four attacks using Conflagration, Immortal Pain, Magic Drain, or a combination of them.

Conflagration (4th-Level Spell). *Ranged Spell Attack*: +14 to hit, range 150 ft., one target. *Hit:* 35 (10d6) fire damage, and if the target takes both an action and a bonus action on their next turn, they take an extra 17 (5d6) fire damage at the end of that turn.

Immortal Pain (4th-Level Spell). *Melee or Ranged Spell Attack*: +14 to hit, reach 5 ft. or range 90 ft., one creature. *Hit:* 28 (8d6) psychic damage, and the target is afflicted with pain. While afflicted in this way, the creature's attacks deal half damage. After each attack the afflicted creature makes against an enemy, the afflicted creature can make a DC 22 Constitution saving throw, ending the effect on a success. A *cure ailment* power, a *lesser restoration* spell, or a similar supernatural effect also ends the effect.

Magic Drain (4th-Level Spell). *Melee or Ranged Spell Attack*: +14 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 26 (4d12) necrotic damage. If the target is currently affected by any spells not cast by Vairae, the target must succeed on a DC 22 Wisdom saving throw or those effects end for the target.

Glare of Undeath. Vairae glares at one creature they can see within 60 feet of them. The target must succeed on a DC 22 Wisdom saving throw or be compelled to hug themself tightly as protection against an unbearably cruel world. A creature hugging themself in this way is restrained for 1 minute (save ends at end of turn). A creature the target can hear and understand can use an action to make a DC 22 Charisma (Persuasion) check, ending the effect on a success.

Machinations of Bone (2/Day). Each enemy within 30 feet of a point Vairae can see within 150 feet of them must make a DC 22 Strength saving throw. On a failed save, a target's innards fly from their body and they take 54 (12d8) piercing damage, fall prone, and can't stand up until they recieve supernatural healing.

Bonus Actions

Necrotic Form (3rd-Level Spell). Vairae enters a shadow form and can move up to their speed. While in this form, Vairae is immune to bludgeoning, piercing, and slashing damage and the grappled and restrained conditions, and they can move through a space as narrow as 1 inch without squeezing. Vairae reverts to their true form at the end of their turn.

Reactions

Baleful Teleport (6th-Level Spell). When a creature Vairae can see within 120 feet of them targets Vairae with an attack, Vairae utters a word of arcane power. The creature must succeed on a DC 22 Charisma saving throw or be teleported up to 60 feet to an unoccupied space Vairae can see, and if Vairae is no longer a valid target for the triggering attack, the attacker must choose a new target or the attack misses.

Villain Actions

Vairae has three villain actions. They can take each action once during an encounter after an enemy's turn. They can take these actions in any order but can use only one per round.

Action 1: Cages of Wasting. A cage of black energy springs forth around each enemy within 60 feet of Vairae. Each target must make a DC 22 Dexterity saving throw. On a failed save, a target takes 27 (5d10) necrotic damage and is restrained in the cage for 1 minute or until Vairae is destroyed (save ends at end of turn). On a successful save, a target takes half as much damage and isn't restrained. If a restrained creature teleports out of their cage, the effect ends for them.

Action 2: My Magic Alone. Vairae unleashes a wave of canceling magic. Each creature within 60 feet of Vairae must make a DC 22 Wisdom saving throw. On a failed save, a target can't benefit from magic items or cast spells of 4th level or higher until the end of Vairae's next turn.

Action 3: Necrostorm. Vairae fires black bolts of magic from their body. Each creature within 60 feet of them must make a DC 22 Dexterity saving throw, taking 78 (12d12) necrotic damage on a failed save, or half as much damage on a successful one. The spirit of a Humanoid killed by this damage rises at the start of Vairae's next turn as a **wraith** who permanently follows Vairae's verbal commands.

Content Warning: Body Horror

Flesh mournlings are conglomerations of many different creatures sewn together. If you or your players don't want such descriptions in your game, these mournlings could instead be made from plants or other natural material.

Mournlings

Powered by sorrow and rage, these animated conglomerations of dirt or flesh defend the homes of their creators, brutally attacking intruders while sobbing uncontrollably. Mournlings express far more emotion than many other undead guardians, for their makers imbued them with sadness and loss.

Druidic Origins. Ages ago, a sect of druids came together to solve the endless exploitation and destruction of the natural world caused by humanoid expansion. How could the druids ever hope to combat such reckless waste—the logging of entire forests, the animals hunted to extinction, the mass destruction of war? Desperate, the druids invoked forbidden rites, forming bodies from the detritus of humanoid disasters and infusing them with necrotic energy. Flesh, dirt, and the souls of creatures lost to destruction combined with the druid's sorrow to become the first mournlings.

Grieving Guardians. Though their creators are long-dead, some original mournlings still defend forests, meadows, and other natural places they were built to protect. When expansion threatens a druid circle's corner of the world, the druids revive the ancient ritual and create new mournlings. Though the ritual is little-known outside of the most ancient druid sects, dedicated or lucky mages and clerics could uncover the rites and use them to create protectors for their towers and temples.

Violence from Sorrow. Outside of battle, mournlings patrol for interlopers in a trance-like state. When an unknown creature creates a disturbance or approaches them, the mournling unleashes a primal cry that conveys the very essence of suffering, then they burst into violence. They continue to sob and moan even as they viciously beat their enemies to a pulp.

Animal and Plant Protectors. Mournlings never intentionally harm an animal or plant creature, unless such a creature harms them first. During each mournling's creation, this compassion for nature is infused into their being—alongside the ever-present sorrow.

Dirt Mournling

Dirt mournlings are guardians made of packed earth who leave a trail of silt or clay wherever they walk. A steady stream of tears constantly moistens the mournling's soil and makes them ooze mud.

The soil used to create a dirt mournling must come from a land razed by humanoid-made disaster. During each dirt mournling's creation ritual, their maker gives their soil a certain shape, typically that of an animal or humanoid. The mournling maintains this general form throughout their existence, though they can produce extra limbs during combat to grapple as many foes as they like.

Flesh Mournling

A flesh mournling is formed from different pieces of beasts, humanoids, and other creatures. The mournling's creators gather these body parts from creatures who were victims of humanoid expansion, carefully sewing them into what becomes the mournling's functional but grotesque form. No two flesh mournlings have exactly the same arrangement of body parts—some have multiple heads, while others have arms growing from long necks or feet protruding from mismatched shoulders.

Making a Mournling

If player characters wish to create a mournling to protect a wild habitat from destruction, they'll need to learn the secret creation rites—ones known only to the most secluded druid circles. The characters must journey to the home of one of these remote sects without harming the natural world. To characters who pass this first test, the druids offer a quest to prove the party's loyalty and love to nature. This quest usually involves battling those who seek to corrupt or harm the creatures of the wild.

Flesh Mournling

Dirt Mournling

CR 18 Controller
Huge Undead, Unaligned 20,000 XP

Armor Class 19 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +12, Con +11, Cha +6
Skills Athletics +12, Perception +7
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages understands the languages of their creator but can't speak
Proficiency Bonus +6

Anguish Unleashed. When the mournling dies, the sadness they contain is released into the world. Each creature within 30 feet of the mournling who can hear them must make a DC 19 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Immutable Form. The mournling is immune to any power, spell, or effect that would alter their form.

Puddle of Mud. When the mournling leaves a space, the ground in that space becomes difficult terrain for their enemies for 10 minutes.

Actions

Multiattack. The mournling makes three attacks using Slam, Mudslide, or both, and they can use Dust Storm, if available.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target is grappled (escape DC 20). While grappled in this way, the target is restrained.

Mudslide. *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a Huge or smaller creature, the target and each Huge or smaller creature of the mournling's choice within 5 feet of the target are pulled up to 30 feet toward the mournling.

Dust Storm (1/Day). The mournling hurls dirt, gravel, and sand. Each creature within 60 feet of them must succeed on a DC 19 Constitution saving throw or be blinded for 1 minute (save ends at end of turn).

Bonus Actions

Break and Reform. The mournling teleports to an unoccupied space they can see within 30 feet of them.

Reactions

Stuck Fast. When the mournling is hit by a melee weapon attack, they capture the weapon that struck them in quick-hardening mud, disarming the attacker. A creature who can reach the weapon can use an action or bonus action to make a DC 19 Strength (Athletics) check, freeing the weapon on a success. The mournling can't use this reaction on attacks made with natural weapons.

Flesh Mournling

CR 5 Brute
Large Undead, Unaligned 1,800 XP

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

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

Saving Throws Str +7, Con +7
Skills Athletics +7, Perception +4
Condition Immunities charmed, frightened, exhaustion
Senses darkvision 120 ft., passive Perception 14
Languages understands the languages of their creator but can't speak
Proficiency Bonus +3

Horrid Sob. When an enemy who can hear the mournling starts their turn within 30 feet of the mournling, the enemy must succeed on a DC 15 Wisdom saving throw or be frightened of the mournling until the start of their next turn. A creature who succeeds on their saving throw is immune to the Horrid Sob of all flesh mournlings for 24 hours.

Immutable Form. The mournling is immune to any power, spell, or effect that would alter their form.

Actions

Multiattack. The mournling makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is frightened of the mournling, the target falls prone.

Agonizing Wail (Recharge 5–6). The flesh mournling screams with unbearable pain in a 30-foot cone. Each creature in that area who can hear the mournling must make a DC 15 Constitution saving throw. On a failed save, a creature's eyes water uncontrollably, they take 16 (3d10) psychic damage, and they can't see anything more than 5 feet away until the end of their next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

Khorsekef
the Infinite

Mummies

Mummies are humanoids raised from the dead via a complex series of magical rituals. The process tethers a creature's soul to their earthly body, preventing them from crossing into true death.

Complex Ritual. Preventing a soul from finding eternal peace requires extraordinary magical effort. As part of the mummification process, a corpse is embalmed and wrapped in cloth imbued with necromantic power. While different cultures practice various embalming methods, all result in a desiccated version of the body encased in a protective, flexible casing.

Guardians, Prisoners, and Power. Mummification is reserved for situations of grave import. A great hero may voluntarily be mummified upon death to eternally guard future generations or a holy relic. On the other hand, a great villain may be mummified to prevent them from escaping their crimes through death. Still others with means become mummies for one simple reason: to live forever.

Secrets of the Beyond. Existing in a realm between life and death grants mummies insight into the universe's great mysteries—and imbues them with unique power over living souls. When a mummy awakens to defend themself or their charge, they can use these powers to hamper foes with potent debilitating curses.

Ashyra, Keeper of the Crypt

Ashyra (*ah-SHEE-rah*) is the last survivor of an ancient people long passed from the world. Though traces of her civilization have disappeared from the surface, she still carries out her duty, guarding a subterranean necropolis where the remains of one hundred sorcerer-sovereigns rest in eternal slumber.

In her human life, Ashyra led a mystery cult dedicated to unlocking the secrets of immortality. She uncovered the ritual of mummification and performed it on herself just as her people were overthrown. In undeath, Ashyra works slowly and patiently, gathering the knowledge and supplies needed to return the sorcerer-sovereigns from the dead so her people may take back the world that was once theirs.

City of the Dead. For now, Ashyra is cut off from the world above by powerful seals placed on the expansive necropolis she is bound to guard. She knows it is only a matter of time before she exhausts the knowledge within the magical tomes buried with her, so she eagerly waits for an opportunity to escape. Though Ashyra will do everything possible to protect her charges, she knows her people's glorious vision cannot come to pass unless she gains access to the world above.

Ashyra's lair is an underground tower full of books, scrolls, and arcane equipment. This tower guards the entrance to the chamber of the slumbering sorcerer-sovereigns.

Mummy

CR 3 Brute

Medium Undead, Typically Lawful Evil — 700 XP

Armor Class 12 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Skills Arcana +2, History +2, Religion +2
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 60 ft., passive Perception 12
Languages the languages they knew in life
Proficiency Bonus +2

Flammable. Whenever the mummy takes fire damage, they take an extra 5 (1d10) fire damage.

Mummy Dust. Whenever the mummy takes piercing or slashing damage, each creature within 5 feet of them takes 4 (1d8) poison damage.

Actions

Multiattack. The mummy makes two Desiccating Slam attacks and uses Guardian Curse.

Desiccating Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. Until the start of the mummy's next turn, the target's speed is reduced by 10 feet and the target can't regain hit points.

Guardian Curse. The mummy calls down a scourge on one creature they can see within 60 feet of them. The target must succeed on a DC 13 Wisdom saving throw or be cursed. While cursed in this way, whenever the target takes damage, they take an extra 3 (1d6) necrotic damage that can't be reduced in any way. The curse lasts until removed by a *cure ailment* power, a *remove curse* spell, or a similar supernatural effect. A target who succeeds on their saving throw is immune to the Guardian Curse of all mummies for the next 24 hours.

In those days, the Chain was in service to Queen Nefrusheri. I dunno what she was queen of–probably Khemhara. I never bothered to ask. When your boss is an immortal mummy queen, the conversation tends to be pretty one-sided. "Yes ma'am" is about all I contribute.

Dancer, Chronicler of the Chain of Acheron, Heroes 216–231

Mummy Rotwrap

CR 4 Minion

Medium Undead, Typically Lawful Evil — 220 XP

Armor Class 11 (natural armor)
Hit Points 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	10 (+0)	17 (+3)	10 (+0)

Senses blindsight 60 ft., passive Perception 13
Languages the languages they knew in life
Proficiency Bonus +2

Minion. If the rotwrap takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the rotwrap takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Actions

Words of Ancient Doom (Group Attack). *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 4 necrotic damage, and if three or more rotwraps joined the attack, the target can't speak or use telepathy until the end of their next turn.

Khorsekef the Infinite

Khorsekef the Infinite, First Pharaoh of the Khemharan Empire, ruled for over 3,000 years. Under his rule, the people of Khemhara thrived in the desert, and Khorsekef's power provided an oasis for an entire nation. What his people could not know, because the desert isolated them from the world, was that Khorsekef's rule denied them the right to change or grow. Though their god-king was human, he never died, and generation after generation turned to dust at his feet. Children were born, grew old, married, had children—but nothing ever changed. Names, likenesses, identities, and even discoveries were endlessly recycled.

The Khem-hor thought this was the cycle of the world, but the truth was hidden from them until the great explorer Lady Agatamori, from Higara, exposed it. In truth, powerful artifacts kept the Khem-hor trapped within a perpetual cycle that fueled the pharaoh's immortality. During the ensuing struggle against Lady Agatamori and the Khem-hor, Khorsekef was transformed into the timescape's most powerful mummy and trapped in the Abyssal Wasteland.

You can read more about Khorsekef and find his stat block in *Kingdoms & Warfare*.

ASHYRA

CR 15 Solo

Medium Undead, Lawful Evil

13,000 XP

Armor Class 17 (natural armor)
Hit Points 225 (30d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	15 (+2)	19 (+4)	16 (+3)

Saving Throws Con +8, Int +7, Wis +9
Skills Arcana +7, History +7, Perception +9, Religion +7
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 120 ft., passive Perception 19
Languages Common, telepathy 60 ft.
Proficiency Bonus +5

Atonement (3/Day). If Ashyra fails a saving throw, she can choose to succeed instead. When she does, she must either end the effect of her Ancient Curse on one enemy within 120 feet of her or be dazed until the end of her next turn.

Mummy Dust. Whenever Ashyra takes piercing or slashing damage, each creature within 5 feet of her takes 9 (2d8) poison damage.

ACTIONS

Multiattack. Ashyra makes two attacks using Desiccating Slam, Soul Fire, or both, and she uses Ancient Curse.

Desiccating Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. The target's speed is reduced to 0, and they can't regain hit points until the start of Ashyra's next turn.

Soul Fire (3rd-Level Spell). *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 20 (3d10 + 4) radiant damage, and if the target is a creature, their hit point maximum decreases by a number equal to the damage taken. This reduction lasts until the target finishes a long rest or is targeted by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect. The target dies if this effect reduces their hit point maximum to 0.

Ancient Curse. Ashyra inflicts weakness on one creature she can see within 120 feet of her. The target must succeed on a DC 17 Wisdom saving throw or be cursed. While the target is cursed in this way, their attacks deal half damage. The curse lasts until Ashyra chooses to end it or until removed by a *cure ailment* power, a *remove curse* spell, or a similar supernatural effect.

BONUS ACTIONS

Misty Step (2nd-Level Spell). Ashyra teleports up to 30 feet to an unoccupied space she can see.

REACTIONS

Weight of Ages. When a creature Ashyra can see within 60 feet of her deals damage to her, Ashyra brings down the weight of ages on them. The creature must succeed on a DC 17 Strength saving throw or be restrained until the end of their next turn.

VILLAIN ACTIONS

Ashyra has three villain actions. She can take each action once during an encounter after an enemy's turn. She can take these actions in any order but can use only one per round.

Action 1: Sands of the Ancients. A storm of stinging dirt whirls around Ashyra in a 15-foot-radius until the end of her next turn. For the duration, that area is heavily obscured, and when a creature starts their turn in or enters that area for the first time on a turn, they must succeed on a DC 17 Constitution saving throw or take 22 (4d10) necrotic damage.

Action 2: Dust to Dust. Ashyra bursts into a cloud of dust and makes one Desiccating Slam attack against each enemy within 60 feet of her, then she reforms in an unoccupied space within 60 feet of her original location.

Action 3: Last Rites. Ashyra commands the land to entomb her foes. Each enemy within 30 feet of her must make a DC 17 Strength saving throw. On a failed save, a target takes 21 (6d6) bludgeoning damage and is entombed in stone. On a successful save, a target takes half as much damage and is not entombed. An entombed creature is restrained, has total cover against attacks and other effects outside the stone, and takes 7 (2d6) necrotic damage at the end of each of their turns. The creature can be freed if the stone is destroyed (AC 17; 30 hit points; immunity to poison and psychic damage).

Ashyra swirls the Sands of the Ancients around her enemies, stealing their life force.

Vampires

They look like us. Sometimes they even act like us. But they are not like us.

Lydia Lockwood, Occultist

Vampirism is a curse of blood. A curse that harrows its victims, turning them into mirror-mockeries of life. They become beings of pure vitality that nonetheless hunger for life's essence: blood. With that hunger comes power everlasting over life and death. By feeding, a vampire passes this curse onto their victims. Though vampires are fundamentally changed from their mortal forms, they retain the intellect and memories of their mortal selves.

Vampire Spawn. A vampire's power grows as they spend time in undeath. Vampire spawn, the youngest of their ilk, are barely separated from their mortal selves. They are driven by their thirst for blood and by their master's orders. Thanks to adventurers and zealous priests, few vampire spawn survive long enough to become true vampires.

True Vampire. After about a hundred years of undeath, a spawn grows in strength and intelligence, becoming a true vampire. They learn to control their thirst and earn new gifts, allowing them to turn their victims into vampire spawn and to charm humanoids. These benefits let the vampire blend into humanoid society, often by masquerading as a long-lost relative of their old family or taking up their former profession. Meanwhile, they carefully choose prey and build a protective army of spawn and thralls.

Vampire Lord. Most vampire lords have spent more than three hundred years in undeath. Some are created through powerful magic. Most have been so corrupted by their curse that they have no moral code and stop at nothing to get what they want. After centuries of amassing resources, vampire lords have the power to achieve nearly any goal. Some build empires. Others seek godhood. A few lie dormant, buried in sarcophagi while the ages flow past, waiting to awaken in new worlds ripe for the plucking.

Strengths and Weaknesses. Though most vampires shun sunlight, some know a secret ritual to counteract this weakness. Vampires don't require food, water, or air, but their bodies become desiccated husks if they don't regularly drink the blood of living beings. Each vampire has a special resting place, typically a coffin or similar vessel, where they can regenerate after an arduous battle. While thus recuperating, they can't move.

Vampire Thralls. True vampires and vampire lords can cast *geas*, which charms other creatures to do the vampire's bidding. Vampires use this spell to charm creatures in positions of authority. Most have at least one or two thralls working in local governments, which allows the vampire to prey on the populace without any interference from law enforcement or military.

Though magic makes reliable thralls, vampires also rely on promises and coercion to maintain a reliable feeding ground and enact sinister plots. Some humanoids are so desperate for power that they will kill for a vampire in exchange for a promise of being turned into one of the undead someday. Vampires also rely on their servants and supernatural abilities to uncover the crimes and misconduct of mortals in power. Those secrets are used to blackmail people into doing a vampire's bidding.

Whenever a servant disobeys a vampire, swift retribution comes in the form of teeth to the neck. At least they can serve as a drink. There is always another who can take the thrall's place.

Exsanguinating Weapons. Vampire lords can summon exsanguinating weapons made from the blood of their enemies. Only they can wield these weapons, and when a vampire is destroyed, their exsanguinating weapons disappear. The most infamous of these weapons is Sanguinus, the sword of Count Rhodar von Glauer.

Blood-Starved Vampires. When a vampire goes without blood for a year or more, their body shrivels, becoming a living husk. The vampire's thirst for blood becomes their singular focus as their weakened form craves it. These blood-starved vampires often band together for survival, since a single blow can turn one to dust. A blood-starved vampire must drink the blood of scores of humanoids to be restored to an unweakened state.

Lair Actions

When fighting inside their lair, a vampire can take lair actions. On initiative count 20 (losing initiative ties), the vampire can take one lair action to cause one of the following effects; the vampire can't use the same lair action two rounds in a row:

Children of the Night. A swarm of bats and insects flies around the vampire, moving with them. The area within 30 feet of the vampire is heavily obscured for other creatures until the end of initiative count 20 on the next round.

Blood Rain. The vampire chooses a point they can see within 60 feet of them. Blood rains down in a 40-foot-high, 10-foot-radius cylinder centered on this point until the end of initiative count 20 on the next round. When a creature who isn't Undead in the cylinder takes necrotic damage, they take an extra 5 (1d10) necrotic damage.

Obey My Desire. The vampire exerts their will on those who surround them. Each creature within 60 feet of the vampire who can hear them must succeed on a DC 18 Wisdom saving throw or be charmed by the vampire until the end of this turn. Each charmed creature must immediately use their reaction, if available, to make a melee attack against another creature, to make a melee attack against themself, or to drop prone (vampire's choice).

Vampire Lairs

Vampire spawn hide anywhere they can avoid the sun, such as tombs, sewers, or cellars. True vampires build more lavish lairs—opulent manors, shadowed castles, and vast crypts spiraling beneath the earth. Vampire lords lair in blackened towers, hollowed moons, and private demiplanes where the light of day never reaches.

Count Rhodar von Glauer

I do the devil's work.

Motto of House von Glauer

After falling to a vampiric curse in his early twenties, Count Rhodar—the last Lord of Glauer—ruled his tiny, heavily forested mountainous county in eastern Rhöl for three hundred years. There were worse overlords, the people said. After all, Rhodar took his pact with the people and the land seriously. He aggressively defended the villages in his demesne against constant incursions from rival counts and barons. He believed his power waxed and waned with the prosperity of the people and the vitality of the land.

Each new moon, when the Red Tax came due, the count would visit a young candidate, then emerge with renewed vitality. Across the land, folk feared their Dragon Count, but the witches of the wood wove a prophecy: "The land's darkest hour shall be the redemption of House von Glauer."

Eventually, the conquering force of Emperor Gaius VIII came for Rhodar—not because he was a vampire, but because the empire wanted his land and people. Count von Glauer was staked, and his body burned to ash. The emperor kept the Rod of Count Rhodar von Glauer as a trophy, and with this symbol of authority, he sealed his claim to the land.

Under new rule, Rhodar's people lament the absence of their lord, recalling the time before the coming of the empire as a golden age. But the witches' whispers can still be heard. For as long as the people of Glauer persist, they continue believing their Dragon Count will return in their darkest hour to deliver them from tyranny.

Blood-Starved Vampire

CR 9 Minion

Medium Undead, Typically Neutral Evil — 500 XP

Armor Class 16 (natural armor)
Hit Points 16
Speed 30 ft., climb 30 ft.

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

Senses blindsight 30 ft., darkvision 90 ft., passive Perception 12
Languages the languages they knew in life
Proficiency Bonus +4

Minion. If the vampire takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the vampire takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Radiant Weakening. The vampire has disadvantage on saving throws against effects that deal radiant damage.

Actions

Feeding Frenzy (Group Attack). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage plus 3 necrotic damage. If two or more vampires joined the attack, the target's hit point maximum is reduced by a number equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest or is targeted by a *cure ailment* power, a *lesser restoration* spell, or a similar supernatural effect. The target dies if this attack reduces their hit point maximum to 0.

Vampire

CR 13 Skirmisher

Medium Undead, Typically Neutral Evil — 10,000 XP

Armor Class 18 (natural armor)
Hit Points 204 (24d8 + 96)
Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +10, Wis +8, Cha +10
Skills Deception +10, History +9, Insight +8, Intimidation +10, Perception +8, Persuasion +10, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages the languages they knew in life
Proficiency Bonus +5

Radiant Aversion. Each time the vampire takes radiant damage, they take an extra 10 radiant damage.

Resting Place. When the vampire drops to 0 hit points and is not in sunlight, running water, or their resting place, the vampire teleports to their resting place. While in their resting place, the vampire is stable. After spending 1 hour in their resting place with 0 hit points, they regain 1 hit point.

Turn Resistance. The vampire has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The vampire makes two Claw attacks and, if possible, a Bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. If the target is Large or smaller, they are grappled (escape DC 18). While grappled in this way, the target is restrained. Moving while grappling a Medium or smaller creature doesn't halve the vampire's speed. A vampire can have only one target grappled in this way at a time.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature who is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by a number equal to the necrotic damage taken, and the vampire regains hit points equal to that number. The reduction lasts until reversed by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect. The target dies if this attack reduces their hit point maximum to 0. A Humanoid slain in this way rises the following midnight as a **vampire spawn** under the vampire's control.

Exsanguinating Mist (Recharge 6). The vampire, along with anything they are wearing or carrying, turns into a cloud of blood-sucking mist. When they do, they release any creature they were grappling, and if the vampire was grappled or restrained, that effect ends for them. Then the vampire flies up to twice their speed to an unoccupied space. During this move, the vampire ignores difficult terrain, doesn't provoke opportunity attacks, and can move through creatures and objects. Each creature the vampire passes through must make a DC 18 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. At the end of this movement, the vampire transforms back into their previous form.

Bonus Actions

Beguile. The vampire targets one creature they can see within 30 feet of them and who can see them. The target must make a DC 18 Wisdom saving throw. On a failed save, the target uses their reaction, if available, to move up to their speed to a location chosen by the vampire, then either makes a melee attack against a target of the vampire's choice or falls prone (vampire's choice).

Creatures who can't be charmed automatically succeed on this saving throw, and creatures who have advantage on saving throws against being charmed make this saving throw with advantage.

Inhuman Agility. The vampire moves up to their speed without provoking opportunity attacks.

Reactions

Run, My Child. When an ally the vampire can see takes damage, the vampire can command the ally to move up to their speed without provoking opportunity attacks.

Utility Spells

In addition to any other spells in this stat block, the vampire can cast the following spells, using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person*[A], *detect thoughts*[A], *disguise self*[A], *sending*[A]
1/day each: *clairvoyance*[+], *geas*[+]

I liked Von Glauer, he was old-school nobility.
Invited us officers to dinner during the siege. Civilized.
Not like these warlords we got today.

Dancer, Chronicler of the
Chain of Acheron, Heroes 216–231

Vampire Spawn

CR 5 Skirmisher

Medium Undead, Typically Neutral Evil

1,800 XP

Armor Class 14
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Wis +3, Cha +6
Skills Acrobatics +7, Intimidation +6, Perception +3, Persuasion +6, Stealth +7
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages the languages they knew in life
Proficiency Bonus +3

Radiant Aversion. Each time the spawn takes radiant damage, they take an extra 10 radiant damage.

Actions

Multiattack. The spawn makes two Claw attacks. They can replace one attack with a Bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and if the target is Large or smaller, they are grappled (escape DC 15). Moving while grappling a Medium or smaller creature doesn't halve the spawn's speed. The spawn can have only one target grappled in this way at a time.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature who is grappled by the spawn, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by a number equal to the necrotic damage taken, and the spawn regains hit points equal to that number. The reduction lasts until the target finishes a long rest or is targeted by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect. The target dies if this attack reduces their hit point maximum to 0.

Bonus Actions

Inhuman Speed. The spawn moves up to their speed.

Count Rhodar von Glauer

CR 19 Solo

Medium Undead, Neutral Evil — 22,000 XP

Armor Class 18 (natural armor)
Hit Points 289 (34d8 + 136)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	18 (+4)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +11, Wis +9, Cha +12
Skills Deception +12, History +11, Intimidation +12, Perception +9, Persuasion +12, Stealth +11
Condition Immunities charmed, flanked, frightened, prone, stunned
Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane attacks
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common
Proficiency Bonus +6

Resting Place. When Rhodar drops to 0 hit points and isn't in his resting place, he teleports to his resting place. While in his resting place, Rhodar is stable. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Spear Sacrifice (3/Day). Rhodar is surrounded by three floating spears of shimmering darkness, which he can summon to a free hand on his turn (no action required). When Rhodar fails an ability check or saving throw, he can choose to destroy one of these spears and succeed on the ability check or saving throw instead. Once Rhodar destroys all three spears, he can't use his Spear of the Damned attack or Spear Sacrifice until the next dusk, when he manifests any destroyed spears.

Actions

Multiattack. Rhodar makes two Sanguinus attacks, and he can make one Spear of the Damned attack for each Spear Sacrifice use he has remaining.

Sanguinus. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, their hit point maximum is reduced by a number equal to the necrotic damage taken, and Rhodar regains hit points equal to that number. This reduction lasts until reversed by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect. The target dies if this effect reduces their hit point maximum to 0. A humanoid slain in this way rises the following midnight as a **vampire spawn** under Rhodar's control.

Spear of the Damned. *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 10 (3d6) force damage, and if the target is a creature, they are knocked prone and restrained as a spear of darkness impales them. A creature can attempt to free themself or another creature within their reach by using an action or a bonus action to make a DC 20 Strength (Athletics) check. On a success, the creature is freed and the restrained condition ends for them. The creature is also freed if Rhodar summons that spear to attack another target or destroys it using Spear Sacrifice.

Bonus Actions

Beguile. Rhodar targets one creature he can see within 30 feet of him and who can see him. The target must make a DC 20 Wisdom saving throw. On a failed save, the creature uses their reaction, if available, to move up to their speed to a location chosen by Rhodar, then either makes a melee attack against a target of Rhodar's choice or falls prone (Rhodar's choice).

Inhuman Agility. Rhodar moves up to his speed without provoking opportunity attacks.

Reactions

Withering Stare. When Rhodar is hit by an attack by a creature he can see within 60 feet of him, his eyes bore into the creature. The target must succeed on a DC 20 Wisdom saving throw or take 10 (3d6) necrotic damage.

Villain Actions

Rhodar has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Bloodstained. Rhodar causes blood to explode in a 20-foot-radius sphere centered on a point he can see within 120 feet of him. Creatures who aren't Undead in that area must succeed on a DC 20 Dexterity saving throw or be bloodstained until the end of Rhodar's next turn. Rhodar has advantage on attack rolls against bloodstained creatures, and bloodstained creatures have disadvantage on saving throws against Rhodar's Beguile bonus action.

Action 2: Fire Drake. Rhodar, along with anything he is wearing or carrying, turns into a Large dragon made of fire. When he does, he releases any creature he was grappling, and if Rhodar was grappled or restrained, that effect ends for him. He then flies up to twice his speed to an unoccupied space. During this move, Rhodar ignores difficult terrain, doesn't provoke opportunity attacks, and can move through creatures and objects. Each creature Rhodar passes through must make a DC 20 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one. At the end of this movement, Rhodar transforms back into his previous form.

Action 3: Mist of Blades. Rhodar fills the area within 60 feet of him with thick swirling mists, heavily obscuring that area for other creatures. He can teleport up to four times into any unoccupied space in the mist and make one Sanguinus attack after each teleport. The mist dissipates at the end of this action.

Utility Spells

In addition to any other spells in this stat block, Rhodar can cast the following spells, using Charisma as the spellcasting ability (spell save DC 20):

At will: *charm person*[A], *detect thoughts*[A], *disguise self*[A], *sending*[A]
3/day each: *clairvoyance*[+], *geas* (at 9th level)[+], *legend lore*[+]

Vampire Neophyte

Retainer

Medium Undead, Any Alignment

Armor Class 15 (medium armor)
Hit Points Eight times their level (number of d10 Hit Dice equal to their level)
Speed 30 ft., climb 30 ft.

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

Saving Throws +PB to all
Skills Acrobatics +3 plus PB, Persuasion +1 plus PB
Damage Vulnerabilities radiant
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 10
Languages Common, any two languages they knew in life

Signature Attack (Claws). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB slashing damage. Beginning at 7th level, the neophyte can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Take Away (3/Day). When the neophyte hits a creature with a signature attack, the neophyte grabs the target. The target is grappled (escape DC 10 plus PB), and the neophyte moves up to their speed without provoking attacks of opportunity (no action required). If the grappled creature is Medium or smaller, they don't cost the neophyte extra movement.

5th Level: Blood Seeker (3/Day). As an action, the neophyte moves up to their speed toward a creature they can see within 60 feet of them. If the neophyte ends their movement within 5 feet of the creature, the target must succeed on a DC 10 plus PB Dexterity saving throw or be grappled (escape DC 10 plus PB) and take 1d4 piercing damage plus PBd8 necrotic damage. The neophyte regains hit points equal to half the necrotic damage dealt.

7th Level: Child of the Night (3/Day). As a reaction to taking damage, the neophyte disappears in a cloud of bats and insects. Every enemy within 10 feet of the neophyte must make a DC 10 plus PB Dexterity saving throw. On a failed save, a creature takes PBd4 piercing damage plus PBd4 slashing damage. On a successful save, a creature takes half as much damage. At the end of the turn, the neophyte reforms in an unoccupied space within 30 feet of where they disappeared.

Atypical Vampire Diet

Vampires thirst for the blood of the living, but not all feast upon innocent sapient creatures. Some live off the blood of animals, though most vampires, including the ones who practice drinking from animals, find the taste of beast blood disgusting. These vampires hold their proverbial noses and gulp the animal blood down, because to them the alternative is unconscionable.

Other vampires indulge their bloodthirst by drinking from the wicked. These undead become vigilantes or adventurers, hunting the corrupt in search of a meal. Some are venerated by their communities as heroes while others keep their undead nature a secret, revealing it only when they drink from the neck of an adversary.

Excerpt from the Chronicle of the Chain of Acheron

"In those days the Chain was in service to the Emperor Gaius VIII, third of the Five Crusading Emperors, and 27th Emperor of Caelia. Gaius continued the crusades started by his illustrious granduncle. Those were profitable days for the Chain, the Wheel, and the Gate. While the other Helltroopers waded into the deserts of Khoursir and Khemhara, we battled in the forests of Vaslor. We had it easy. I hate deserts.

"Thinking his vampiric power would save him, Count Rhodar von Glauer waited until he was fulsome in his strength before trying to extend his dark realm into Caelian territory. But we know how to deal with vampires. The black and gold standard of the von Glauer family reads, "I do the devil's work." We can attest to that. We lost many souls to that long siege, but in the end, we staked him. An old woman howled at us saying, "He is the land!" but we hear that stuff all the time. We sacked his castle, burned his forest and orchards, and delivered his staff to the emperor. That was harder than it sounds. Finger had to drop it in one of his bottomless sacks to stop the mists from coming. What the emperor will do with it, I don't know. I fear that staff may hold more than the power to make the mist."

Dancer, Chronicler of
the Chain of Acheron, Heroes 228

Valok

Steel dwarves, the greatest artisans of the Mundane World, built valok from rare ores buried deep in the earth. Though these dwarves have disappeared, their incredible constructs remain. No other blacksmith, inventor, or mage has created anything like these magnificent machines.

Rare Metal Body. Steel dwarves unlocked the secrets of smithing valiar—the truemetal—prized not only for its strength and flexibility, but for its entrancing silvery-white beauty. They could turn valiar into anything, from breathtaking weapons and exquisite buildings to hypnotic gossamer fabrics that are nearly transparent and virtually indestructible. The secrets of working with the truemetal disappeared with the dwarves, but not before they built the nigh-invulnerable bodies of the valok.

Prismacore Power. The steel dwarves also mined iridoss, commonly known as prismacore. This rare gemstone was infused with the power of other worlds. Unlike other constructs who are powered by spells or prayer, each valok's prismacore heart allows them to operate without magic. Since prismacore never loses power, valok can work ceaselessly, without rest or respite.

Mechanized Evolution. The first valok were great machines made to dig, smelt, and build. Legends say these giant walkers could build entire cities in a matter of days and could even construct other valok. As the steel dwarves learned the deep secrets of prismacore, they made machines that could speak and think more freely.

While two classes of valok—servok and multivok—have been discovered, ancient steel dwarf carvings hint that a highly advanced third class was created just before the makers disappeared.

Ancient and Deep. Ruined valok litter the deepest ruins of the steel dwarves, and without the secrets of the steel dwarves, their valiar and iridoss are useless to modern smiths. But some valok still labor in the depths, carrying out their final orders and ready to end any who interfere.

Servok

Servoks, the labor and siege class of valok, are huge, slow, and built for a specific purpose—though all are designed to defend themselves when threatened. No humaniform servoks have been discovered; their forms depend on their purpose, but they're never smaller than a wagon. Despite each servok's utilitarian construction and the ages of grime accumulated atop their iridoss, each servok is impressive to behold.

The dead language of the steel dwarves is lost to time and beyond the reach of most magic, but scholars believe that someone who spoke this ancient tongue could command a servok. Even then, servoks can't act outside their design parameters—a servok designed to mine ore can't be commanded to make a vase.

Servok Builder. Steel dwarves used one class of servoks, called builders, to construct buildings, roads, and walls. Their valiar arms can lift and fling enormous stones, and a great mixing cannister on their back holds concrete that can be spewed forth from an opening at the front of the construct. The steel dwarves equipped each builder with a valiar wrecking ball to demolish any old construction impeding the servok's progress.

Some active builders still work the caverns where they were left, clearing the ground in preparation for some grand project known only to their progenitors.

Servok Miner. Servok miners dug the legendary tunnels of the steel dwarves. These track-driven constructs are equipped with a mechanical drill and pneumatic pick to break through stone with ease. A conveyor belt at the front of the valok allows them to load ore for transport or unload debris in a violent spray.

A few miners still dig tunnels deep into the earth, searching for ore and ready to destroy anything in the way of their search.

Servok War Engine. The quaking of earth and boom of an arcane cannon precedes the arrival of a servok war engine. Built to roll through enemy ranks with their bladed rake, the war engine can also eliminate targets from afar with their massive gun that shoots both magic blasts and burning oil.

There are still war engines that went to battle and haven't returned. They consider every creature they meet who isn't a steel dwarf to be an enemy.

Multivok

Smaller than servoks, multivoks can speak and carry out commands, though their capacity for complexity is limited. While multivoks are humaniform, their masterfully crafted bodies lack the expression and fine articulation of humanoids. They were built to run and maintain ships and ore harvesters, survey dangerous or distant locations, guard nobles, and oversee servoks—tasks which many multivoks tirelessly attempt to continue today.

Multivok Bodyguard. With arms ending in axe blades and repeating crossbows mounted on their shoulders, a multivok bodyguard cuts an impressive figure. They can activate a magnetic power to yank armored targets toward them and away from their charges.

Multivok bodyguards that are still active are typically guarding the bones or possessions of their long-dead charge with unfaltering loyalty.

Multivok Chief. One of the most advanced multivoks, a chief directs and coordinates other valok to get work done. They were built to oversee projects in the absence of steel dwarf supervisors. Each chief wields a targeting beam that allows them to direct other valok toward enemies and objects that require destruction.

Active chiefs still roam the halls of the steel dwarves, organizing their fellow constructs to protect treasures, construct buildings, destroy invaders, and dig tunnels.

Multivok Bodyguard

CR 8 Soldier

Large Construct, Unaligned 3,900 XP

Armor Class 18 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	7 (–2)	12 (+1)	3 (–4)

Saving Throws Str +8, Dex +3, Con +7
Skills Athletics +8, Perception +7
Damage Resistances psychic; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Dwarvish
Proficiency Bonus +3

Immutable Form. The bodyguard is immune to any power, spell, or effect that would alter their form.

Supernatural Resistance. The bodyguard has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The bodyguard makes three attacks using Axe Arm, Repeating Crossbow, or both.

Axe Arm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage. If the target is wielding at least one weapon, they must make a DC 16 Strength saving throw. On a failed save, the target drops one weapon they wield of the bodyguard's choice, and the bodyguard kicks it up to 15 feet away.

Repeating Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 16 (3d10) piercing damage.

Bonus Actions

Magnetic Pull. Each enemy wearing metal armor or made of metal within 30 feet of the bodyguard must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet toward the bodyguard.

Reactions

Valiar Cloak. When an attack hits a Medium or smaller ally the bodyguard can see within 5 feet of them, the bodyguard forces the attacker to reroll the attack against the bodyguard instead.

Multivok Chief

CR 14 Support
Medium Construct, Unaligned 11,500 XP

Armor Class 18 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (–2)	12 (+1)	5 (–3)

Saving Throws Str +10, Dex +5, Con +10
Skills Athletics +10
Damage Resistances psychic; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Dwarvish
Proficiency Bonus +5

Immutable Form. The chief is immune to any power, spell, or effect that would alter their form.

Supernatural Resistance. The chief has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The chief makes three attacks using Pneumatic Fist, Targeting Beam, or both.

Pneumatic Fist. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is Medium or smaller, the chief can push them up to 10 feet away.

Targeting Beam. *Ranged Spell Attack:* +10 to hit, range 150 ft., one target. *Hit:* 26 (4d12) force damage, and the target is marked by a beam of red light until the end of the chief's next turn. While the target is marked, attack rolls against them have advantage.

Bonus Actions

Chief's Command. The chief shouts a command to an ally within 60 feet of them who can hear them. The ally can either move up to their speed without provoking opportunity attacks or make a melee attack (no action required).

...and, eventually, machines indistinguishable from living, thinking beings–the omnivok. Originally intended as a gift to Empress Xiong, the human-seeming omnivok were never delivered. The steel dwarves made their servants too well, and they could not abide treating the machine people they'd created as slaves.

Remainer

Servok Builder

CR 12 Brute
8,400 XP

Huge Construct, Unaligned

Armor Class 19 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (–2)	24 (+7)	3 (–4)	8 (–1)	1 (–5)

Saving Throws Str +11, Con +11
Skills Athletics +11
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison, psychic
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands Dwarvish but can't speak
Proficiency Bonus +4

Immutable Form. The builder is immune to any power, spell, or effect that would alter their form.

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

Supernatural Resistance. The builder has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The builder makes two attacks using Wrecking Ball, Stone, or both, and can use Lay the Foundation, if available.

Wrecking Ball. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. Each enemy within 5 feet of the target must succeed on a DC 19 Dexterity saving throw or take 13 (2d12) bludgeoning damage.

Stone. *Melee or Ranged Weapon Attack:* +11 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a Medium or smaller creature, they are knocked prone.

Lay the Foundation (Recharge 6). The builder pours wet concrete on the ground in a 20-foot square starting from a point within 5 feet of the builder. Until the foundation dries in 1 hour, that area is difficult terrain, and when a creature with a Strength score of 20 or less starts their turn in that area, they must succeed on a DC 19 Strength (Athletics) check or be restrained until the start of their next turn.

FLEE, MORTALS!

Servok Miner

CR 10 Controller

Large Construct, Unaligned

5,900 XP

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 20 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	20 (+5)	3 (–4)	8 (–1)	1 (–5)

Saving Throws Str +10, Con +9
Skills Athletics +10
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison, psychic
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands Dwarvish but can't speak
Proficiency Bonus +4

Immutable Form. The miner is immune to any power, spell, or effect that would alter their form.

Supernatural Resistance. The miner has advantage on saving throws against powers, spells, and other supernatural effects.

Tunneler. The miner can burrow through solid rock at half their burrowing speed and leaves a 5-foot-diameter tunnel in their wake.

Actions

Multiattack. The miner makes two attacks using Drill Press, Pneumatic Pick, or both.

Drill Press. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is touching the ground, they are knocked prone and restrained by the miner's drill. While restrained in this way, the target takes 15 (2d8 + 6) piercing damage at the start of each of their turns, and the miner can't make Drill Press attacks. The restrained condition ends if the miner moves, makes a Drill Press attack, or is destroyed. The target or a creature who can reach them can use an action to pull the target away from the drill, ending the restrained condition and dealing 15 (2d8 + 6) piercing damage to the target in the process.

Pneumatic Pick. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is wearing mundane armor, their armor takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Unload Rocks (Recharge 6). The miner hurls rocks and dirt in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) bludgeoning damage and is blinded until the end of their next turn. On a successful save, a creature takes half as much damage and is not blinded.

Bonus Actions

Break Ground (Recharge 6). The miner strikes the ground and creates a fissure extending from them in a 30-foot-long, 5-foot-wide, 30-foot-deep line. Each Medium or smaller creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature falls into the fissure, taking 10 (3d6) bludgeoning damage from the fall and landing prone. On a successful save, a creature is shunted 5 feet into an unoccupied space and does not fall into the fissure. If a creature doesn't have an unoccupied space within 5 feet of them, they fall into the fissure.

Servok War Engine

CR 16 Brute
15,000 XP

Huge Construct, Unaligned

Armor Class 20 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (–2)	24 (+7)	3 (–4)	8 (–1)	1 (–5)

Saving Throws Str +14, Con +12
Skills Athletics +14
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison, psychic
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands Dwarvish but can't speak
Proficiency Bonus +5

Immutable Form. The engine is immune to any power, spell, or effect that would alter their form.

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

Supernatural Resistance. The engine has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The engine makes two attacks using Blade Rake, Force Cannon, or both.

Blade Rake. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 35 (4d12 + 9) slashing damage. If the target is Large or smaller, they are pulled up to 15 feet toward the engine.

Force Cannon. *Ranged Spell Attack:* +12 to hit, range 400 ft., one target. *Hit:* 33 (6d10) force damage, and the target is dazed until the end of their next turn.

Burning Oil (Recharge 6). The engine shoots burning oil in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 52 (15d6) fire damage and is covered in scalding oil. A creature covered in scalding oil takes 10 (3d6) fire damage at the start of each of their turns. A creature can use an action to remove the oil from themself or a creature they can reach, ending the effect. On a successful save, a creature takes half as much damage and is not covered in scalding oil.

Bonus Actions

Destructive Rollout. The engine moves up to their speed in a straight line, destroying mundane walls in their path that are less than 10 feet thick. Medium or smaller mundane objects in the engine's path are destroyed if the objects aren't being worn or carried by a creature. The engine can move through the spaces of other creatures during this movement as if they were difficult terrain, and if the engine does so, the creature must succeed on a DC 20 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone.

Voiceless Talkers

Among the most powerful psions in the timescape, synlirii (singular: synliroi) are known as the "voiceless talkers" to the denizens of the World Below—and to surface dwellers unfortunate enough to encounter them. Descended from boneless aquatic cephalopods, they are alien in thought and motivation to the humanoid species they loathe. Synlirii consider the "barking ones" (their label for creatures who squeeze air through meat flaps to communicate) to be an abomination that must be corrected.

Uneasy Alliances. Though synlirii and overminds are hereditary enemies, their mutual obsession with the barking ones often leads to uneasy alliances. Both synlirii and overminds employ humanoids from the World Below as agents, trading lore and technology for information on their surface foes.

Olothec Hatred. The synlirii's visceral antipathy toward the barking ones is surpassed only by their deep enmity toward (and fear of) olothec. Ancient myths say olothec created both synlirii and overminds. To overminds, this is a harmless fable. But synlirii, who style themselves as the future masters of the timescape, rage against implications that their powers come from any source other than their own superior development.

Psionic Spies. Despite their mental powers, voiceless talkers consider information their greatest weapon. They use their psionic talents to manipulate memory and perception, obscure their forms, and pass undetected among other cultures.

Psi-Tech. Synlirii breed mollusks that secrete plastic-like substances, using them to fashion weapons and similar technology powered by psionic crystals. The voiceless talkers' handheld psi-pistols and portable psi-rifles can be used only by their alien minds.

Creature Engineers. Synlirii are obsessed with manipulating the natural development of other organisms. They create hulking brains, mindkillers, and other servants using a psionic technique they call the Interlace. Many synlirii experiments don't live long and aren't intended to. But the World Below is littered with unnatural creatures who escaped the voiceless talkers' body banks—most of them singular life forms that can't reproduce and may never die.

Graywarpers. Graywarpers are voiceless talkers who were drained of most of their psionic abilities—and free will—as punishment for insolence or incompetence. They are viewed solely as expendable tools who enhance the power of other voiceless talkers.

Absolute Evil

Voiceless talkers are evil sapient beings who engage in reprehensible and irredeemable acts of eugenics. While you can create exceptional synlirii who fight against such philosophies and practices, the voiceless talkers who participate in genetic experiments are unquestionably evil.

Hulking Brain

The voiceless talkers have engineered pearlescent-skinned, humanoid-shaped aberrations with four massive arms and—in place of a head—a large pulsing brain. Called thylinça by voiceless talkers and hulking brains by everyone else, these creatures serve as bodyguards and psionic batteries for their synlirii creators.

Mindkiller

Floating clawed brains with a trailing spinal column and nerves, mindkillers serve as the voiceless talkers' pets and lackeys. These amorphous parasites can force themselves into a humanoid's body through the ear, eye, or nose, then devour the victim's central nervous system while replacing it with their own tissue. When the process is complete, the mindkiller gains all the victim's knowledge and memories and can puppet the body, becoming the perfect spy for the mindkiller's synlirii overlords.

Mindkiller whelps are a lesser form of mindkiller that can be created in a fraction of the time. While they can't inhabit bodies, their mere presence weakens their foes' mental defenses against psionics.

Lord Syuul

Chief Design Architect of his nation's body banks, the synliroi Lord Syuul (*see-YOU-ull*) seeks more material for his experiments. His spies, informants, and allies are always on the lookout for subjects with unique hereditary traits the Interlace might extract.

Lord Syuul, who belongs to an ancient and respected noble house, never leaves his estate without a retinue of guards and minions. They obey his orders fanatically—as Syuul has ensured they're biologically incapable of refusing to do so.

Syuul's recent experiments have focused on isolating the trait that expresses sorcerous ability in humanoids. Thus far, these attempts have been unsuccessful. Not to be deterred, Lord Syuul has placed his assistant in charge of the day-to-day operations of the body banks, while Syuul himself ventures forth to observe the surface world and plunder its diversity.

Mindkiller

Voiceless Talker

CR 7 Controller

Medium Aberration, Typically Lawful Evil — 2,900 XP

Armor Class 16 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	19 (+4)	15 (+2)	14 (+2)

Saving Throws Con +5, Int +7, Wis +5
Skills Arcana +7, Deception +5, Insight +5, Perception +5, Persuasion +5, Stealth +6
Damage Resistances bludgeoning
Senses darkvision 120 ft., passive Perception 15
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +3

Actions

Multiattack. The voiceless talker manifests a power and makes one Tentacle or Psionic Pistol attack.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage, and if the target is Large or smaller, they are grappled (escape DC 15).

Psionic Pistol. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 15 (2d10 + 4) force damage.

****Memory Thief (4th-Order Power).*** The voiceless talker psionically plunders the mind of a creature they can see within 30 feet of them. The target must make a DC 15 Intelligence saving throw. On a failed save, the target takes 22 (4d10) psychic damage, and until they finish a long rest or die, their proficiency bonus is cumulatively lowered by 1 and the voiceless talker gains a cumulative +2 bonus to damage rolls. On a successful save, a target takes half as much damage and doesn't have their proficiency bonus reduced.

A creature whose proficiency bonus drops to 0 can't form new thoughts or speak, and they have disadvantage on ability checks, attack rolls, and saving throws.

Flay (3/Day; 5th-Order Power). The voiceless talker shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 15 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Guise (3rd-Order Power). The voiceless talker projects a psionic image over their body, transforming their appearance for 1 hour into that of a Medium creature they have seen. When they manifest this power, they can also change the appearance of any equipment they carry for the duration.

The changes wrought by this power fail to hold up to physical inspection. A creature can use an action to inspect the voiceless talker's appearance and make a DC 15 Intelligence (Investigation) check, noticing the image is a projection on a success.

Reactions

Brain Drain. When a creature grappled by the voiceless talker makes a saving throw against one of the voiceless talker's powers, the voiceless talker momentarily weakens the creature and the creature has disadvantage on the saving throw.

Psi-Tech

While most psi-tech weapons can be used only by voiceless talkers, a character using the talent class (from the MCDM supplement *The Talent and Psionics*) can use these weapons by gaining 1 strain each time they make an attack with one. A creature using a psi-tech ranged weapon uses Intelligence instead of Dexterity for attack and damage rolls.

Voiceless Talker Artillerist

CR 10 Artillery
5,900 XP

Medium Aberration, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	21 (+5)	17 (+3)	16 (+3)

Saving Throws Con +7, Int +9, Wis +7
Skills Arcana +9, Deception +7, Insight +7, Perception +7, Persuasion +7, Stealth +7
Damage Resistances bludgeoning
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +4

Phasing Rifle (1/Turn). When the artillerist hits a target with their Psionic Rifle attack, the artillerist can attempt to teleport the target (no action required). The target must succeed on a DC 17 Wisdom saving throw or be teleported to an unoccupied space the artillerist can see within 60 feet of the artillerist.

Actions

Multiattack. The artillerist makes two Psionic Rifle attacks, or they manifest a power and make one Phasing Tentacles attack.

Psionic Rifle. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 21 (3d10 + 5) force damage.

Phasing Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) psychic damage, and if the target is Large or smaller, the artillerist can choose one of the following effects: the target is grappled (escape DC 17) or teleported up to 15 feet to an unoccupied space the artillerist can see.

****Memory Thief (5th-Order Power).*** The artillerist psionically plunders the mind of a creature they can see within 30 feet of them. The target must make a DC 17 Intelligence saving throw. On a failed save, the target takes 33 (6d10) psychic damage, and until they finish a long rest or die, their proficiency bonus is lowered by 1 and the artillerist gains a cumulative +2 bonus to damage rolls. On a successful save, a target takes half as much damage and doesn't have their proficiency bonus reduced.

A creature whose proficiency bonus drops to 0 can't form new thoughts or speak, and they have disadvantage on ability checks, attack rolls, and saving throws.

Guise (3rd-Order Power). The artillerist projects a psionic image over their body, transforming their appearance for 1 hour into that of a Medium creature they have seen. When they manifest this power, they can also change the appearance of any equipment they carry for the duration.

The changes wrought by this power fail to hold up to physical inspection. A creature can use an action to inspect the artillerist's appearance and make a DC 17 Intelligence (Investigation) check, noticing the image is a projection on a success.

Bonus Actions

****Vanish for One (3/Day; 3rd-Order Power; Concentration).*** The artillerist cloaks themself from the sight of a creature the artillerist can see within 60 feet of them. The creature must succeed on a DC 17 Wisdom saving throw or the artillerist becomes invisible to the creature for 1 minute (save ends at end of turn). This effect ends early if the artillerist attacks the creature, deals damage to them, or creates an effect that forces them to make a saving throw.

Voiceless Talker Graywarper

CR 5 Minion
225 XP

Medium Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 12
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	18 (+4)	14 (+2)	14 (+2)

Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +3

Minion. If the graywarper takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the graywarper takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Psionic Nexus. When a non-minion voiceless talker within 30 feet of the graywarper uses telepathy or manifests a psionic power, they can do so as if they were in the graywarper's space.

Actions

Phase Chant (Group Attack). *Melee or Ranged Power Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 psychic damage. If the target is a creature and if three or more graywarpers joined the attack, the target must make a Charisma saving throw. The DC for this saving throw is 11 plus the number of graywarpers who joined the attack. On a failed save, the target becomes phased until the end of their next turn. While phased, the creature is translucent and immaterial, and they deal half damage with weapon attacks and unarmed strikes.

Hulking Brain

CR 7 Brute
Large Aberration, Typically Lawful Evil 2,900 XP

Armor Class 16 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	8 (–1)	6 (–2)	12 (+1)

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +3

Psionic Immunity. The hulking brain is unaffected by psionic powers manifested by voiceless talkers unless the brain wishes to be.

Psychic Scream. When the brain drops to 0 hit points, each creature within 30 feet of them must make a DC 16 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The brain makes three Bash attacks.

Bash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on saving throws against psionic powers. The brain can grapple up to four creatures at once.

Squeeze. Each creature grappled by the brain must make a DC 16 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Psionic Invigoration (1/Day). Each willing voiceless talker within 60 feet of the brain regains the use of one psionic power of the voiceless talker's choice, and the voiceless talker has advantage on attack rolls until the end of the brain's next turn.

Mindkiller

CR 2 Ambusher
Small Aberration, Typically Lawful Evil 450 XP

Armor Class 12
Hit Points 45 (10d6 + 10)
Speed 10 ft., fly 30 ft.

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

Skills Deception +4, Stealth +4
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +2

Amorphous. The mindkiller can move through a space as narrow as 1 inch wide without squeezing.

Psionic Immunity. The mindkiller is unaffected by psionic powers manifested by voiceless talkers unless the mindkiller wishes to be.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 7 (2d6) psychic damage, and if the target is a Medium or smaller creature, they are grappled (escape DC 12).

Concealing Strike. *Ranged Power Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage, and the mindkiller is invisible to the target until the end of the mindkiller's next turn.

Mindwipe. A Humanoid grappled by the mindkiller must succeed on a DC 12 Strength saving throw or the mindkiller enters the Humanoid's body. While inside a Humanoid, the mindkiller has total cover against attacks and other effects originating outside the Humanoid, and the only action the mindkiller can take is to leave the body, exiting in an unoccupied space within 5 feet of the body.

When a Humanoid ends their turn with the mindkiller inside of them, they must succeed on a DC 13 Constitution saving throw or take 10 necrotic damage. If the Humanoid is reduced to 0 hit points, they die and the mindkiller takes over the body, which regains hit points equal to the Humanoid's hit point maximum. The mindkiller retains their Intelligence, Wisdom, and Charisma scores, their understanding of Deep Speech and Undercommon, and their telepathy. They otherwise adopt the target's statistics and can take the actions the creature could take. They know everything the creature knew, including spells, class features, traits, and languages. If the body is reduced to 0 hit points after the mindkiller takes control, the mindkiller must leave it.

A creature wielding a sharp tool or weapon within reach of a Humanoid host or body with a mindkiller inside can use an action to attempt to remove the mindkiller, making an attack roll against the Humanoid's AC if the host is unwilling. On a hit, the creature deals 11 (2d10) slashing damage to the host and must make a DC 15 Wisdom (Medicine) check. On a successful check, the creature cuts the mindkiller out of the host. On a failed check, if this slashing damage reduced the host to 0 hit points, the mindkiller kills the host; otherwise, there is no effect.

Mindkiller Whelp

CR 2 Minion
Small Aberration, Typically Lawful Evil 90 XP

Armor Class 12
Hit Points 9
Speed 10 ft., fly 30 ft.

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

Senses darkvision 120 ft., passive Perception 11
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +2

Amorphous. The whelp can move through a space as narrow as 1 inch wide without squeezing.

Minion. If the whelp takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the whelp takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

Psionic Immunity. The whelp is unaffected by psionic powers manifested by voiceless talkers unless the whelp wishes to be.

Resistance Drain. When an enemy within 5 feet of three or more whelps makes a saving throw against a power or psionic effect, the enemy takes a penalty to the save equal to the number of whelps within 5 feet of them.

Actions

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

Lord Syuul

CR 15 Solo
Medium Aberration, Lawful Evil 13,000 XP

Armor Class 18 (natural armor)
Hit Points 221 (26d8 + 104)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	22 (+6)	20 (+5)	21 (+5)

Saving Throws Con +9, Int +11, Wis +10
Skills Arcana +16, Deception +10, Insight +10, Perception +10, Persuasion +10, Stealth +8
Damage Resistances bludgeoning
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +5

Draw In. If Lord Syuul fails a saving throw while grappling at least one enemy, he can choose to release all grappled creatures and succeed on the saving throw instead.

Actions

Multiattack. Lord Syuul makes two Tentacle or two Psionic Repeater attacks then manifests a power or uses Memory Transfer.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) psychic damage, and if the target is Large or smaller, they are grappled (escape DC 19).

Psionic Repeater. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 22 (3d10 + 6) force damage.

Brain Overload (1/Day; 6th-Order Power). Lord Syuul creates a sudden surge of energy in the mind of a creature he can see within 120 feet of him. The target must make a DC 19 Constitution saving throw, taking 77 (14d10) psychic damage on a failed save, or half as much damage on a successful one. If the target has a brain and is reduced to 0 hit points, their brain explodes, and if they can't survive without their brain, they die.

Flay (6th-Order Power). Lord Syuul shoots a 15-foot cone of psionic energy from his eyes. Each creature in that area must make a DC 19 Intelligence saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

Memory Transfer. Lord Syuul psionically plunders the mind of each creature he is grappling. Each target must succeed on a DC 19 Intelligence saving throw or take 44 (8d10) psychic damage. If a target fails their saving throw and doesn't escape the grapple by the end of their next turn, they must choose one of these effects:

- The target's proficiency bonus drops to 0, they can't form new thoughts or speak, and they have disadvantage on all ability checks, attack rolls, and saving throws. Only the *cure ailment* power, a *lesser restoration* spell, or a similar supernatural effect can end this effect. Additionally, until Lord Syuul finishes a long rest, he gains a cumulative +5 bonus to damage rolls.
- The target is charmed by Lord Syuul for 1 hour. While the target is charmed, Lord Syuul can issue the target telepathic commands (no action required), which the target does their best to obey. Each time the target takes damage, they can make a DC 19 Wisdom saving throw, ending the effect on a success.

Guise (3rd-Order Power). Lord Syuul projects a psionic image over his body, transforming his appearance for 1 hour into that of a Medium creature he has seen. When he manifests this power, he can also change the appearance of any equipment he carries.

The changes wrought by this power fail to hold up to physical inspection. A creature can use an action to inspect Lord Syuul's appearance and make a DC 19 Intelligence (Investigation) check, noticing the image is a projection on a success.

Bonus Actions

Grappling Jaunt. Lord Syuul and each creature grappled by him teleport up to 30 feet to an unoccupied space he can see.

Reactions

Brain Drain. When a creature grappled by Lord Syuul makes a saving throw against Memory Transfer, Lord Syuul momentarily weakens the creature and the creature has disadvantage on the saving throw.

Villain Actions

Lord Syuul has three villain actions. He can take each action once during an encounter after an enemy's turn. He can take these actions in any order but can use only one per round.

Action 1: Mindblind. Each enemy Lord Syuul can see within 60 feet of him must make a DC 19 Wisdom saving throw. On a failed save, a creature can't see creatures other than Lord Syuul for 1 minute (save ends at end of turn).

Action 2: Was I Ever Here? Lord Syuul becomes invisible, teleports 60 feet to an unoccupied space he can see, and can take the Hide action. At the same time, an illusory psionic image of Lord Syuul appears in the space he left, gesturing, speaking, and behaving as he chooses (no action required). A creature who touches the image for the first time on a turn or makes a melee attack against it must succeed on a DC 19 Constitution saving throw or take 21 (6d6) psychic damage because things can pass through it. Lord Syuul's invisibility ends and his image disappears at the end of his next turn.

Action 3: Mindshatter. Each enemy Lord Syuul can see within 60 feet of him must make a DC 19 Wisdom saving throw. On a failed save, a target takes 55 (10d10) psychic damage and is dazed for 1 minute (save ends at end of turn). On a successful save, a target takes half as much damage and isn't dazed.

Voiceless Talker Operative

Retainer

Medium Aberration, Any Alignment

Armor Class 15 (medium armor)
Hit Points Seven times their level (number of d8 Hit Dice equal to their level)
Speed 30 ft.

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

Saving Throws +PB to all
Skills Arcana +3 plus PB, Deception +1 plus PB
Damage Resistances bludgeoning
Senses darkvision 120 ft., passive Perception 10
Languages Common, Deep Speech, Undercommon, telepathy 60 ft.

Signature Attack (Psionic Pistol). *Ranged Weapon Attack:* +3 plus PB to hit, range 80/320 ft., one target. *Hit:* 1d10 plus PB force damage. Beginning at 7th level, the operative can make this attack twice, instead of once, when they take the Attack action on their turn.

Features

3rd Level: Phasing Charge (3/Day). When the operative hits a creature with a signature attack, they can attempt to teleport the target. The target must succeed on a DC 10 plus PB Wisdom saving throw or be teleported up to 30 feet to an unoccupied space on the ground that the operative can see.

5th Level: Telekinetic Repulsion (3/Day). As an action, the operative releases a powerful pulse of energy. Each enemy within 10 feet of the operative must make a DC 10 plus PB Strength saving throw. On a failed save, a creature takes PBd6 force damage and is pushed up to 10 feet directly away from the operative. On a successful save, a creature takes half as much damage and isn't pushed.

7th Level: Memory Thief (3/Day; 4th-Order Power; Concentration). The operative psionically plunders the mind of a creature they can see within 30 feet of them. The target must make a DC 10 plus PB Intelligence saving throw. On a failed save, the target takes 22 (4d10) psychic damage, and for 1 minute, the target's proficiency bonus is cumulatively lowered by 1 and the infiltrator gains a cumulative +1 bonus to attack and damage rolls and to each feature's save DC. On a successful save, a target takes half as much damage and doesn't have their proficiency bonus reduced.

A creature whose proficiency bonus drops to 0 can't form new thoughts or speak, and they have disadvantage on ability checks, attack rolls, and saving throws.

Mindkiller

Wyverns

Dragons can be poor hosts, but at least they can be reasoned with. Wyverns, on the other hand, have the ferocity of dragons without their intelligence or ego. Their aggression is driven by hunting and territorial instinct. Many adventurers meet their end in the wyvern's maw—some because the wyvern saw them as competitors, and others because the wyvern was simply hungry.

Wyvern scales match the colors of the mud, rock, and rust that dominate the mountains and badlands where they prefer to reside. Unlike true dragons, wyverns don't have front legs—instead, they walk like bats, propelled by their rear legs and balancing on the joints of their wings.

Mountain Hunters. While on the hunt, wyverns perch on stone outcroppings and natural spires overlooking their territory. They first attack with their stinger, injecting prey with corrosive acid. If a wyvern's victim attempts to hide, the wyvern's hooked claws and fearsome teeth can tear open any crag or crevice in pursuit.

Acidic Aggressors. Without front limbs to grasp their prey, wyverns prefer to keep their distance and strike with their long, stinger-tipped tails. A single sting is usually enough to kill common game outright, and even larger foes are left wracked by pain. Wyverns have no interest in a drawn-out struggle, and they relentlessly sting their foes at every opportunity.

Protective Parents. A wyvern's infamous temper is easily provoked, particularly if their eggs or hatchlings are threatened. Many monster slayers for hire won't accept contracts to track and hunt wyverns during hatching season. Yet this season is when heroes are needed most, as mated pairs aggressively hunt anything or anyone to feed their young.

I always feel better, seeing a wyvern. Makes me feel like the wilderness still has power, strength. Like the forest still has a chance.

Lady Demelza, Courser

Wyvern

CR 6 Controller

Large Dragon, Unaligned — 2,300 XP

Armor Class 12 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	4 (–3)	14 (+2)	6 (–2)

Skills Athletics +6, Perception +5
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 15
Languages —
Proficiency Bonus +3

Stubborn Rage. The wyvern is immune to the frightened and stunned conditions while they have fewer than half their hit points or are within 60 feet of another wyvern they can hear or see.

Actions

Multiattack. The wyvern makes one Stinger attack and one Bite attack. They can replace one attack with a use of Tail Sweep.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) acid damage at the start of each of their turns for 1 minute (save ends at end of turn). A *cure ailment* power or a *lesser restoration* spell ends this effect on a target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage. If the target is Large or smaller, they are grappled (escape DC 13). Until this grapple ends, the target is restrained and the wyvern can't bite another target.

Tail Sweep. The wyvern swipes their tail in a 15-foot cone. Each creature in that area must succeed on a DC 14 Strength saving throw or take 14 (2d10 + 3) bludgeoning damage and be pushed up to 10 feet away from the wyvern.

Bonus Actions

Seek. The wyvern takes the Search action.

Mystic Connection: Wyvern

If you're playing a beastheart and have a wyvern companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Acid-Enhanced. As a bonus action, you cause your hands to exude acid for 1 minute. While exuding acid, your melee weapon attacks and unarmed strikes deal an extra 1d8 acid damage. Once you use this bonus action, you can't do so again until you finish a long rest.

Wyvern Companion

Companion

Large Dragon, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 25 ft. (see Learning to Fly)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (–3)	14 (+2)	6 (–2)

Saving Throws Str +3 plus PB
Skills Perception +2 plus PB
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 12 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Learning to Fly. The wyvern has a flying speed of 10 × PB feet.

Actions

Signature Attack (Stinger). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Acidic Sting (2 Ferocity). The wyvern makes a signature attack with a reach of 15 feet. On a hit, the attack deals an extra PB acid damage.

3rd Level: Liquefied Meal (5 Ferocity). The wyvern pounces on a Large or smaller creature within 5 feet of them, attempting to melt their prey's flesh with acid and drink it. The target must succeed on a DC 10 plus PB Dexterity saving throw or fall prone and take 1d4 plus PB acid damage. The wyvern gains temporary hit points equal to the acid damage dealt.

5th Level: Tail Sweep (8 Ferocity). The wyvern sweeps their tail in a 15-foot cone. Each creature in that area must make a DC 10 plus PB Strength saving throw or take PBd6 bludgeoning damage and be pushed up to 10 feet away from the wyvern.

Reactions

Enraged Protector. When a creature the wyvern can see within 30 feet of them reduces the wyvern's caregiver to 0 hit points or scores a critical hit against the caregiver, the wyvern can move up to their speed. If the wyvern ends this movement within 5 feet of the attacker, the wyvern can make a signature attack against them.

Chapter 2: Environments

Mummies lurk in tombs, but what other dangers wait in the crypt's darkness? Which monsters lurk in the enchanted forest that adventurers must cross to reach their destination? What new traits does a sewer-dwelling owlbear gain?

This section presents eight typical adventure environments and a handful of creatures found within each. These environments aren't necessarily biomes, though some biomes are included here. Each environment is the kind of place the player characters might enter or pass through while seeking adventure, such as roads or swamps, or the underground world below the surface of the Mundane World.

Environmental Features

Most of the environments in this book provide traits and lair actions you can give to creatures who live there. These traits and lair actions are designed to work with creatures of any challenge rating; as a result, they often don't use static numbers for things like damage dice and save DCs. Instead, this book sometimes calls for you to use the creature's proficiency bonus (abbreviated as PB).

For example, when a creature deals damage, they might use a number of dice equal to the creature's proficiency bonus. If a creature has a +3 proficiency bonus and their trait "deals PBd10 force damage," that's 3d10 force damage.

Similarly, when a feature requires a saving throw, the DC might add the creature's proficiency bonus. If a creature has a +3 proficiency bonus and their trait calls for a "DC 12 plus PB Dexterity saving throw," that's a DC 15 Dexterity saving throw.

Cave

Some caves are simple holes in a mountainside, while others are cavernous recesses cutting through the bowels of the earth—but all are a source of fascination, fear, and adventure. As all savvy adventurers know, caves can contain treasures untold or a death most unceremonious. Beware the dark.

Cave Traits

You can create a cave version of an existing creature by adding one or more of the following traits to their stat block:

Hear the Unseen. At the start of their turn, the cave creature can emit a subsonic trill (no action required). If they aren't deafened, they can see their surroundings, including invisible and hidden creatures within 200 feet of them who aren't behind total cover, until the end of their turn.

Rockbreaker. Chitinous claws or blades around the cave creature's limbs give them a burrowing speed of 30 feet.

Tunnel-Adapted. Without squeezing, the cave creature can move through spaces large enough for a creature one size smaller than them.

Cave Lair Actions

You can create a more formidable version of an existing creature who lives in a cave by giving them the following lair actions. On initiative count 20 (losing initiative ties), the cave creature can take one of the following lair actions; the cave creature can't take the same lair action two rounds in a row:

Rocky Bulwark. The cave creature magically attracts nearby stones, forming a stone armor that grants a +PB bonus to AC but reduces their speed by 10 feet. The creature loses the armor at the end of initiative count 20 on the next round.

Strategic Blockage. The cave creature causes loose rocks to fall, creating a 15-foot cube of solid earth centered on a point within 60 feet of them. Each creature in that area must make a DC 12 plus PB Dexterity saving throw. On a failed save, a creature takes PBd6 bludgeoning damage and is pushed into the nearest unoccupied space of the cave creature's choice outside that area. On a successful save, a creature takes no damage and is moved into the nearest unoccupied space of their choice outside that area. A creature within reach of the cube can use an action to remove a section of the cube as large as the space the creature occupies.

Tremor. The cave creature causes an earthquake centered on a point they can see within 60 feet of them. Each other creature on the ground within 30 feet of that point must succeed on a DC 12 plus PB Strength saving throw or fall prone.

Fossil Cryptic

The cave-diving humans who first found fossil cryptics initially thought those beings were fossilized, reanimated skeletons of creatures predating recorded history. When the explorers' priest presented a holy symbol and attempted to turn the cryptics, he learned these fossilized bones aren't mindless undead—and seconds later, he wound up crushed to death by a pillar of stone.

Primal Sentries. In truth, these living fossil amalgamations are inhabited by elemental spirits. Fossil cryptics are found in places of otherworldly beauty with a connection to an elemental plane of Quintessence—often in caves that have remained untouched for eons or whose tunnels are laced with veins of priceless metal in exquisite fractal patterns. The elemental spirits from that plane inhabit the fossils of creatures who once protected the site, carrying on their legacy. Archaeologists, miners, and others who disturb a cryptic's domain are ground into dust and subsumed into the cryptic's own form.

Bones of the Earth. Though fossil cryptics vary wildly in their chosen shape and form, all contain a central cluster of fossils atop a churning column of rock and metal. With malleable limbs extending from their earthy core, cryptics move with unsettling quickness.

Ancient Intelligence. Fossil cryptics often warn trespassers to leave their domains, speaking threats in Primordial before attacking. They weaponize columns of stone at range and can manipulate the ground around them, pushing and pulling friend and foe alike into the best positions for a battle.

> **Content Warning: Suffocation**
> The koptourok steals the breath of their victims. If you or any of your players find descriptions of suffocation upsetting, you may want to avoid using this creature or reflavor their abilities.

Koptourok

Derived from an archaic duergar dialect, koptourok (*cop-TOUR-ock*) roughly translates to "dead tourist." These lost dead were raised in a world with a sky then spent their last moments in a dark, breathless place. They rise as rasping paper-skinned husks, like a cross between an unwrapped mummy and accordion bellows that forever expand and contract. They hunger only for what they've lost—breath.

Abhorrent Vacuums. Those rare adventurers who have met a koptourok and lived to tell the tale can identify signs of one nearby. The air becomes noticeably thinner in the presence of this undead, and what little there is moves toward the koptourok.

Ghoulish Symbiosis. Flesh-eating undead often hunt in tandem with a koptourok, since the breath-stealer can take what is theirs and leave the body for scavengers. It's especially common to see ghouls alongside a koptourok.

Lamasombra

The lamasombra (*lah-mah-SAHM-brah*)—an eight-legged, gray-scaled reptile the size of an adult human—is almost certainly the work of a flesh-bending mage or cult. This lizard-arachnid hybrid specializes in hunting cave-dwelling denizens.

Apex Cave Predator. The lamasombra's unnatural scales bend darkness in a way that interferes with other creatures' darkvision. In dim light, this gives creatures without darkvision an unusual advantage against the lamasombra, as those with darkvision can't see the predator except in bright light. The lamasombra's specialized bones and foot pads eliminate sound and vibrations even at blinding speeds, rendering their prey's tremorsense useless. The creature's diseased mouth infects prey with boiling wastes disease, which keeps a victim feverish and bleeding long after an attack. After weakening their prey, the lamasombra follows the blood trail, stalking from the shadows and waiting for the diseased creature to die.

Gleeful Hunter. If a lamasombra has any weakness, it's that they enjoy playing with prey a little too much. Once they pick a target, they are unrelenting in their pursuit, but patient in picking their moment to strike. They often needle prey for days before finally delivering sweet release from torment.

Yumgrub

The yumgrub looks like an oozing apple-sized dumpling with a hundred tiny legs. Like a dumpling, the insect contains a delicious secret: their sweet flesh temporarily enhances the speed and strength of whoever consumes it. However, eating the yumgrub has a cost. They unleash a deeply upsetting scream when consumed, and after their magic wears off, it leaves the eater weary.

Subterranean Delicacy. The yumgrub is the larval stage of the unremarkable tunnel moth. Subterranean and cave-dwelling humanoids first discovered their magic properties and began trading the larvae among communities of dwarves, elves, and goblins. Due to the yumgrub's remarkable benefits, underground conquerors sometimes use them to fuel soldiers in battle.

Fossil Cryptic

CR 7 Skirmisher

Medium Elemental (Earth), Typically Neutral — 2,900 XP

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +7, Con +7
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison
Condition Immunities charmed, dazed, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 90 ft., passive Perception 11
Languages Primordial
Proficiency Bonus +3

Churning Trunk. Prone creatures can't make opportunity attacks against the cryptic, and the cryptic can move through spaces occupied by prone creatures. The first time on a turn the cryptic moves through a space occupied by a prone enemy, that enemy takes 7 (1d6 + 4) bludgeoning damage.

Actions

Multiattack. The cryptic makes two Slam attacks and uses Stone Bone Storm.

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

Stone Bone Storm. The cryptic breaks apart their body, driving a flurry of stones in a 5-foot-wide, 30-foot-long line originating from their space. Each creature in that area must make a DC 15 Strength saving throw, taking 18 (4d8) bludgeoning damage and falling prone on a failed save, or taking half as much damage and not falling prone on a successful one. The fossil cryptic then reforms in an unoccupied space in the line's area.

Shatterstone (Recharge 6). The cryptic burrows up to half their speed. If the cryptic ends this movement within 5 feet of the surface, they can breach the surface. Each other creature within 20 feet of the cryptic when they breach must make a DC 15 Dexterity saving throw, taking 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stoneshift. The cryptic shifts the ground under the feet of one creature or object touching the ground within 30 feet of them. The target must succeed on a DC 15 Dexterity saving throw or be moved up to 15 feet horizontally. Objects automatically fail this saving throw.

Koptourok

CR 5 Controller

Medium Undead, Typically Chaotic Evil — 1,800 XP

Armor Class 13
Hit Points 90 (12d8 + 36)
Speed 30 ft. (see Wings of Breath)

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	8 (–1)

Saving Throws Dex +6, Con +6
Skills Perception +4
Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 14
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +3

Breathless Aura. Enemies within 30 feet of the koptourok can't speak, and if they are a creature who needs to breathe, they also have disadvantage on Constitution saving throws.

Wings of Breath. The koptourok gains a flying speed equal to their walking speed if they have at least one enemy within 30 feet of them. If the koptourok starts their turn in the air and doesn't have a flying speed, they fall.

Actions

Multiattack. The koptourok makes two Choking Grasp attacks.

Choking Grasp. *Melee Spell Attack:* +6 to hit, reach 30 ft., one creature. *Hit:* 14 (4d6) bludgeoning damage, and the target is pulled to an unoccupied space within 5 feet of the koptourok and grappled (escape DC 14). While grappled in this way, the target is restrained and the koptourok's speed isn't halved by the grapple.

Last Gasp. The koptourok attempts to steal the breath from each creature they are grappling. Each target must make a DC 14 Constitution saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The koptourok gains temporary hit points equal to 5 times the number of creatures who failed their save.

Reactions

Thunderous Deflation. When the koptourok drops to 30 hit points or fewer, they unleash a shrieking wail. Each creature within 30 feet of the koptourok must make a DC 14 Constitution saving throw. On a failed save, a creature takes 16 (3d10) thunder damage and is deafened until the end of their next turn. On a successful save, a creature takes half as much damage and isn't deafened. The koptourok then releases all creatures they are grappling and flies up to their speed.

Lamasombra

CR 13 Ambusher

Medium Monstrosity, Unaligned

10,000 XP

Armor Class 16
Hit Points 204 (24d8 + 96)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	19 (+4)	7 (–2)	14 (+2)	8 (–1)

Saving Throws Dex +11, Con +9
Skills Perception +7, Stealth +16, Survival +7
Senses blindsight 120 ft., passive Perception 17
Languages —
Proficiency Bonus +5

Cave Apex. The lamasombra's unnatural scales, padded feet, and bones allow them to avoid detection. They can't be detected with tremorsense. When the lamasombra is in darkness or dim light, they are invisible to creatures with darkvision, but they are visible in dim light to creatures without darkvision.

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

Actions

Multiattack. The lamasombra makes one Bite attack and one Tongue attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage. If the target is a creature, they must succeed on a DC 17 Constitution saving throw or contract boiling wastes disease. Until the disease is cured, the target can't regain hit points, and the lamasombra can sense the direction to the creature's location as long as they're on the same plane of existence.

Tongue. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage, or 37 (9d6 + 6) bludgeoning damage if the target is a creature who can't see the lamasombra. If the target is a Large or smaller creature, they are pulled up to 15 feet in a straight line toward the lamasombra.

Bonus Actions

Nightmarish Cunning. The lamasombra takes the Dash, Disengage, or Hide action.

Yumgrub

CR 0 Minion
Tiny Beast, Unaligned
2 XP

Armor Class 9
Hit Points 2
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	9 (–1)	5 (–3)	4 (–3)	7 (–2)	1 (–5)

Senses darkvision 30 ft., passive Perception 8
Languages —
Proficiency Bonus +2

Death Wail. When the yumgrub dies, they let out a distressing screech. Each creature within 15 feet who can hear the yumgrub takes 1 psychic damage. Yumgrubs and creatures who have eaten a yumgrub within the last minute are immune to this damage.

Minion. If the yumgrub takes damage from an attack or as the result of a failed saving throw, their hit points are reduced to 0. If the yumgrub takes damage from another effect, they die if the damage equals or exceeds their hit point maximum; otherwise they take no damage.

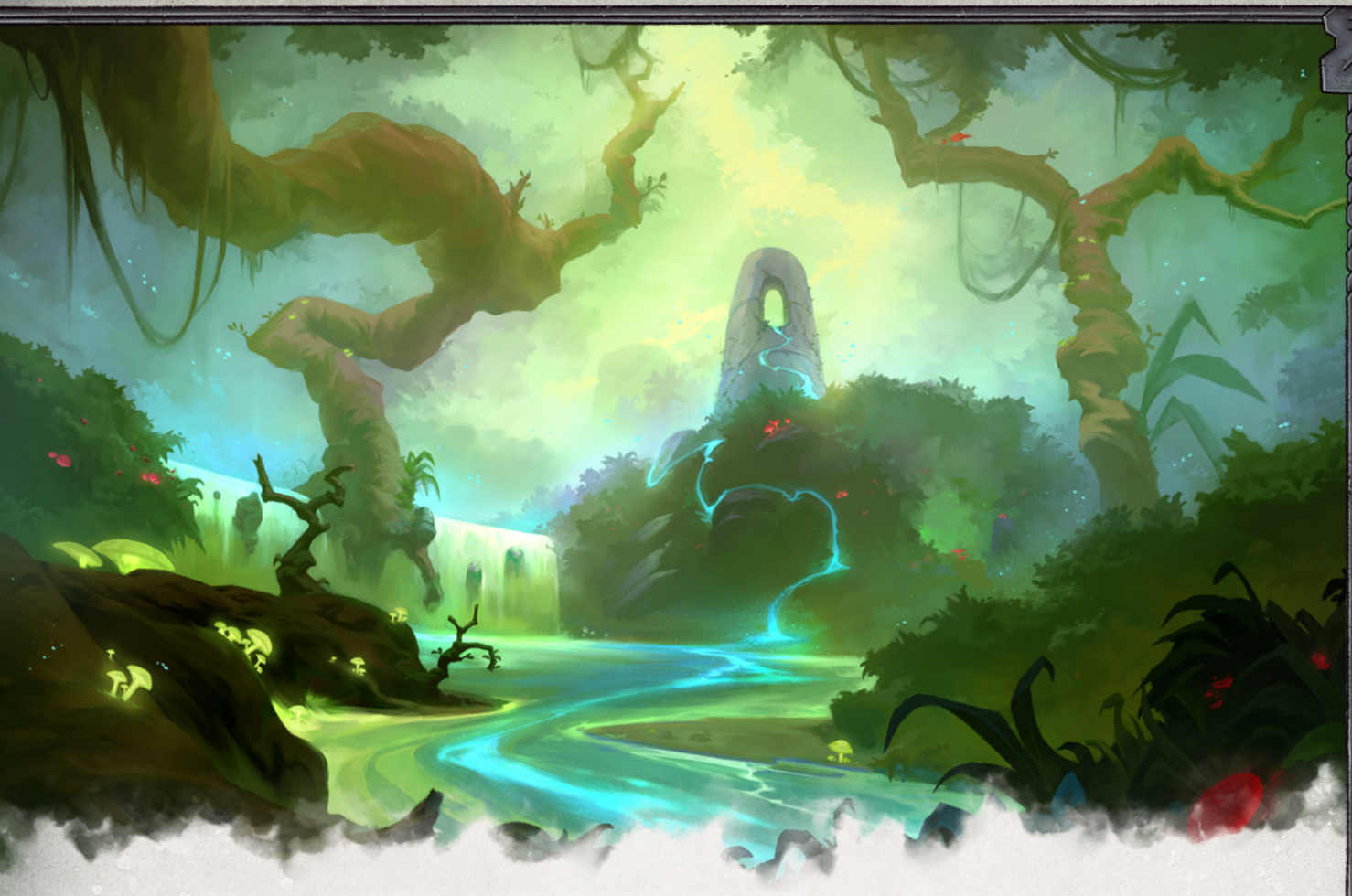
Spider Climb. The yumgrub can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Yum. A Small or larger creature can use an action to consume a living yumgrub within 5 feet of them. The yumgrub dies, and for 1 minute, the consuming creature's speed is doubled and they gain a +4 bonus to their Strength score and a +2 bonus to AC. When the effect ends, the creature gains two levels of exhaustion.

Actions

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

Cave Map



Enchanted Forest

He who has no dreams, let him go to a beautiful forest to have many.

Mehmet Murat Ildan

Magic permeates nature. From fulminating thunderstorms to nurturing berries, nature answers when adventurers seek its verdant potency. Where planar veils are thin, ancient spirits dwell, or ley lines emanate wild energy, enchanted forests await with mesmerizing creatures and mysteries.

Enchanted Forest Traits

You can create an enchanted forest version of an existing creature by adding one or more of the following traits to their stat block:

Speak with Beasts and Plants. The enchanted forest creature can communicate with Beasts and Plants as if they shared a language.

Tree Stride. Once per turn, the enchanted forest creature can use 10 feet of their movement to step magically into one living tree within reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be the same size category as the enchanted forest creature or bigger.

Living Forest. A writhing grove thrives in a 30-foot radius centered on the enchanted forest creature. Mist lightly obscures that area, and colorful vines and shifting foliage make its ground difficult terrain. Teasing voices laugh and whisper, giving other creatures in that area disadvantage on saving throws made to maintain concentration on spells and similar effects. Flickering lights extinguish magical darkness in that area created by spells of 3rd level or lower. (When adding this trait to a creature, you can choose to exclude one or more of these effects.)

Enchanted Forest Lair Actions

You can create a more formidable version of an existing creature who lives in an enchanted forest by giving them the following lair actions. On initiative count 20 (losing initiative ties), the enchanted forest creature can take one of the following lair actions; the enchanted forest creature can't take the same lair action two rounds in a row:

Frothing Flora. The enchanted forest creature causes roots and vines to temporarily grow around them; until initiative count 20 on the next round, the ground within 30 feet of the enchanted forest creature is difficult terrain.

Writhing Roots. Foliage in the enchanted forest creature's lair becomes a conduit for the enchanted forest creature's power. The enchanted forest creature can target creatures of their choice that are touching such plant life within 90 feet of the enchanted forest

creature. A target must succeed on a DC 12 plus PB Wisdom saving throw or take PBd6 psychic damage and be grappled (escape DC 12 plus PB).

Faerie Lights. The enchanted forest creature creates dancing lights in a 20-foot cube at a point they can see within 120 feet of them. Each creature in that area who can see the lights must make a DC 12 plus PB Wisdom saving throw. On a failed save, a creature is blinded, outlined in light, and sheds dim light in a 10-foot radius until the end of initiative count 20 on the next round. Attack rolls against an affected creature have advantage if the attacker can see them, and the affected creature can't benefit from being invisible.

Bonestalker

Whispered legends tell of horrors who dwell in the deepest, darkest forests and torment villages on the outskirts. These so-called bonestalkers feed on the terror of their victims—and of entire villages—long before going in for the kill.

Bonestalkers are tall and unsettlingly thin. Their head is a monstrous skull with a jutting jaw, and their long arms are flightless black wings that end in clawed hands. Bonestalkers collect the skulls of their victims, carrying them inside their wings as they draw power from these trophies.

Fear Tactics. The bonestalker prefers to isolate their prey, using illusion spells to lure unwitting wanderers into the woods. These psychological tormenters enjoy a prolonged chase and a slow kill, drawing nourishment from their prey's fear. When a victim refuses to give in to terror, the enraged bonestalker attacks in a reckless fury.

Revealing a Bonestalker

Bonestalkers are cryptids—their chilling legend, unsolved murders, and unconfirmed existence add to the terror they might inflict on adventurers. You can lead characters through an investigation of mysterious murders surrounding a forest village … then have the bonestalker pull out the victims' skulls during the fight, and let the characters connect the dots.

Dancing Lady

Strange visions in the mist are to be expected in enchanted forests, but in the case of the dancing lady, these figures aren't illusions—they're real … sort of.

The dancing lady is an enormous plant with white humanoid-sized flowers resembling figures in dresses. Large red-and-green leaves surround these hanging blooms. The dancing lady lurks around fey populations or other forest denizens, flowers peacefully turning until a threat appears. Once the plant's allies are endangered, the dancing lady's oversized flowers spring into dizzying dances to addle and frighten foes.

Empyrean Stag

As Celestial wardens of the forest, empyrean stags appear only to defend forest denizens from great threats or to warn mortals about forthcoming calamities. Their white fur is dappled with blue, and their eyes shine with the darkness of night.

Unyielding Defenders. Adventurers often clash with forest denizens, from hungry owlbears to mischievous fey. This violence draws an empyrean stag's ire, often provoking a deadly attack from the stag and their forest allies. Repentant adventurers can make restitution by helping the stag defend the wood from an even greater threat.

Divine Knowledge. Those who impress an empyrean stag—typically by protecting the forest—are allowed to ask the stag one question, which the Celestial answers truthfully to the best of their ability. Between their antlers, they can show shimmering visions of the present or glimpses of the future. The horns glow gold when the stag aids an ally, and white when they divine information.

Rotbeast

Enchanted forests aren't always flowers and vines—sometimes they're fungi, blight, and the creatures who carry them. One such creature, the rotbeast, turns faerie paradises into festering decay simply by passing through.

This faceless, fungi-covered creature has twisting stag horns and the body of a bull. As they wander the woods, they spoil vegetation in their path and create a network of fungi and decay.

Territorial Herds. Rotbeasts live in herds and prefer to keep to one part of the forest, provided they have plenty of space. Other creatures who invade their territory are given no quarter. The rotbeasts weaken foes with their gouging horns, infect them with rotting hooves, then add new corpses to their decaying domain.

Fungal Allies. Fungus-based plant creatures often peacefully coexist with rotbeasts, as they thrive in decaying lands. Some fungi even herd rotbeasts into new areas to make the forest more to their liking.

Rotbeast

More Skulls!

At your discretion, a bonestalker isn't limited to the skulls they start combat with. They can pick up skulls on the battlefield and use those as further fuel for their abilities.

Bonestalker

CR 6 Ambusher

Medium Fey, Typically Chaotic Evil

2,300 XP

Armor Class 16 (natural armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Wis +5, Cha +8
Skills Insight +5, Perception +5, Stealth +7
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses blindsight 120 ft., passive Perception 15
Languages Common, Sylvan
Proficiency Bonus +3

Bones of the Lost. The bonestalker starts with 5 (2d4) skulls, which they can destroy to fuel their actions and reactions. Choose or roll a d4 to determine each skull's creature type: 1, Beast; 2, Fey; 3, Humanoid; 4, Monstrosity.

Skull Resistance. While the bonestalker possesses at least one skull, they have advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The bonestalker makes two Touch of the Felled or two Scream of the Forsaken attacks, and they can use Grief of the Bygone.

Touch of the Felled. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) necrotic damage. The bonestalker can destroy a Humanoid or Monstrosity skull to deal an extra 10 (3d6) psychic damage to the target.

Scream of the Forsaken. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 15 (3d6 + 5) psychic damage. The bonestalker can destroy a Fey skull to force the target to make a DC 16 Wisdom saving throw. On a failed save, the target is frightened of the bonestalker's next turn.

Grief of the Bygone. The bonestalker destroys two skulls of any type, creating a 15-foot-radius sphere of magical darkness centered on a point they can see within 60 feet of them. The darkness spreads around corners and lasts for 1 minute. A creature with darkvision can't see through this darkness, and mundane light can't illuminate it. The bonestalker is unaffected by the darkness and has advantage on attack rolls against creatures in the darkness.Any creature who starts their turn in the darkness must make a DC 16 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Power from the Conquered. When the bonestalker is hit by an attack, they can destroy a Beast skull to become invisible until the end of their next turn.

Utility Spells

In addition to any other spells in this stat block, the bonestalker can cast the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *minor illusion* [A]
3/day: *silent image* [A]

Dancing Lady

CR 9 Controller
Huge Plant, Unaligned
5,000 XP

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +3, Wis +7
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, flanked, frightened, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages understands Druidic and Sylvan but can't speak
Proficiency Bonus +4

Dancing Flowers. The dancing lady has three spinning flowers resembling life-sized dancing Humanoids. Each flower has AC 16, 5 hit points, vulnerability to fire damage, and immunity to psychic damage. Attack rolls against these whirling blooms have disadvantage. Destroying a flower deals no damage to the dancing lady, who regrows destroyed flowers at the end of their turn.

Actions

Multiattack. The dancing lady makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Blood-Red Waltz. For each flower the dancing lady has, they can choose one creature they can see within 60 feet of them. Each target must make a DC 17 Strength saving throw as a dancing flower sweeps toward them. On a failed save, a creature takes 18 (4d8) psychic damage and is moved to an unoccupied space within 60 feet of the dancing lady. On a successful save, a creature takes half as much damage and isn't moved.

Disarming Quickstep. For each flower the dancing lady has, they can choose one creature they can see within 60 feet of them. Each target must make a DC 17 Dexterity saving throw as a dancing flower whirls them into a dance. On a failed save, a creature takes 17 (5d6) bludgeoning damage and is dazed until the start of the dancing lady's next turn. On a successful save, a creature takes half as much damage and isn't dazed.

Ballet of Terror (1/Day). The dancing lady's flowers pirouette and emit acrid mist. Enemies within 120 feet of the dancing lady who can smell the mist must make a DC 17 Wisdom saving throw. On a failed save, a creature becomes frightened of the dancing lady for 1 minute (save ends at end of turn).

Reactions

Somber Dirge. When a creature the dancing lady can see hits the dancing lady with an attack, the dancing lady causes the attack to hit one of their flowers instead.

Empyrean Stag

CR 13 Support
10,000 XP

Large Celestial, Typically Neutral Good

Armor Class 20 (natural armor)
Hit Points 187 (22d10 + 66)
Speed 60 ft.

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

Saving Throws Dex +8, Wis +10, Cha +10
Skills Athletics +12, Insight +10, Perception +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Proficiency Bonus +5

Supernatural Resistance. The stag has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The stag makes three Ram or Lightburst attacks.

Ram. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Lightburst. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) radiant damage, and the target is outlined in a golden light, giving attack rolls against them advantage until the start of the stag's next turn.

Starcall (1/Day). The stag calls down a magical shower of stars on an area that is 60 feet long and 5 feet wide within 120 feet of the stag. Each enemy in that area must make a DC 18 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one. Each other willing creature in that area regains 15 hit points.

The stars then create a 10-foot-high wall of opaque radiant light in that area. Each creature in the wall's space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on. The wall lasts for 1 minute or until the stag is incapacitated or dies. Any enemy who enters the wall of light for the first time on a turn must make a DC 18 Constitution saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Starlight Infusion. The stag infuses radiant energy into a willing creature they can see within 60 feet of them. That creature deals an extra 5 radiant damage with weapon attacks until the start of the stag's next turn.

Reactions

Nature's Ward. When the stag or a creature they can see within 30 feet of them takes damage, the stag magically creates a protective barrier around that creature. The barrier reduces that damage to the protected creature by 20, then vanishes.

Good-Aligned Enemies

It can be difficult to know when to deploy creatures who are typically good-aligned as enemies for the characters to fight. That's why there aren't many in this book. However, these creatures still have agendas that can bring them into conflict with the characters. For instance, the empyrean stag protects enchanted forests from violent invaders, and if the characters do battle with any creature native to the forest, it draws the stag's ire.

Rotbeast

CR 3 Brute
Large Beast, Unaligned
700 XP

Armor Class 13 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	2 (–4)	12 (+1)	5 (–3)

Senses passive Perception 11
Damage Immunities poison
Condition Immunities poisoned
Languages —
Proficiency Bonus +2

Forest Rot. When the rotbeast dies, they release a burst of infectious air. Each non-Fungus creature within 5 feet of them must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion and become infected with forest rot disease. An infected creature regains half the normal number of hit points when they spend Hit Dice or finish a long rest, and they can't reduce their exhaustion level by finishing a long rest.

Each time a creature with forest rot finishes a long rest, they must make a DC 13 Constitution saving throw. On a failed save, the creature gains another level of exhaustion. On a successful save, the creature loses a level of exhaustion. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Rotwake. When the rotbeast leaves a space, it becomes difficult terrain for creatures other than rotbeasts for 24 hours. When a non-Fungus creature enters that space for the first time on a turn or starts their turn there, they must make a DC 13 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The rotbeast makes two attacks using Weakening Horns, Rotting Hooves, or both.

Weakening Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target has disadvantage on Constitution saving throws until the end of their next turn.

Rotting Hooves. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or contract forest rot.

Bonus Actions

Healing Rot (1/Day). The rotbeast regains 3 (1d6) hit points for each creature within 60 feet of them infected with forest rot.

Rotbeast Companion

Companion
Large Beast, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Con +2 plus PB
Skills Athletics +3 plus PB, Survival +1 plus PB
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Rotted Path. The rotbeast and their caregiver ignore mundane difficult terrain.

Actions

Signature Attack (Horns). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Tainting Attack (2 Ferocity). The rotbeast makes a signature attack. On a hit, the attack deals an extra PB piercing damage, and the area within 5 feet of the target becomes difficult terrain for the rotbeast's enemies until the start of the rotbeast's next turn.

3rd Level: Rotting Hooves (5 Ferocity). The rotbeast moves up to their speed without provoking opportunity attacks, then makes a signature attack. On a hit, the attack deals an extra PB bludgeoning damage, and the target must succeed on a DC 10 plus PB Constitution saving throw or be poisoned until the start of the rotbeast's next turn.

5th Level: Rotwake Charge (8 Ferocity). The rotbeast moves up to their speed without provoking opportunity attacks, tainting the ground beneath their hooves and making it mundane difficult terrain for their enemies until the start of the rotbeast's next turn. During this move, the rotbeast can move through the space of Large or smaller creatures as if they were difficult terrain. When a creature enters tainted ground for the first time on a turn or starts their turn there, they must make a DC 10 plus PB Constitution saving throw, taking PBd8 poison damage on a failed save, or half as much damage on a successful one.

Mystic Connection: Rotbeast

If you're playing a beastheart and have a rotbeast companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Fungicea. Mushrooms sprout from your body. As part of a long rest, you can synthesize them into one dose of a healing remedy. A creature can consume the remedy as a bonus action, regaining PBd6 hit points. The remedy loses its potency 24 hours after creation.

Enchanted Forest Map

Graveyard and Tomb

Adventurers who enter graveyards and ancient tombs often do so to keep the dead at rest, stop necromancy rituals, or consult the ghosts of wise sages and heroes of the past.

Graveyard and Tomb Traits

You can create a graveyard or tomb version of an existing creature by adding one or more of the following traits to their stat block:

Armor of Decay. The tomb creature has resistance to necrotic damage, and immunity to poison damage and the poisoned condition.

Touch of Rot. When the tomb creature hits a target with a melee attack, the attack deals PB extra necrotic damage.

Undying Hunger. The tomb creature can perceive each creature within 30 feet of them who isn't a Construct or an Undead, as if the tomb creature had blindsight.

Tomb Lair Actions

You can create a more formidable version of an existing creature who lives in a graveyard or tomb by giving them the following lair actions. On initiative count 20 (losing initiative ties), the tomb creature can take one of the following lair actions; the tomb creature can't take the same lair action two rounds in a row:

Chorus of Torment. The tomb creature commands the souls of the dead to wail. Each creature within 120 feet of the tomb creature must succeed on a DC 12 plus PB Wisdom saving throw or be frightened of the tomb creature until the end of initiative count 20 on the next round.

Desecrated Ground. The tomb creature draws in ambient necrotic power and gains 2 × PB temporary hit points. These temporary hit points last until the end of initiative count 20 on the next round.

Grave Grasp. The corpses and souls of the restless dead attempt to drag the living into their graves. All ground within 60 feet of the tomb creature becomes difficult terrain until the end of initiative count 20 on the next round. Undead creatures ignore this difficult terrain.

Ashen Hoarder

Grave robbing is dangerous business, but necromancers need bodies for their experiments. To procure supplies and stay out of danger, these mages build ashen hoarders—hulking constructs made of magically reinforced humanoid bones.

Appendages and Spikes. The hoarder sports four long legs made from compact columns of bone, allowing them to move quickly and avoid creatures who might try to hinder the construct's grim work. Articulated arms with attached tools and weapons aid the hoarder in digging up corpses and fighting enemies.

When the hoarder obtains a corpse, the construct impales it on one of the many sharp bones protruding from their back. These spikes secure the corpses and charge them with necrotic energy, ensuring the cargo is ready for experimentation when it arrives at the necromancer's door.

Bodies as Weapons. If enemies corner the hoarder, the construct can use the energy stored within their corpses to reanimate them as zombie allies or detonate the remains with explosive necrotic energy.

Blood-Borne Ooze

Blood-borne oozes form when ambient necrotic energy seeps into the blood of a corpse. Hunger drives these creatures to slither from their rotting birthplace, seeking to feed on the bodily fluids of a living victim—from the inside.

Outside a host body, a blood-borne ooze resembles a gelatinous pool of blood mixed with other bodily ichor. The ooze's ability to permeate skin—living or dead—allows them to infect unsuspecting mourners, coroners, gravediggers, or other individuals who frequent cemeteries.

Hidden Parasites. Whenever possible, a blood-borne ooze prefers to feed stealthily, inhabiting a host and draining their vitality over an extended period. Through careful feeding, an ooze can exist inside the same host for weeks before symptoms become apparent. Even then, the cause is commonly misdiagnosed until it's too late.

Haunt

When a mass of souls meet a dark and bloody death, the unfortunate souls occasionally fuse into a furious collective called a haunt. Such tormented amalgamations of spirits are doomed to stalk the scene of their death until they're laid to rest.

These undead clouds of psychic energy are usually invisible, but when viewed with the *see invisibility* spell or similar magic, they appear as a churning silver-green fog of tangled limbs and screaming faces.

Souls drawn into a haunt lose all sense of individuality. Their pain, memories, and outrage meld into a confused mass that makes rational thought nearly impossible. Haunts can rarely tell friend from foe, and react violently to the presence of any being in their domain.

Physically Bound. Unlike other ghosts, haunts are exclusively bound to the Mundane World, unable to leave the site where they formed. As such, a haunt can't retreat to the Ethereal Plane when endangered, but their rooted nature grants them greater control over physical objects in the environment than most incorporeal creatures achieve.

Tortured Torturers. A haunt's dominant emotional state is abject rage, driving them to seek vengeance on all living beings. Haunts aren't content to merely slaughter their prey—they sadistically aim to trap and torment their victims.

Lightthief

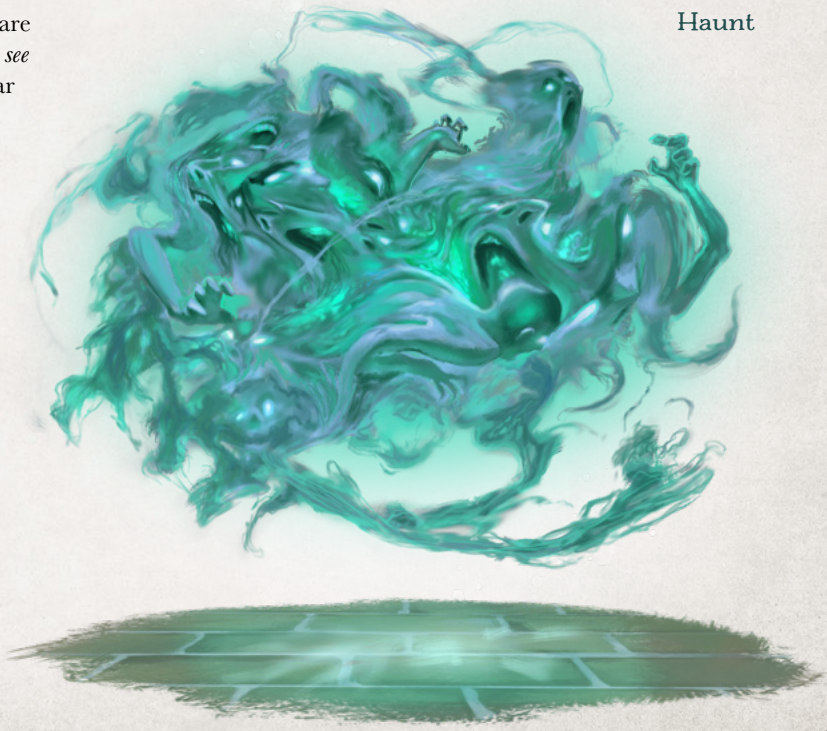
A lightthief is a fiend who comes to the Mundane World to feast on soul energy. They stalk graveyards and tombs, where they know vulnerable mourners come in the dark to pay their respects. These bat-winged creatures resemble flayed humanoid hands with a bloodshot eye leering from the palm—though their victims have little chance to notice them before darkness falls.

Death in the Dark. Lightthieves often stalk victims in groups, using their supernatural powers to enter—and extinguish—light sources near their prey. The lightthieves consume each light's energy, then just before attacking, use this energy to power a hex that temporarily robs creatures of their darkvision.

The predator's strategy isn't without flaws. If another creature snuffs out a light source the fiend has entered, the lightthief is shunted out and momentarily helpless. Adventurers delving into burial sites would be wise to research such defenses.

Desperate for Despair. While lightthieves prefer to target mourners, the graveyards and tombs they haunt are eventually forgotten. A lightthief in an ancient burial site is so ravenous for soul energy that they attack any living being they come across.

Haunt



Ashen Hoarder

CR 10 Controller
Huge Construct, Unaligned
5,900 XP

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	6 (–2)	10 (+0)	1 (–5)

Damage Immunities necrotic, poison
Condition Immunities charmed, dazed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of their creator but can't speak
Proficiency Bonus +4

Corpse Carrier. The hoarder carries 6 (1d6 + 3) corpses, which they can use with Corpse Bomb and Create Zombies.

Actions

Multiattack. The hoarder makes two Arm attacks. If both attacks hit the same creature, they can use Impale on the target.

Arm. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning, piercing, or slashing damage (hoarder's choice).

Impale. The hoarder attempts to impale one Larger or smaller creature they can see within 10 feet of them on their spikes. The target must succeed on a DC 17 Strength saving throw or take 16 (3d10) piercing damage and be restrained. A creature restrained in this way takes 16 (3d10) necrotic damage at the start of each of their turns, and if this damage reduces them to 0 hit points, they die and become an additional corpse for the hoarder's Corpse Carrier. A creature can use their action to make a DC 17 Strength (Athletics) check, and on a success, they free themself or a creature within reach who is restrained by the hoarder. If the hoarder is destroyed, each creature restrained by them is freed.

Corpse Bomb. The hoarder hurls a corpse up to 60 feet, destroying it and releasing necrotic energy in a 20-foot-radius sphere centered on the corpse. Each creature in this area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 33 (6d10) necrotic damage and can't regain hit points until the start of the hoarder's next turn. On a successful save, a creature takes half as much damage and isn't prevented from regaining hit points.

Bonus Actions

Create Zombies. The hoarder drops any number of corpses from their Corpse Carrier. Each dropped corpse rises as a **zombie** in an unoccupied space within 10 feet of the hoarder and takes their turn immediately after the hoarder's.

Blood-Borne Ooze

CR 1/4 Ambusher

Tiny Ooze, Typically Neutral Evil — 50 XP

Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	1 (–5)	10 (+0)	2 (–4)

Skills Stealth +4
Condition Immunities blinded, charmed, deafened, exhaustion, flanked, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Proficiency Bonus +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, they are indistinguishable from a pool of blood.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) necrotic damage. If the target is a creature who isn't a Construct or an Undead, they must succeed on a DC 11 Constitution saving throw or the ooze melds into the target's body. While inside a creature, the ooze has total cover against attacks and other effects originating outside that host.

If the host creature takes 5 damage or more on a single turn from a source other than the ooze, the ooze must succeed on a DC 12 Constitution saving throw at the end of that turn or exit the host, entering the nearest unoccupied space of the ooze's choice. A *cure ailment* power, *protection from poison* spell, or *lesser restoration* spell cast on the host also forces the ooze out. By spending 5 feet of their movement, the ooze can voluntarily leave the host's body.

Crimson Feast (Inside Host Only). The ooze consumes their host creature's bodily fluids. The host must make a DC 11 Constitution saving throw. On a failed save, the host takes 5 (2d4) necrotic damage and is poisoned until the end of their next turn. On a successful save, the host takes half as much damage and isn't poisoned.

Blood-Borne Surprise

A blood-borne ooze doesn't have to start consuming their host the moment the parasite enters the body. Instead, the ooze might enjoy the host's protection for a while, eating only when hungry. The characters could battle a foe only to have a blood-borne ooze or three suddenly emerge after damaging the enemy.

Haunt

CR 9 Skirmisher

Huge Undead, Typically Chaotic Evil — 5,000 XP

Armor Class 15 (natural armor)
Hit Points 153 (18d12 + 36)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	8 (–1)	16 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8
Skills Intimidation +8, Perception +7
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, dazed, exhaustion, flanked, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 17
Languages telepathy 60 ft.
Proficiency Bonus +4

Incorporeal Cloud. The haunt can occupy another creature's space and vice versa. In addition, the haunt can move through creatures and objects as if they were difficult terrain. The haunt takes 5 (1d10) force damage if they end their turn inside an object.

Invisibility. The haunt is invisible.

Actions

Multiattack. The haunt makes two Spectral Wrath attacks.

Spectral Wrath. *Melee Spell Attack:* +8 to hit, reach 0 ft., one target in the haunt's space. *Hit:* 17 (2d12 + 4) force damage.

Wave of Despair (Recharge 5–6). The haunt unleashes a wave of psychic pain. Each enemy within 20 feet of the haunt must make a DC 16 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Possess Object. The haunt can magically manipulate a Large or smaller object within 30 feet of them that isn't being worn or carried by another creature. The haunt can exert fine control on objects under their control, such as playing piano keys, slamming doors, opening windows, or writing with a quill.

As part of this bonus action, the haunt can hurl the object up to 30 feet in any direction or use it as a ranged weapon to attack one creature within 30 feet of the object. The object has a +8 bonus to hit and deals 15 (2d10 + 4) bludgeoning damage on a hit. The GM might rule that a specific object deals piercing or slashing damage based on its form.

LIGHTTHIEF

CR 2 Ambusher

Tiny Fiend, Typically Chaotic Evil

450 XP

Armor Class 15 (natural armor)
Hit Points 38 (11d4 + 11)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	12 (+1)	6 (–2)	16 (+3)	5 (–3)

Skills Perception +5, Stealth +5
Senses blindsight 60 ft., passive Perception 15
Languages understands Abyssal, Common, and Infernal but can't speak
Proficiency Bonus +2

ACTIONS

Necrotic Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage, or 13 (3d6 + 3) necrotic damage if the target can't see the lightthief.

Into the Light (Recharge 6). The lightthief teleports inside a light source they can see within 15 feet of them that is emitting bright or dim light. While inside the light source, the lightthief has total cover against attacks and other effects outside the light source. If the light source is extinguished by any means other than the lightthief's Steal Light action, the lightthief is forced out, appears in an unoccupied space of their choice within 5 feet of the light source, and is paralyzed until the end of their next turn.

Steal Light (Inside Light Source Only). The lightthief can cause the light they are inside to erupt in a burst of brilliant radiance. Each creature within 15 feet of the light source must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) radiant damage and loses any darkvision they have for 1 minute. On a successful save, a creature takes half as much damage and doesn't lose their darkvision. After this, the light source extinguishes and the lightthief appears in an unoccupied space of their choice within 5 feet of the light source.

Only human graveyards are haunted, have you ever thought about that? There's something about us, about death. It's not dying, there's something about being alive we haven't figured out. If we knew how to live, maybe we wouldn't be so angry when we're dead.

Lady Demelza, Courser

Mystic Connection: Blood-Borne Ooze

If you're playing a beastheart and have a blood-borne ooze companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Oozomorphism. As a bonus action, you become amorphous for 5 minutes, along with any gear you wear or carry. For the duration, you can move through a space as narrow as 1 inch wide without squeezing, and you have resistance to bludgeoning, piercing, and slashing damage. Once you use this bonus action, you can't do so again until you finish a long rest.

Blood-Borne Ooze Companion

Companion

Tiny Ooze, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 6 + six times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Con +1 plus PB, Dex +3 plus PB
Skills Stealth +3 plus PB
Condition Immunities blinded, deafened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Proficiency Bonus (PB) equals the caregiver's bonus

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Actions

Signature Attack (Pseudopod). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB bludgeoning damage.

1st Level: Distracting Attack (2 Ferocity). The ooze makes a signature attack. On a hit, the attack deals its normal effects, and the next attack made against the target before the start of the ooze's next turn has advantage.

3rd Level: Clever Goop (5 Ferocity). The ooze takes the Hide action and makes a signature attack (in either order). If the attack hits a Large or smaller creature, the target is knocked prone. While the ooze is hidden in this way, they can approach a creature or move where they're clearly visible without automatically giving away their position.

5th Level: Crimson Feast (8 Ferocity). The ooze attempts to enter the body of a creature they can see within 5 feet of them who isn't a Construct or an Undead. The target must make a DC 10 plus PB Constitution saving throw. On a failed save, the ooze melds into the target, who takes PBd6 necrotic damage, becomes the ooze's host, and is poisoned until the ooze exits the host.

While melded, the ooze has total cover against attacks and other effects originating outside the host, and they can't take any action except to exit the host as a bonus action. At the start of each of the ooze's turns, the host must make a DC 10 plus PB Constitution saving throw. On a failed save, the host takes PBd6 necrotic damage and remains melded. On a successful save, the host takes half as much damage and the ooze exits the host. If the host dies or is subject to a *cure ailment* power, a *protection from poison* or *lesser restoration* spell, or a similar supernatural effect, the ooze exits the host.

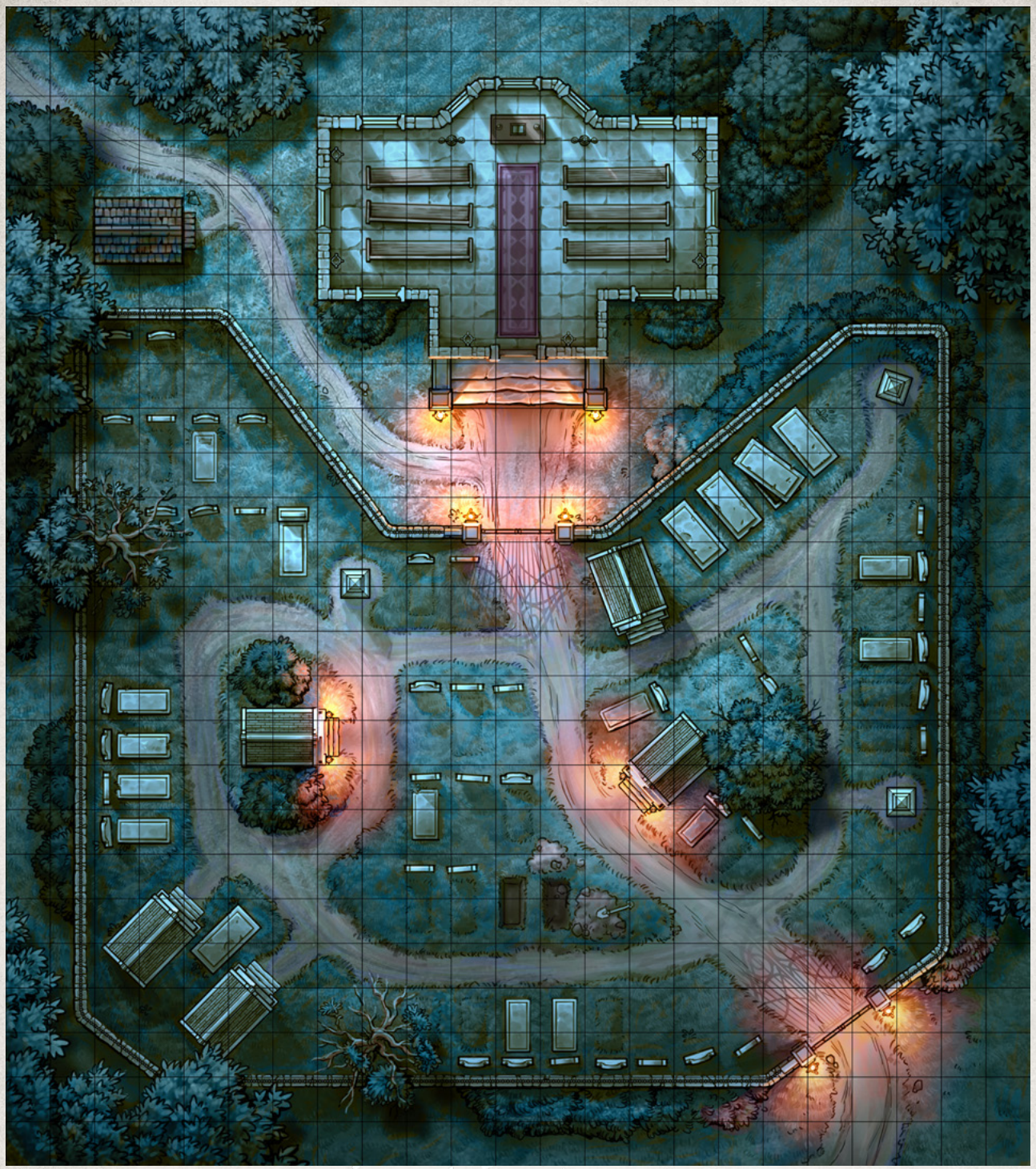
When the ooze exits the host, they enter an unoccupied space within 5 feet of the host.

Bonus Actions

Parasitic Symbiosis. If the ooze's caregiver is within 5 feet of them, the ooze moves inside their caregiver. While inside their caregiver, the ooze has total cover against attacks and other effects originating outside the caregiver. The ooze can exit the caregiver by using another bonus action, entering an unoccupied space within 5 feet of the caregiver.

Quick Cure (1/Day). While inside their caregiver (see Parasitic Symbiosis), the ooze cleanses their caregiver's blood, ending the paralyzed and poisoned conditions on the caregiver.

Graveyard and Tomb Map



Road

When people travel well-patrolled thoroughfares and live in sleepy hamlets, it's easy to believe that adventure is something that happens far away. But the wealth and assumed security of settled lands make them rich pickings for predators of all sorts—particularly those who can disguise their sinister natures or hide beneath the roads.

Ankheg

Pebbles click as the ground quivers. A spray of rock and earth shatters the afternoon's peace, and an ankheg blooms from the earth. Their mandibles drip sizzling acid as a talon impales their next meal: sometimes a fat sheep, other times a shepherd.

An ankheg is a chitinous, burrowing monstrosity larger than a horse. Their hooked claws and serrated mandibles are fearsome weapons, but even more dangerous is the stream of caustic spittle they use to dissolve their prey.

Pastoral Pest. Although ankhegs can be found anywhere, they are a particular plague in settled lands. Ankhegs hunt alone or in pairs, lurking a few feet below roadways and pastures. When their sensitive antennae detect movement above, they burst from the earth, dragging living prey into their tunnels to be devoured. These hit-and-run tactics make ankhegs virtually impossible to eradicate—unless they have the bad luck to ambush a party of well-armed adventurers. Many communities pay a handsome bounty for a slain ankheg.

Terror of the Thaw. Ankhegs are a year-round menace in the warmest lands. In temperate places, ankhegs hibernate during the winter, granting farmers a season of peace … but this respite is paid for on the first thaw of spring, when every ankheg awakens ravenous on the same day and bursts from the ground to feed.

Bredbeddle

In their true forms, bredbeddles are headless giants who stand about fifteen feet tall. Forever searching for their missing heads, they are drawn to populous lands, where they decapitate passersby and magically adopt their victims' forms.

Although bredbeddles have no traditional sensory organs of their own, they are keenly aware of their surroundings. Some lurk along dark country lanes in their monstrous true forms. Others walk disguised among crowds, dropping their facades only long enough to waylay a stranger and lop off their head.

Immortal Wanderers. Bredbeddles don't age, and even when slain, their bodies reform a few days later. Long ago, bredbeddles were giants who stood high among the nobility of giantkind. But when they declared themselves rulers of all giantkind, their kin thwarted the coup and beheaded the bredbeddles. Now these fallen nobles search the world for their missing heads, each wielding the axe that decapitated them. Many claim their heads are kept for safekeeping in some fire giant's cellar, believing they'll be returned after an indeterminate period of good behavior (which the bredbeddles have thus far not exhibited).

Weeping Willow

When a dryad bonds with a tree, the connection grants the tree immortality and a measure of fey magic. The encroachments of civilization, however, threaten this sylvan idyll. Many dryads fall to a woodcutter's axe, while others become infatuated with a mortal and choose to leave their tree—and immortality—behind. A tree that mourns for their lost dryad becomes a weeping willow.

Lake of Tears. A weeping willow bears drooping branches that sprinkle the ground with the tree's tears. If they stand in one spot long enough, a pond of saltwater eventually forms—and sometimes, those waters reflect the image of a dead dryad. Creatures who seek shelter in a weeping willow's bower find themselves overcome with a lethargic melancholy, and many wanderers starve to death rather than stir from this rest.

Verdant Vengeance. Although not fundamentally evil, weeping willows resent mortals for taking their dryads away. The trees haunt the borders of settlements, luring their prey with song and sweet words or catching them in gnarled roots. Willows whisper words of vengeance to like-minded creatures, mustering allies against nearby humanoid settlers. They also rain enchanting tears to transform their greatest enemies into enthralled allies—or if that fails, into twisted trees.

Ankheg

Ankheg

CR 2 Solo

Large Monstrosity, Unaligned — 450 XP

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., burrow 20 ft.

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

Skills Athletics +6
Damage Resistances acid
Condition Immunities flanked
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages —
Proficiency Bonus +2

Disoriented Resistance (2/Day). When the ankheg fails a saving throw, they can succeed instead, and they can't use bonus actions until the end of their next turn.

Earth Walk. Difficult terrain composed of earth and stone doesn't cost the ankheg extra movement.

Soft Underbelly. When a prone creature within 5 feet of the ankheg attacks the ahkheg, the attack is made with advantage instead of disadvantage.

Unstable Tunneler. While burrowing, the ankheg leaves a 10-foot-diameter tunnel in their wake. Each section of tunnel collapses 1 minute after the ahkheg leaves that space.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 2 (1d4) acid damage. If the target is Large or smaller, they are grappled (escape DC 14). Until this grapple ends, the target is restrained and the ankheg can't make a Bite attack against another target.

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

Acid Spit (Recharge 6). The ankheg spits acid in a 30-foot long, 5-foot-wide line. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) acid damage and is bathed in acid. On a successful save, a creature takes half as much damage and suffers no other effect.

A creature who is bathed in acid takes 3 (1d6) acid damage at the start of each of their turns for 1 minute (save ends at end of turn). A creature can use their action to wipe the acid off themself or another creature within their reach, ending the effect early.

Bonus Actions

Earth Eruption. While burrowing within 10 feet of the surface, the ankheg erupts (without spending movement) into a 10-foot square on the ground directly above them. This area becomes difficult terrain, and each creature on the ground in this area must make a DC 14 Dexterity saving throw. On a failed save, a creature is pushed 5 feet to an unoccupied space of the ankheg's choice and is restrained by rubble. A creature can use their action to free themself or another creature within their reach. On a successful save, a creature is moved 5 feet to an unoccupied space of the creature's choice and is not restrained.

Reactions

Skitter. When a creature attacks the ankheg, the ankheg can move up to half their speed without provoking opportunity attacks.

Villain Actions

The ankheg has three villain actions. They can take each action once during an encounter after an enemy's turn. The ankheg can take these actions in any order but can use only one per round.

Action 1: Big Bug! The ankheg stands on their hind legs in an impressive and terrifying display of dominance. Each enemy within 30 feet of the ankheg who can see them must make a DC 13 Wisdom saving throw or be frightened of the ankheg for 1 minute (save ends at end of turn).

Action 2: Quick Burrow. If the ankheg is grappled, the condition ends for them, and they burrow up to twice their speed without provoking opportunity attacks. If the ankheg is grappling a Large or smaller creature during this movement, the ankheg's speed is not halved.

Action 3: Acid Bath. Acid sprays from the ankheg's wounds onto each creature within 15 feet of them. Each target must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Oh do not *leave the road! Especially if there's like a hundred yards between the road and the forest? That is 100% ankheg territory.*

Pinna, Hedge Witch, Gravesford

Bredbeddle

CR 8 Brute

Huge Giant (Shapechanger), Typically Chaotic Evil — 3,900 XP

Armor Class 13 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Skills Deception +6, Perception +4, Stealth +3
Senses blindsight 60 ft. (blind beyond this radius in true form), passive Perception 14
Languages Common, Giant (can't speak in true form)
Proficiency Bonus +3

Headless (True Form Only). The bredbeddle can't be blinded or deafened.

Rejuvenation. If the bredbeddle dies, they return to life in 1d6 months with all their hit points. If their body was destroyed, it reforms in an unoccupied space nearest to where they died. Only a *wish* spell or finding and destroying the bredbeddle's true head can prevent this trait from functioning.

Actions

Multiattack. The bredbeddle makes two Executioner's Axe attacks.

Executioner's Axe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Beheading Strike (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller Giant or Humanoid with a head. *Hit:* 40 (6d10 + 7) slashing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the bredbeddle cuts off the target's head, which lands at the target's feet. A creature beheaded in this way remains alive unless reduced to 0 hit points, but they are blinded and deafened, and they can't speak. A creature can use an action to place a beheaded creature's head back on their neck, reattaching the head and ending the effect. A beheaded creature dies if they are separated from their head for more than 24 hours.

Bonus Actions

Get a Head. The bredbeddle picks up a severed Giant or Humanoid head within 15 feet of them and places it on the bredbeddle's neck. The bredbeddle then polymorphs into that Giant or Humanoid creature. While polymorphed, the bredbeddle's statistics change as follows:

- They can speak.
- They lose their Headless trait.
- Their size changes to match the creature whose head they bear.
- They can see normally, and they gain any special senses the creature's head had.
- Any equipment they are wearing or carrying temporarily changes to match their size, but the equipment's statistics do not change.

The bredbeddle reverts to their true form if they die, if their head is removed, or after 24 hours. When they revert, the head falls off and can't be reattached to the bredbeddle. A creature who can reach the bredbeddle can use an action to make a DC 18 Strength (Athletics) check, removing the head from the bredbeddle on a success.

Toss Head (Polymorphed Form Only). The bredbeddle removes their head, reverting to their true form, and throws the head at a creature they can see within 60 feet of them. The head lands in the target's space, and the target must succeed on a DC 18 Dexterity saving throw or take 18 (2d10 + 7) bludgeoning damage.

Weeping Willow

CR 4 Controller
Huge Plant, Typically Neutral
1,100 XP

Armor Class 15 (natural armor)
Hit Points 84 (8d12 + 32)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Damage Resistances bludgeoning, piercing
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Proficiency Bonus +2

False Appearance. While the willow remains motionless, they are indistinguishable from a normal willow tree.

Flammable. If the willow takes fire damage, they catch fire and take 7 (2d6) fire damage at the start of each of their turns for 1 minute. The effect ends early if the willow takes cold damage or a creature uses an action to extinguish the flames.

Actions

Multiattack. The willow makes two Frenzied Branch attacks.

Frenzied Branch. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the willow is on fire, this attack deals an extra 3 (1d6) fire damage.

Tugging Roots. Roots erupt from a point on the ground the willow can see within 60 feet of them. Each creature in a 10-foot sphere centered on that point must succeed on a DC 14 Strength saving throw or be knocked prone and moved up to 30 feet toward the willow, taking 4 (1d8) bludgeoning damage for every 10 feet moved.

Willow's Tears. The willow showers salty droplets on their bower. Each creature within 15 feet of the willow must succeed on a DC 14 Wisdom saving throw or be charmed by the willow (save ends at end of turn). While charmed in this way, a creature can't willingly move more than 15 feet away from the willow. If a creature charmed in this way takes damage, the effect ends for them.

Reactions

Tree Transformation. When a creature within 5 feet of the willow deals slashing damage to the willow, the willow attempts to turn the creature into a tree. The target must succeed on a DC 14 Constitution saving throw or their feet begin to transform into tree roots and they are restrained. A creature restrained in this way must repeat the saving throw at the end of their next turn. On a successful save, the effect ends. On a failed save, they are transformed into a wooden tree and are petrified. A creature petrified in this way resembles a normal tree of the same size as that creature, except the creature's face appears carved into the trunk. If the willow dies, the petrification ends and the creature reverts to their true form. A *cure ailment* power or *lesser restoration* spell also ends this effect.

Road Map

Ruined Keep

Whether a crumbling wizard's tower or the lonely outpost of a long-since-forgotten kingdom, the ruined keep can be found in any environment. These crumbling structures might be decrepit, but they are rarely abandoned.

Ruined Keep Traits

You can create a ruined keep version of an existing creature by adding one or more of the following traits to their stat block:

Ruin Climber. The ruined keep creature has a climbing speed equal to their walking speed.

Ruin Delver. When the ruined keep creature is behind an object that grants them half cover, they are considered to have three-quarters cover instead.

Ruin Runner. The ruined keep creature ignores difficult terrain.

Ruined Keep Lair Actions

You can create a more formidable version of an existing creature who lives in a ruined keep by giving them the following lair actions. On initiative count 20 (losing initiative ties), the ruined keep creature can take one of the following lair actions; the ruined keep creature can't take the same lair action two rounds in a row:

Crumbling Rubble. Pieces of the structure crumble into three 5-foot cubes within 30 feet of the ruined keep creature. Creatures in those areas must succeed on a DC 12 plus PB Dexterity saving throw or take PBd6 bludgeoning damage. Those areas become difficult terrain.

Express Descent. The ruined keep creature collapses a 5-foot-square section of floor within 30 feet of them, opening a hole to the floor below. A Medium or smaller creature in that area must succeed on a DC 12 plus PB Dexterity saving throw or fall through the floor.

Swaying Structure. Old timber and decrepit stone sways, shifts, and lurches. Each other creature within 60 feet of the ruined keep creature must succeed on a DC 12 plus PB Strength saving throw or fall prone. Flying creatures automatically succeed on this saving throw.

Express Descent Goes Deep

Some players and GMs enjoy that the Express Descent lair action can drop characters into a new level of the keep, while others feel this makes tracking combat difficult and puts a lot of work on the GM. If you'd like to simplify where a creature who falls through the floor winds up, you can have them fall into a 10-foot-deep pit. A fallen creature takes 3 (1d6) bludgeoning damage from the fall and lands prone, and they can climb out of the pit without making an ability check.

Former Purpose

A ruined keep once had a purpose. Was it built to protect the region from invaders, house a ruler's vast wealth, or serve as an arcane laboratory? The keep's former purpose can inspire you with ideas about the creatures and objects that currently reside there. You can choose or roll for the purpose of a ruin on the Keep Former Purposes table.

Keep Former Purposes

d12	Purpose
1	Protect the region from invaders
2	Store and protect the wealth of a ruler
3	Military training facility
4	Mage's laboratory
5	Guildhall for adventurers
6	Monastery for a militant monk order
7	Sanctum for an order of paladins
8	Lodge for a conclave of rangers
9	Fortress of a demon cult
10	Prison for Humanoids
11	Prison for extraplanar creatures
12	Talent academy

Flintmoth Swarm

When exploring a seemingly abandoned tower, if an adventurer hears an endless soft clatter like thousands of loose pebbles falling downhill, the ruin may be home to a flintmoth swarm. These elemental insects eat stone ruins over the course of centuries. Their wings are sharp and hard as flint, and their life cycles are measured in decades. Happy to remain near-motionless for months on end as they sustain themselves on stonework one minuscule mouthful at a time, flintmoths rarely move unless disturbed. When they do take flight, they must devour stone far more quickly to maintain their energy.

Razor-Sharp Swarmers. The moth's stony wings offer both defense and offense. A single flintmoth is little threat to a humanoid, but hundreds or thousands fluttering past turn victims into mincemeat one tiny slice at a time.

Nature's Newest. Flintmoths can eat natural rock, but they greatly prefer constructed stonework. If left unchecked for many years, a flintmoth infestation can destroy entire structures. The adaptable creatures often consume from the bottom up, slowly deteriorating stone sewers, dungeons, or cellars until the whole structure is at risk of collapse. Most active settlements control moth populations with a watchful eye, so massive swarms are usually found only in abandoned ruins.

Lacuna

The lacuna (*lah-COON-ah*) feeds on the grief of abandoned places. First, this evil fiend feasts on emotions of lonely residents or mourners who come to pay their respects. The deaths of these victims begins a grief cycle that supplies the lacuna indefinitely with even more prey.

Statue Stalkers. A lacuna takes the form of a cracked and crumbling statue, their face a mask frozen in an expression of unbearable sorrow. Whenever adventurers arrive in a lacuna's feeding ground, the fiend follows them for a time, reveling in any violence the visitors commit against other hostile creatures. But should the delvers find joy, perhaps while uncovering treasure or after surviving a difficult battle, the lacuna strikes, intent on inflicting and devouring misery.

Half in Our World. Lacunas exist half in the Mundane World and half in whatever lower plane they originated from. This dual existence allows the lacuna to teleport at will and avoid harm.

Thornblood

A thornblood grows from curse-empowered seeds embedded in a corpse. This enormous mass of living, thorny vines is a manifestation of nature's hate, and an antibody to the intrusion of civilization.

Nature's Outrage. When a stone structure and its people intrude on nature's domain, a dying druid, dryad, or witch can utter a taboo curse, planting seeds in their own flesh. In death, a curse-bearer transforms themself into a thornblood rather than allow civilization a foothold in field or forest.

Overgrown, Overwhelmed. As the corpse blooms into supernatural plant life, the thornblood quickly engulfs the area, untamable by flame or blade. The plants envelop everything in their path until the site where they grow is cleared of life. They then leave any encroaching corpses to rot where they lay. The curse-bearer remains beside those victims, their bones entwined with vines that are ready to rise again should intruders ever dare to return.

Flintmoth Swarm

CR 11 Brute

Huge Swarm of Tiny Elementals, Unaligned — 7,200 XP

Armor Class 17 (natural armor)
Hit Points 136 (16d12 + 32)
Speed 20 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	1 (–5)	8 (–1)	1 (–5)

Saving Throws Dex +9
Skills Stealth +9
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities poison
Condition Immunities charmed, dazed, flanked, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 15 ft., darkvision 60 ft., passive Perception 9
Languages —
Proficiency Bonus +4

Obscuring Form. Other creatures in the swarm's space are blinded.

Shrink. When the swarm is reduced to half their hit points, their size becomes Large.

Stone Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

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

Actions

Multiattack. The swarm makes three Flutter Cutter attacks.

Flutter Cutter. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 26 (6d6 + 5) slashing damage, or 33 (8d6 + 5) slashing damage if the target is a Construct made of stone or is holding or wearing an object that emits bright light.

Bonus Actions

Devour Stone. The swarm feeds on a mundane object or structure within 5 feet of them that is made mostly of stone. If the swarm targets a Medium or smaller object, it is entirely devoured. If the swarm targets a structure or a Large or larger object, the swarm devours a 5-foot-cube portion of it.

Lacuna

CR 15 Skirmisher

Medium Fiend, Typically Chaotic Evil — 13,000 XP

Armor Class 15 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	10 (+0)	17 (+3)	18 (+4)	16 (+3)	24 (+7)

Saving Throws Dex +5, Wis +8, Cha +12
Skills Arcana +9, Deception +12, Insight +8, Persuasion +12
Condition Immunities charmed, dazed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses truesight 60 ft., passive Perception 13
Languages Abyssal, Common, Infernal
Proficiency Bonus +5

Avoidance. If the lacuna is subjected to an effect that allows them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

False Appearance. While the lacuna remains motionless, they are indistinguishable from a normal statue.

Fiend Between. The lacuna doesn't have a walking speed and can't benefit from any bonus to their speed.

Supernatural Resistance. The lacuna has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The lacuna makes three Grief-Eater attacks and uses Infuse Sadness, if available.

Grief-Eater. *Melee or Ranged Spell Attack:* +12 to hit, reach 5 ft. or range 20 ft., one creature. *Hit:* 29 (4d10 + 7) psychic damage, and the target's speed is reduced by 10 feet until the end of their next turn.

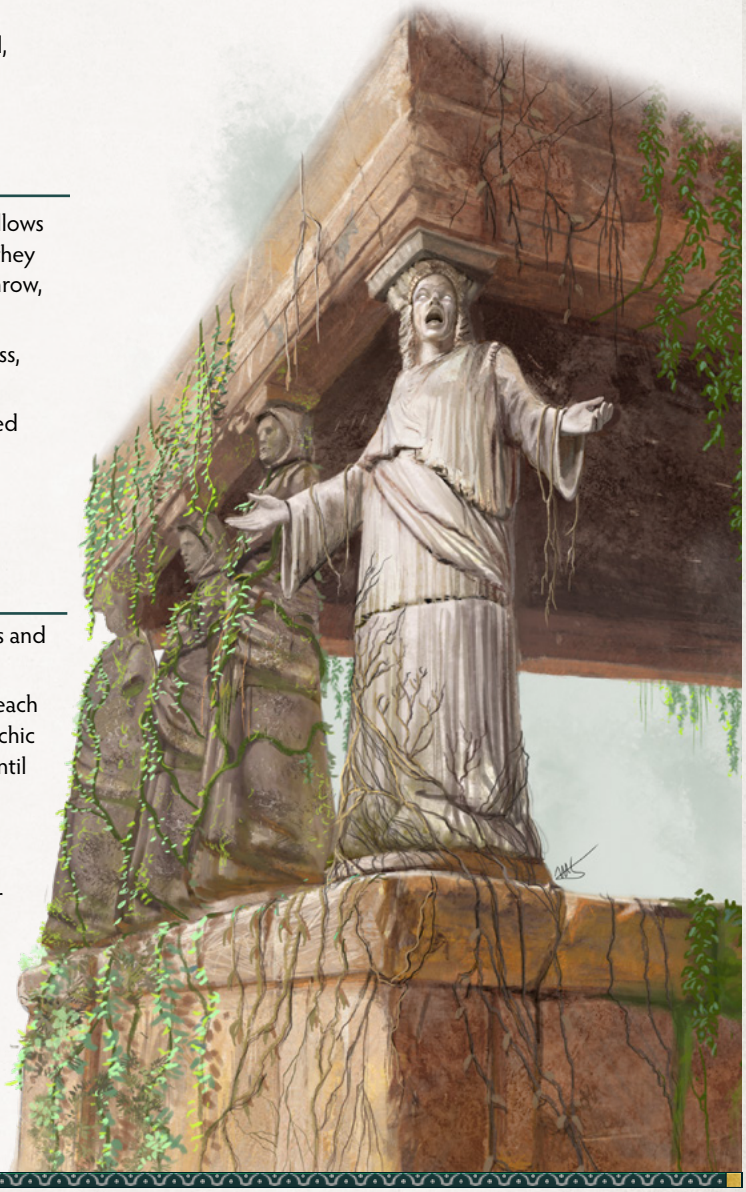
Infuse Sadness (1/Day). Each enemy the lacuna can see within 30 feet of them must succeed on a DC 20 Wisdom saving throw or be overwhelmed with grief for 1 minute (save ends at end of turn). While a creature is overwhelmed, attacks against them are made with advantage.

Bonus Actions

Slip Between. The lacuna teleports up to 60 feet to an unoccupied space they can see.

Reactions

Slip Away. When a creature within 60 feet of the lacuna targets them with an attack, the lacuna teleports up to 60 feet to an unoccupied space they can see. If the lacuna is no longer a valid target for the triggering attack, the attacker must choose a new target or the attack misses.



Thornblood

CR 20 Controller

Gargantuan Plant, Typically Neutral — 25,000 XP

Armor Class 16
Hit Points 324 (24d20 + 72)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	17 (+3)	11 (+0)	16 (+3)	8 (–1)

Saving Throws Con +9, Wis +9
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities poison, psychic
Condition Immunities charmed, dazed, flanked, frightened, grappled, poisoned, prone, stunned
Senses blindsight 120 ft., passive Perception 13
Languages Sylvan
Proficiency Bonus +6

Corpse Retreat (1/Day). The thornblood is a mass of thick, thorny vines that grow from a Medium humanoid corpse. When the thornblood is reduced to 0 hit points, they are reduced to 1 hit point instead and retreat into the corpse that grew them. The thornblood becomes immune to all damage until the end of their next turn. Additionally, until the thornblood finishes a long rest, their size becomes Medium, their walking and climbing speeds become 60 feet, and they can't make Throttle attacks or benefit from the Overgrowth trait.

Overgrowth. The thornblood can move their vines through a space as narrow as 1 inch wide without squeezing. The thornblood can occupy another creature's space and vice versa.

Supernatural Resistance. The thornblood has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. The thornblood makes four attacks using Vinerip, Throttle, or both.

Vinerip. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 11 (2d10) piercing damage, and the target is pulled up to 30 feet toward the thornblood.

Throttle. *Melee Weapon Attack:* +12 to hit, reach 0 ft., one target in the thornblood's space. *Hit:* 20 (4d6 + 6) piercing damage, and the target is entangled in thorny vines. While entangled, the target is restrained and moves with the thornblood, can't see outside their space, and takes 20 (4d6 + 6) piercing damage at the start of each of their turns. The target or another creature within 5 feet of them can use their action to take 20 (4d6 + 6) slashing damage and make a DC 20 Strength check, freeing the target on a success.

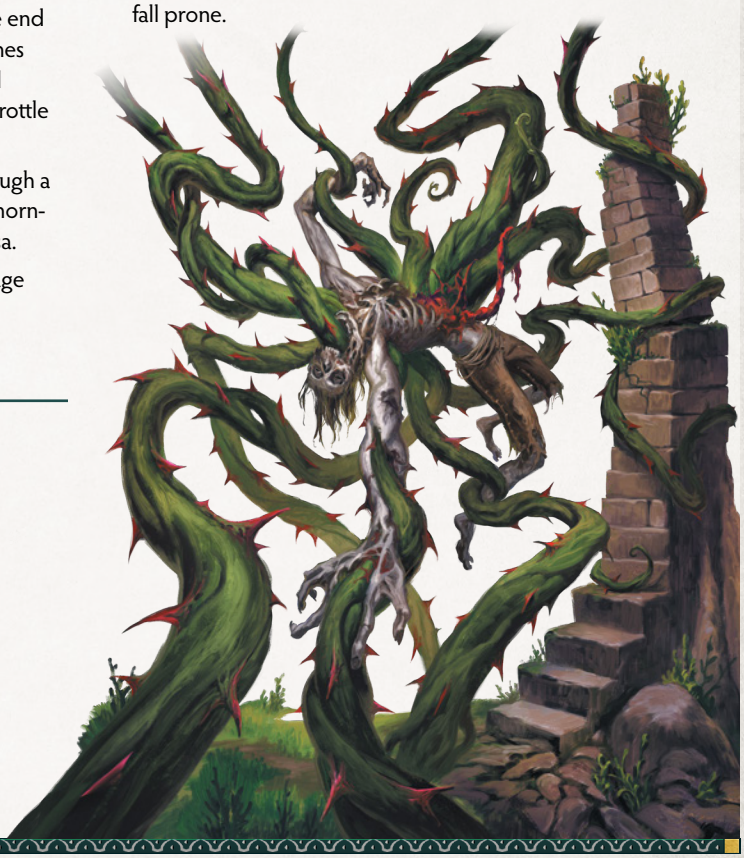
From Life, Lightning (2/Day). The thornblood must have at least one creature entangled to use this action. Each creature entangled by the thornblood must make a DC 20 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one. Then the thornblood shoots a bolt of lightning at each enemy within 60 feet of them who isn't entangled by them. Each target must make a DC 20 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

You're Mine. The thornblood moves an entangled creature to a space occupied by the thornblood that isn't also occupied by another creature or object.

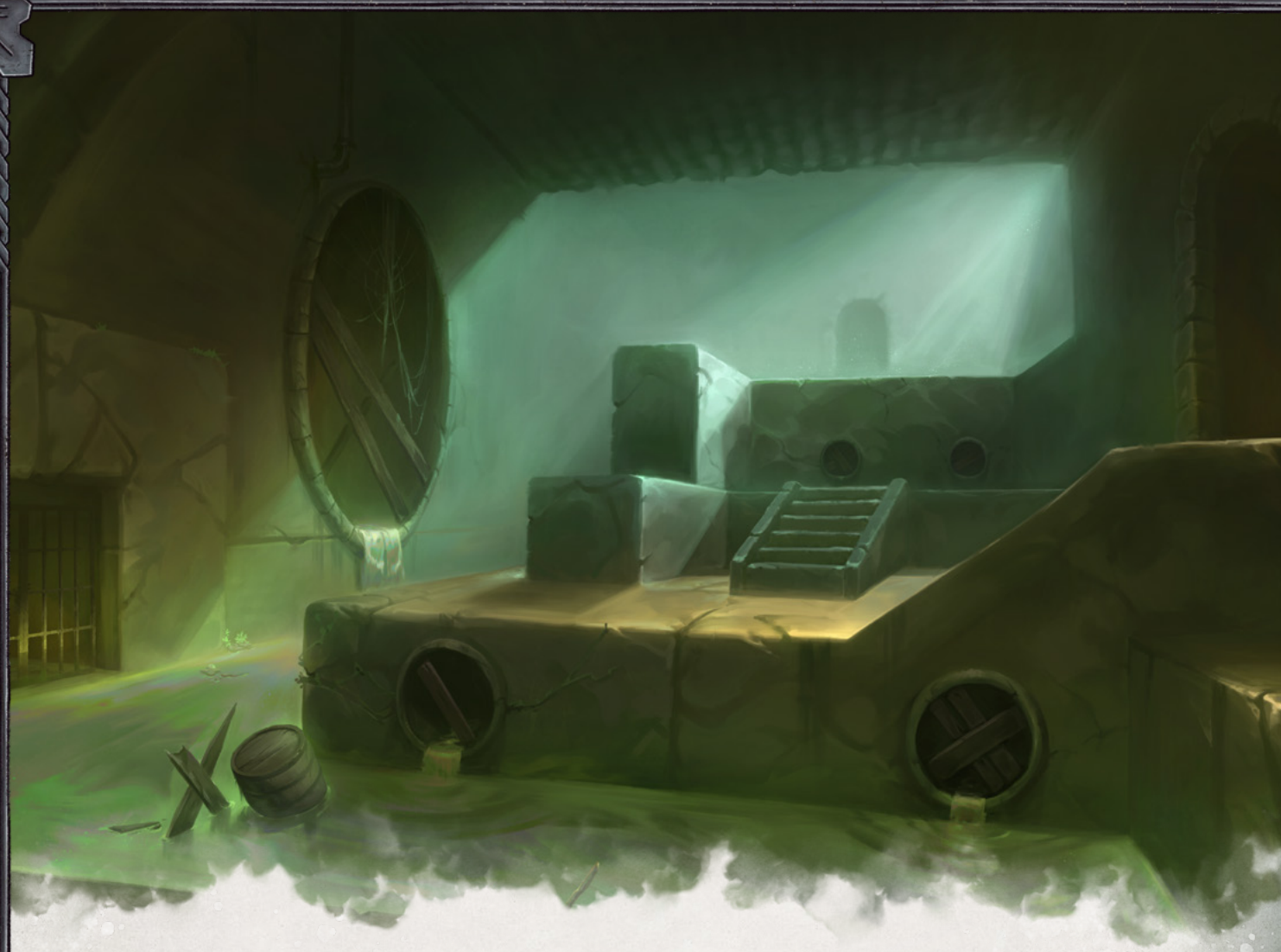
Reactions

Hostile Roots. When an enemy ends their turn in the thornblood's space, the thornblood attempts to pull them down. The target must make a DC 17 Dexterity saving throw or fall prone.



Ruined Keep Map 1

Ruined Keep Map 2



Sewer

Deep beneath the city streets, winding tunnels holding murky waters have been built above decaying secrets. In this dripping darkness, strange creatures grow fatter—and deadlier—on the toxic byproducts of civilization.

Sewer Traits

You can create a sewer version of an existing creature by adding one or more of the following traits to their stat block:

Low-Light Senses. The sewer creature gains blindsight or darkvision out to a range of 60 feet.

Used to Filth. The sewer creature gains resistance to poison damage and immunity to the poisoned condition. If the creature already has resistance to poison damage, they gain immunity to poison damage instead.

Of Unusual Size. If the sewer creature is Small or Tiny, their size increases to Medium and their Hit Dice type changes to a d8. This gives them 1 extra hit point per Hit Die if originally Small, or 2 extra hit points per Hit Die if originally Tiny.

Sewer Lair Actions

You can create a more formidable version of an existing creature who lives in a sewer by giving them the following lair actions. On initiative count 20 (losing initiative ties), the sewer creature can take one of the following lair actions; the sewer creature can't take the same lair action two rounds in a row:

Cave-In. The sewer creature rakes debris from the ceiling or knocks loose an ancient column, and the sewer tunnel partially collapses in a 15-foot cube centered on a point the sewer creature can see within 60 feet of them. Creatures in that area must succeed on a DC 10 plus PB Dexterity saving throw or take PBd6 bludgeoning damage from the falling rubble. Additionally, soot and debris heavily obscure that area for the next round, and it becomes difficult terrain.

Covered in Muck. The sewer creature crushes a fungal growth near them, releasing a cloud of toxic spores. Each creature within 30 feet of the sewer creature must succeed on a DC 10 plus PB Constitution saving throw or be poisoned until the end of initiative count 20 on the next round.

Open Valves. The sewer creature cranks a valve or breaks a pipe, causing sewage to gush from a point within 60 feet of the sewer creature. Each creature in a 10-foot-wide, 60-foot-long line originating from that point must succeed on a DC 10 plus PB Strength saving throw or fall prone in the sewage and be pushed 15 feet away from the point where the sewage originated.

Arcane Amalgam

An arcane amalgam forms when the polluted discards of magical experiments coalesce in sewers. These bits of unpredictable oils and tainted arcane energies form an oozing swarm of thumb-sized globules.

Dormant Predators. Arcane amalgams gather in psychedelic clumps that lie still when no magic is about, though they spring to violence if disturbed by curious rodents or sewer workers. These translucent globs are easily overlooked while moving in small pools or resting in standing water.

Magic-Fed. As arcane runoff passes near an amalgam, the swarm draws this in, expanding even further. On the rare occasion an amalgam encounters a spell or magic item, each drop springs to life with an eager mouth, seeking to consume anything—or anyone—magical within reach. Once the arcane amalgam has the scent of this magic, they mercilessly hunt their quarry.

Trash to Treasure. The amalgam slowly digests their magic diet, becoming dormant again after eating their fill. Adventurers lucky enough to survive an encounter with one of these swarms might find valuable spell components or magic items among the remains.

Valochera

Stoneback Isopod

Stoneback isopods usually scavenge forest floors, but in the depths of urban sewers, they grow far more formidable than their rural counterparts. These mastiff-sized bugs seek out dark, humid places to feed on decaying plants, decomposing matter, or anything slow enough to catch. They lurk in running water, blending with stones in the channel—then when a delicious meal passes by, the isopod clamps down with powerful mandibles.

Protective Carapace. When threatened, the stoneback isopod protects themself by curling the folds of their rocky carapace together into a sturdy defensive ball, granting them significant protection against attackers.

Large Broods. Stoneback isopods lay huge tracts of eggs that hatch fully grown broods. They're rarely solitary, preferring to share plentiful feeding areas, then migrate as groups when food becomes scarce.

Any Sewer Will Do. Stoneback isopods can survive in both bitter cold and scorching heat. Their diet of decaying matter makes them particularly adapted to sewers and urban living, where they can scavenge freely while sheltering in murky pools and drainage.

Valochera

The valochera (*val-OH-cherr-ah*) grows in the grime and muck of a city's waste. Once grown, this enormous yellow mushroom can plod through the sewers on their root-like mycelia. They constantly spew a dangerous cloud of spores from a gelatinous cap, which opens to reveal a hungry maw that devours liquefied prey.

Hungry for Nutrients. While valocheras can squeeze nutrients out of any piece of organic matter, they prefer flesh—packed with nutritional goodness, it keeps them fed for days. In sewers, they most often feed on rats and bugs.

Searing Stem and Smell. Before going in for the kill, the valochera releases foul-smelling spores that sicken prey. To finish the job, each valochera has mycelia that secrete acid to liquefy larger prey before consumption.

Gross Smells

Sewers smell like poop. It's kind of their whole deal. You can use the following optional rule to help evoke the sewer's grossness and make it a more challenging environment for the player characters. At the end of each hour a character who needs to breathe spends in the sewer, they must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour or until they leave the sewer and remain outside of it for 10 minutes.

Arcane Amalgam

CR 6 Controller

Large Swarm of Tiny Oozes, Unaligned — 2,300 XP

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft., climb 20 ft., swim 20 ft.

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

Saving Throws Con +7
Damage Resistances acid, bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities blinded, charmed, dazed, deafened, exhaustion, flanked, frightened, grappled, paralyzed, poisoned, prone, restrained, stunned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11
Languages —
Proficiency Bonus +3

Antimagic Lethargy. While in the area of an *antimagic field* spell, the amalgam's speed is halved and they can't use reactions. Additionally, if targeted by the *dispel magic* spell, the amalgam must succeed on a Wisdom saving throw against the caster's spell save DC or be unable to use reactions for 1 minute.

Arcane Tracker. If the amalgam comes within 30 feet of a creature or object affected by magic, the amalgam can unerringly track that target for the next 24 hours.

Explosive Enhancement. After the amalgam is hit with an attack using a mundane melee weapon, that weapon becomes charged with vibrating energy. For the next minute, the weapon gains a cumulative +1 bonus to damage rolls. If this bonus increases to +3, the weapon explodes and is destroyed, and the creature wielding it takes 10 (3d6) force damage.

False Appearance. While the amalgam remains motionless, it is indistinguishable from a puddle of muck.

Swarm. The amalgam can occupy another creature's space and vice versa, and the amalgam can move through a space as narrow as 1 inch wide without squeezing. The amalgam can't regain hit points or gain temporary hit points.

Actions

Multiattack. The arcane amalgam makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 14 (4d6) acid damage, or 7 (2d6) acid damage if the amalgam has half their hit points or fewer.

Wild Surge (Recharge 5–6). The unstable compounds that form the amalgam react violently to each other. Each creature within 10 feet of the amalgam must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) damage of a random type (roll a d6 for each creature): 1, acid; 2, cold; 3, fire; 4, force; 5, necrotic; 6, poison. On a successful save, a creature takes half as much damage.

Reactions

Spell Reflection. When the amalgam takes damage from a spell, they emit a burst of magical energy. Each creature within 10 feet of the amalgam must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) damage of the type dealt to the amalgam by the triggering spell. If the spell dealt more than one type of damage, the amalgam chooses which type this reaction deals.

FLEE, MORTALS!

Stoneback Isopod

CR 2 Brute
Medium Beast, Unaligned — 450 XP

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances cold, fire
Senses darkvision 60 ft., passive Perception 10
Languages —
Proficiency Bonus +2

Amphibious. The isopod can breathe air and water.

Stone Camouflage. The isopod has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Actions

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

Seize. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the isopod can't make a Seize attack against another target.

Reactions

Curl. When a creature within 5 feet of the isopod hits them with an attack, the isopod defensively rolls up inside their rocky carapace. The isopod gains a +2 bonus to AC against the triggering attack, and the attacker must succeed on a DC 14 Strength saving throw or take 4 (1d8) bludgeoning damage and be pushed 5 feet into an unoccupied space of the isopod's choice.

Fungus Creatures

This book introduces a new Fungus tag, which you can see in the metadata line of some Plant stat blocks. At your discretion, you can add this tag to other creatures in the core rules, such as the violet fungus. This tag applies to some traits in this book, like the rotbeast's Forest Rot and Rotwake traits.

We also implemented this tag for clarity. While science makes a distinction between fungi and plants, the game's core rules puts all fungus-based and plant-based creatures into the same Plant creature type. It makes sense that the official designers of the game wouldn't want to get too noodly with their creature types, but it turns out that many folks who are MCDM fans are also fungus fans! We had multiple people write to us and ask why we were calling fungi plants, so we decided a new tag would help clear things up.

Valochera

CR 9 Controller
Large Plant (Fungus), Unaligned — 5,000 XP

Armor Class 17 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft., swim 20 ft.

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

Saving Throws Str +9, Dex +4
Skills Stealth +4, Perception +4
Damage Resistances cold, fire
Damage Immunities acid, lightning, poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages —
Proficiency Bonus +4

Acid Absorption. Whenever the valochera is subjected to acid damage, they take no damage and instead regain a number of hit points equal to the acid damage dealt.

Unbearable Stench. Any creature who starts their turn within 5 feet of the valochera must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Actions

Multiattack. The valochera makes two Mycelium attacks.

Mycelium. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is Large or smaller, they are grappled (escape DC 15). Until this grapple ends, the target is restrained.

Chow Time. The valochera douses a creature they have grappled with acid and then takes a bite. The target must make a DC 16 Dexterity saving throw, taking 22 (4d10) acid damage plus 14 (2d8 + 5) piercing damage on a failed save, or half as much damage on a successful one.

Poison Glob (Recharge 5–6). The valochera spits a glob of noxious sludge at a point they can see within 30 feet of them. Each creature in a 5-foot-radius sphere centered on that point must make a DC 16 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Sewer's as good a way to get into a city as any. Better in some ways. No more dangerous than any forest.

Lady Demelza, Courser

Mystic Connection: Stoneback Isopod

If you're playing a beastheart and have a stoneback isopod companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Stone Pereon. As a bonus action, you manifest rugged metameres on your back that last 10 minutes. For the duration, you gain a +2 bonus to AC and you can't be flanked. Once you use this bonus action, you can't do so again until you finish a long rest.

Stoneback Isopod Companion

Companion

Medium Beast, Unaligned

Armor Class 15 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (–3)	10 (+0)	8 (–1)

Saving Throws Con +2 plus PB
Skills Stealth +1 plus PB
Damage Resistances cold, fire
Senses darkvision 60 ft., passive Perception 10
Proficiency Bonus (PB) equals the caregiver's bonus

Amphibious. The isopod can breathe air and water.

Stone Camouflage. The isopod has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

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

1st Level: Mangling Attack (2 Ferocity). The isopod makes a signature attack. On a hit, the target's speed is also reduced by 10 feet until the end of the isopod's next turn.

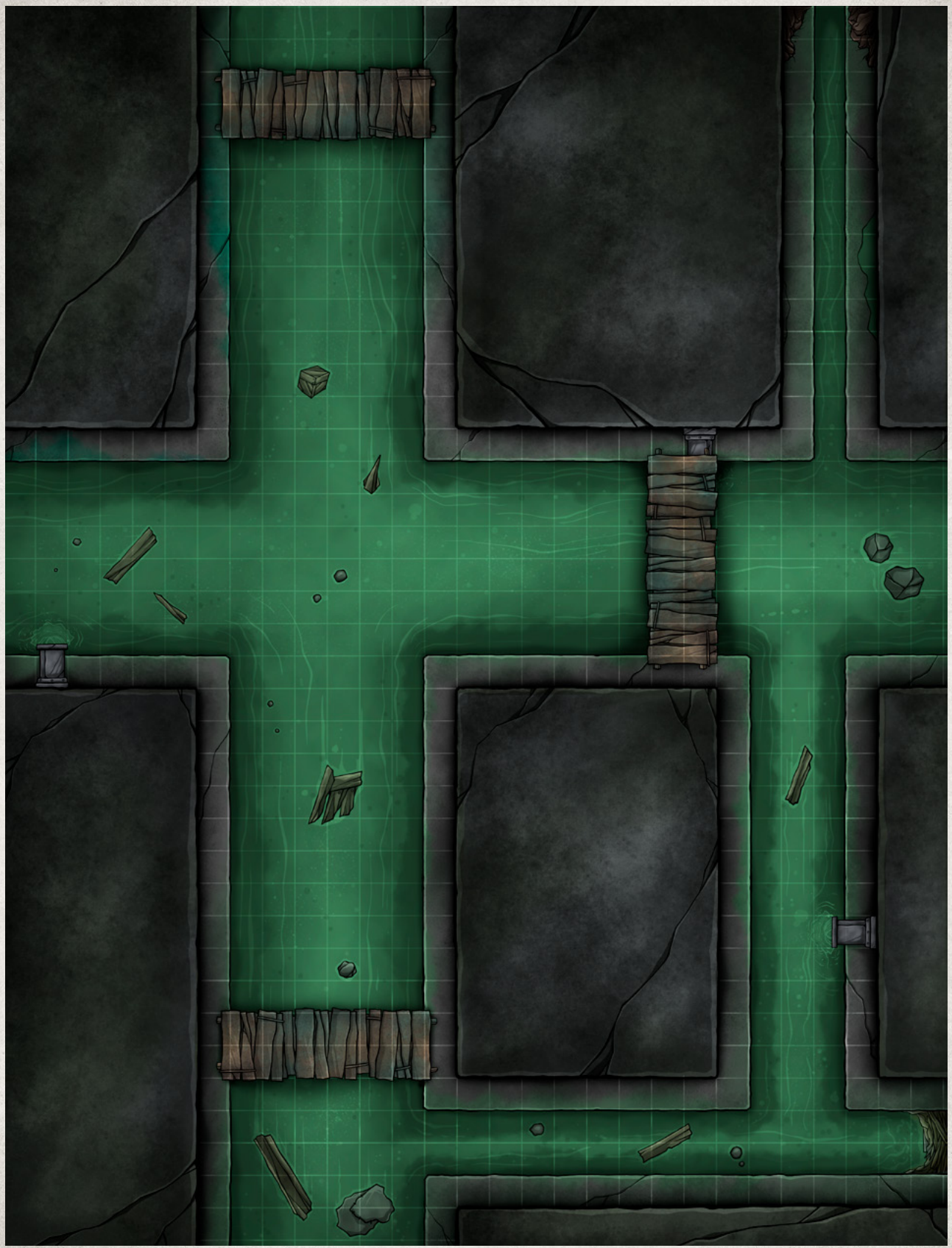
3rd Level: Push Through (5 Ferocity). The isopod moves up to their walking speed without provoking opportunity attacks. While doing so, they can move through the spaces of Large or smaller creatures as if they were difficult terrain. If the isopod enters another creature's space during this move, that creature must succeed on a DC 10 plus PB Strength saving throw or be knocked prone.

5th Level: Tackle (8 Ferocity). The isopod moves up to their speed without provoking opportunity attacks and makes a signature attack. On a hit, the target is also grappled (escape DC 10 plus PB). While grappled in this way, the target is dazed and restrained.

Reactions

Emergency Hug (Recharges after a Long Rest). When the isopod's caregiver is hit with an attack while within 5 feet of the isopod, the isopod curls around the caregiver, giving the caregiver a +PB bonus to their AC against the attack.

Sewer Map



Swamp

Whatever horrors you think you've seen in the world, they pale beside the nightmares birthed in the swamp.

Whether exploring forgotten ruins, seeking a rare herbal remedy, or facing a powerful black dragon, adventurers should beware the unknown when entering the damp, dense wilds of a swamp. These isolated biomes are neither patient nor forgiving to strangers.

Swamp Traits

You can create a swamp version of an existing creature by adding one or more of the following traits to their stat block:

Acidic Nature. The natural acidity of the swamp gives the swamp creature resistance to acid damage. If the creature already has resistance to acid damage, they gain immunity to acid damage instead.

Swamp Stride. The swamp creature ignores difficult terrain caused by the natural conditions of a swamp.

One with the Swamp. The swamp creature has advantage on Wisdom (Perception) checks made to perceive creatures within a swamp who don't have this trait.

Swampy Terrain

You can use this optional rule for combat encounters in swampy terrain. Swampy terrain is difficult terrain. If a creature without a swimming speed ends their turn without moving, they are restrained. A creature can use an action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check, freeing themself or another creature they can reach from the swampy terrain on a success.

Swamp Lair Actions

You can create a more formidable version of an existing creature who lives in a swamp by giving them the following lair actions. On initiative count 20 (losing initiative ties), the swamp creature can take one of the following lair actions; the swamp creature can't take the same lair action two rounds in a row:

Swamp Camouflage. The swamp creature can move up to half their speed and then make a Dexterity (Stealth) check to hide, even if they are being observed by other creatures.

Swamp Gas. The swamp creature chooses a point on the ground that they can see within 120 feet of them, causing a pocket of acidic swamp gas to erupt from it. Each creature, other than the swamp creature, in a 20-foot cube centered on that point must succeed on a DC 12 plus PB Constitution saving throw or take PBd6 acid damage.

Swamp Medicine. The swamp creature draws on the life energy of the swamp and regains PBd6 hit points.

Bog Body

Bog bodies are humanoid corpses that the swamp naturally mummified over several months. The process makes their skin tough and leathery, protecting them from harm and helping them to remain unseen in a dark, treacherous swamp. In many cases, the corpse's preservation means that at first glance, a bog body could easily be mistaken for a living person, with hair, skin, and even clothing still intact.

An Endless Watch. Each time a swamp is threatened, a new set of bog bodies rises, adding to those awakened in the past. The older a swamp is, the more bog bodies it has. Some of the most ancient swamps have so many awakened bog bodies that passage is impossible for all but the most powerful visitors.

Silent Stalker. Bog bodies use stealth to attack unwary intruders. They are adept at hiding in plain sight, blending in with plant life or submerging themselves fully in the murky water, then bursting out and taking their target by surprise.

Marsh Hydra

Swamp hags, bog witches, and other mages of the wet places often eschew the stereotypical cat or bird familiar for something more evocative of their environment: snakes. For some, though, a snake—even a magically enhanced one—is too ordinary. These mages seek out ancient grafting spells and use them to create marsh hydras. This enormous monstrosity isn't a true hydra, but forms when a swarm of snakes is magically conglomerated into a single creature with multiple serpent heads.

Cooperation is Key. Freshly created marsh hydras are nearly impossible to command, as the individual snake minds inside their body vie for dominance. Many never make it out of this stage, succumbing to infighting and ultimately proving too chaotic and violent to be useful servants. Such feral marsh hydras account for the majority of those encountered by adventurers. However, those marsh hydras who do learn to work together as a single organism can serve their creators capably.

Concealed Heads. Though they sport multiple heads like a common hydra, the marsh hydra functions differently. Instead of regrowing heads as they are destroyed, a marsh hydra's body contains more heads beyond those initially seen on the outside. Though a marsh hydra rarely displays more than five or six heads at a time, some store as many as two dozen additional heads inside their body, depending on the ambition of their original creator. These internal heads can be rotated out and vice versa, allowing the creature to withstand even the most grievous wounds for a time.

Rot Angel

Standing five to six feet tall, floating black-and-brown mushrooms move about the swamp like jellyfish, their thirteen prehensile eyestalks dangling beneath their cap. These rot angels are in fact celestials, typically serving gods of death in their search for the recently deceased. The touch of their stalk-like proboscises causes rapid decay in organic matter.

Death's Cleanup Crew. Death gods send rot angels to remove all traces of a corpse from the world after that person's soul has been taken. A corpse decomposed by the touch of a rot angel can't be returned to life, made Undead, or otherwise supernaturally affected. The gods rarely explain why a given corpse requires a rot angel, and these angels don't ask.

Dedicated Servants. Once a rot angel has been dispatched to a corpse, nothing short of death can dissuade them from completing their assignment. Should a rot angel be interrupted in their work, they have free rein to deal with the interruption in whatever way is required, up to and including the destruction of the disrupting forces.

Swamp Dryad

Swamp dryads mirror the trees to which they are bound. Some stand uncannily tall, with twisting, elongated torsos easily mistaken for tree trunks. Others expand laterally, sporting up to six long arms dripping with moss.

Bound by Choice. Unlike their more common cousins, swamp dryads begin life as mortals, usually as herbalists and other swamp dwellers who spent their lives becoming one with their home. Those who are clever, powerful, or lucky enough may meet an existing swamp dryad who teaches them the secret of binding. Though this process is arduous and can be fatal, a successful binding transforms the mortal into a fey and links them to their chosen tree. Once bound, the new fey and their tree share the same restrictions as a typical dryad.

Reclusive and Territorial. After the binding, a swamp dryad's new connection to swamp flora and fauna leaves them with little desire to interact with people. As they would face great danger should their tree be harmed, swamp dryads are extremely distrustful of visitors.

Valuable Allies. If the trust of a swamp dryad is earned, they can provide knowledge of the swamp and its paths, access to healing and other magic, and advice about avoiding or interacting with other swamp denizens. A swamp dryad ally can be the difference between life and death in this unfamiliar terrain.

Bog Body

CR 1 Ambusher

Medium Undead, Typically Neutral Evil — 200 XP

Armor Class 13 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft., swim 30 ft.

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

Skills Perception +2, Stealth +5
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 12
Languages understands the languages they knew in life but can't speak
Proficiency Bonus +2

Acidic Blood. A creature who deals piercing or slashing damage to the bog body while within 5 feet of them takes 3 (1d6) acid damage.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, they are grappled (escape DC 13). Until this grapple ends, the bog body can't make a Slam attack against another target.

Sling Mud. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Submerge. If the bog body is in swampy terrain, they can submerge themself beneath the water and mud. While submerged, the bog body is heavily obscured.

If the bog body is grappling a target when they submerge, the target submerges with them. While submerged, the target is heavily obscured, restrained, and unable to breathe, and takes 4 (1d8) acid damage at the start of each of their turns.

A bog body can resurface as a bonus action. When they do so, a target they have grappled also resurfaces.

Big Ball of Snakes

Before there was the marsh hydra, there was the big ball of snakes. When we first started working on the swamp environment, we created a creature that was just an enormous swarm of different snakes all entangled together in one ball, rolling through the swamp looking for a meal. This stat block was simply called the big ball of snakes.

We had a lot of laughs about that idea but ultimately decided the big ball of snakes was just too silly for this particular book. The design team still really liked the stat block's mechanics, so we changed the lore and adjusted some language and, voilà, the marsh hydra was born.

Marsh Hydra

CR 7 Brute

Large Monstrosity, Unaligned — 2,900 XP

Armor Class 16 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

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

Skills Athletics +8, Perception +7
Condition Immunities flanked, poisoned, prone
Senses darkvision 60 ft., passive Perception 17
Languages —
Proficiency Bonus +3

Multiple Heads. The marsh hydra has advantage on saving throws against being blinded, charmed, dazed, deafened, frightened, stunned, and knocked unconscious.

Roll Over. If the marsh hydra moves at least 20 feet straight toward a creature and then hits them with an Entangling Serpents attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Multiattack. The marsh hydra makes two Entangling Serpents attacks. They can replace one attack with a Many Bites attack.

Entangling Serpents. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16).

Many Bites. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target takes 18 (4d8) poison damage and is poisoned until the end of the marsh hydra's next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Bonus Actions

Serpent Surprise. The marsh hydra activates one of the following effects; if the effect targets another creature, the marsh hydra targets one creature they can see within 30 feet of them:

1. *Poison Spit.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) poison damage and be blinded until the end of the marsh hydra's next turn.
2. *Entrancing Gaze.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the marsh hydra for 1 minute or until the marsh hydra harms the target (save ends at end of turn).
3. *Terrifying Rattle.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened by the marsh hydra for 1 minute (save ends at end of turn).
4. *Reinforcements.* The marsh hydra shuffles which heads are on the outside of their body and regains 10 (3d6) hit points.

Rot Angel

Rot Angel

CR 4 Skirmisher

Medium Celestial, Typically Lawful Neutral

1,100 XP

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	17 (+3)	8 (–1)	14 (+2)	19 (+4)

Saving Throws Con +5, Cha +6
Skills Perception +6
Condition Immunities charmed, flanked, frightened
Damage Resistances necrotic, radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages understands Celestial but can't speak it, telepathy 120 ft.
Proficiency Bonus +2

Flyby. The angel doesn't provoke opportunity attacks when they fly out of an enemy's reach.

Actions

Decaying Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage, or if the target is a corpse or Undead, the damage increases to 36 (8d8). Additionally, for the next 24 hours, the target is marked for death. A creature who drops to 0 hit points while marked for death immediately fails one death saving throw. This effect isn't cumulative.

Bonus Actions

Hypnotic Beam. One of the angel's eyes shoots a magic ray at a creature the angel can see within 60 feet of them. The target must succeed on a DC 14 Wisdom saving throw or use their reaction, if available, to move as far as their speed allows toward the angel, avoiding obviously dangerous ground.

Reactions

Radiant Puff. When the angel is hit with an attack, they release a cloud of spores. Each creature within 10 feet of the angel must succeed on a DC 14 Constitution saving throw or be blinded until the end of the rot angel's next turn.

Swamp Dryad

CR 13 Controller

Large Fey, Typically Chaotic Neutral — 10,000 XP

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	21 (+5)	10 (+0)

Saving Throws Str +9, Con +9, Wis +10
Skills Acrobatics +6, Animal Handling +10, Arcana +6, Medicine +10, Survival +10
Damage Resistances acid, poison; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Sylvan, any languages the dryad spoke before their binding
Proficiency Bonus +5

Supernatural Resistance. The dryad has advantage on saving throws against supernatural effects.

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language.

Tree Stride (1/Turn). The dryad can use 10 feet of movement to step into one living tree within their reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

Actions

Multiattack. The dryad makes two Slam attacks and uses Entangling Roots, if available.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 18 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage and isn't poisoned.

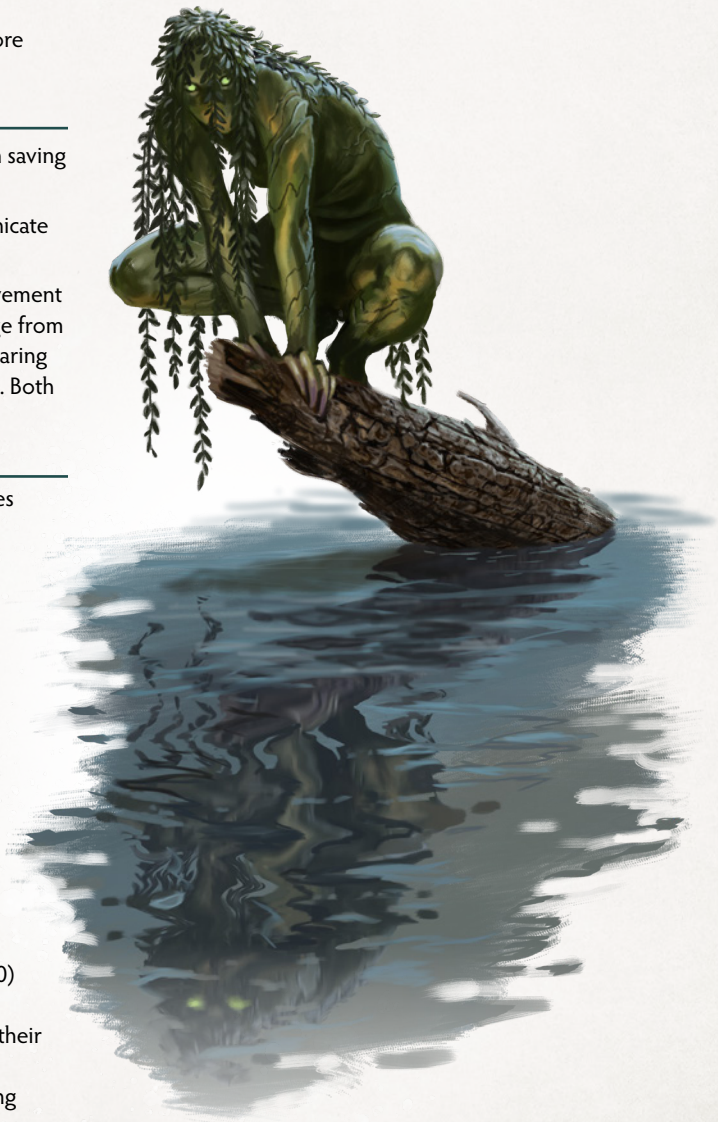
Entangling Roots (Recharge 5–6). The dryad chooses a point they can see within 60 feet of them, causing tree roots to pull free of the ground and attack in a 15-foot radius centered on that point. If the dryad is within 5 feet of their tree, the radius of this effect doubles to 30 feet. Each creature in that area must succeed on a DC 18 Strength saving throw or take 22 (4d10) bludgeoning damage and be grappled (escape DC 14). While grappled in this way, a creature is restrained and their flesh begins to harden and turn to wood.

At the end of a creature's third consecutive turn being grappled in this way, they become petrified and turn into a hardwood statue. The petrified condition ends for that creature if the dryad uses an action to end it, or if the dryad dies.

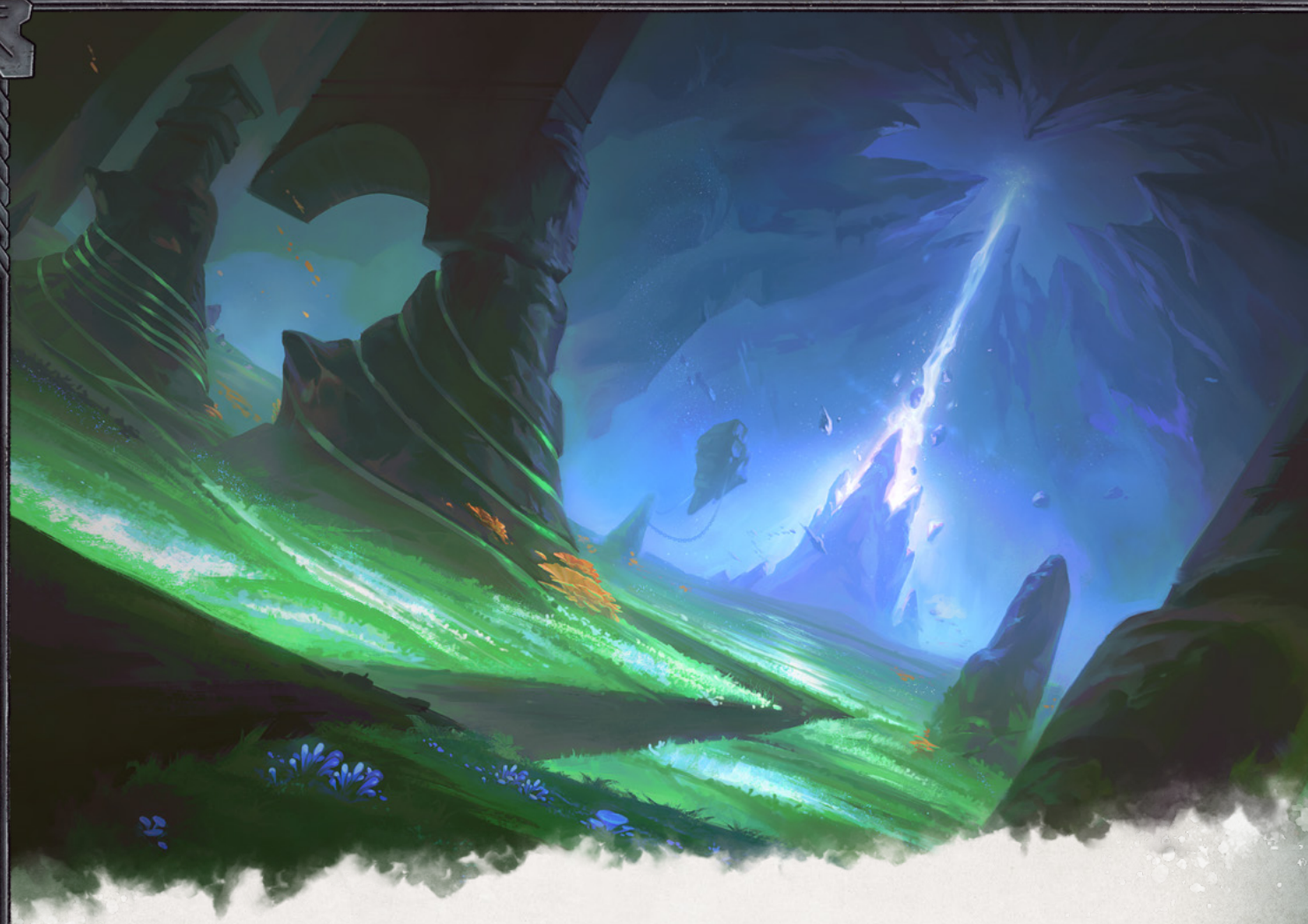
Fey Intimidation. The dryad targets up to five creatures they can see within 30 feet of them. Each target who can see the dryad must succeed on a DC 18 Wisdom saving throw or be frightened of the dryad (save ends at end of turn). If a target succeeds on their saving throw or the effect ends for them, the target is immune to the swamp dryad's Fey Intimidation for the next 24 hours.

Bonus Actions

Swamp Medicine (3/Day). The dryad touches a creature, who regains 18 (3d8 + 5) hit points. Alternatively, the creature removes one disease or neutralizes one poison afflicting them.



Swamp Map



Underground

The vast cavernous depths of the World Below are places of danger and wonder, filled with odd denizens who have adapted to life in the dark. From skittering predators to deadly fungi, threats lurk in the shadows, ready to ambush unwary adventurers.

Underground Traits

You can create an underground version of an existing creature by adding one or more of the following traits to their stat block:

Fungal Infestation. The underground creature is covered in layers of poisonous fungi. They have immunity to poison damage. The first time the underground creature takes damage on a turn, each creature within 5 feet of them takes PB poison damage.

Shadow Blend. While in dim light or darkness, the underground creature can take the Hide action as a bonus action.

Underground Senses. The underground creature gains one of the following senses: darkvision out to a range of 300 feet, tremorsense out to a range of 120 feet, or blindsight out to a range of 60 feet.

Underground Lair Actions

On initiative count 20 (losing initiative ties), the underground creature can take one of the following lair actions; the underground creature can't take the same lair action two rounds in a row:

Cloud of Darkness. The underground creature creates a 20-foot-radius area of magical darkness centered on a point they can see within 60 feet of them. The underground creature can see through the darkness, which lasts until the end of initiative count 20 on the next round unless ended early by the *dispel magic* spell. Other creatures with darkvision can't see through this darkness, and light can't illuminate it unless created by a spell of 3rd level or higher.

Feasting Call. The underground creature lets out a frenzied cry. Until the end of initiative count 20 on the next round, each ally within 300 feet of the underground creature who can hear them becomes enraged. While enraged, a creature has advantage on melee weapon attack rolls, and attack rolls against them have advantage.

Treacherous Ground. The underground creature causes a tremor in the ground. Each creature within 30 feet of them must succeed on a DC 12 plus PB Strength saving throw or be knocked prone.

Deep Dreamer

A fine network of barbed black filaments supports the deep dreamer's fungal body, making them resemble a massive sinister dandelion. These plants drift through the air on gentle psionic currents, propelled by the spores they constantly release. As other creatures dream, the deep dreamer uses their filaments to feed on those creatures' psychic energy. A deep dreamer's influence can compel creatures to become lost in their dreams, never to wake up.

Drifting Dreams. Deep dreamers seem perpetually lost in their own reverie, and collisions with solid objects often go unnoticed. When they do become aware of other creatures, they use their spores to share their strange dreams in hopes of stoking a creature's imagination and creating pleasant dreams to feed on.

Sinister Bonds. Some deep dreamers unwittingly accumulate colonies of creatures who are permanently lost in dreams. These creatures follow their deep dreamers wherever they drift, lumbering after the fungus in a trance—and even jumping in front of the deep dreamer to save them from danger. Some of these creatures have been with their dreamers for so long that they're permanently tethered to one of the dreamer's filaments.

Gem Jelly

Commonly found in caves where natural crystals grow, gem jellies secrete a digestive acid that breaks down rock and allows them to feed on the resulting minerals. Their diet gives them an iridescent sheen, and their bodies often reflect the colors of the crystals they feed on.

Though these oozes don't feed on other creatures, gem jellies are exceedingly territorial and attack intruders in their domains without hesitation.

Crystal Mimicry. A gem jelly in its resting state resembles a natural formation of crystal—and often appears valuable to explorers. When approached by such interlopers, the jelly's true nature quickly becomes clear as they lash out with long crystal-barbed pseudopods.

Psionic Organisms. Gem jellies are attuned to psychic energies and can send out pulses that resonate with the minds of other creatures. These pulses can be used to communicate simple concepts such as "food" or "danger." Some people believe gem jellies are actually sapient, and a few even set out to look for them in search of otherworldly wisdom… but most of these misguided pilgrims never return from their quest.

Manifold 11, the World Below,
the Dark Under All, is a world
of caves and wine-dark seas.
There is no sky there–no sun.

Remainer

Leyleech

Leyleeches dwell in caverns near underground ley lines. These slug-like creatures feed on magic; when they sense its presence, they reach with their toothy maws to siphon off the energy and engorge themselves with its power. When a leyleech is full, the spines on their body arc with magical energy.

Frenzied Taste. When leyleeches feed on natural ley line energy, they remain docile and complacent. However, the spells cast by living creatures drive leyleeches into a frenzy, prompting hungry attacks with little regard for the leyleech's own safety.

Dormant Threats. While they aren't feeding, leyleeches curl up into rock-like cocoons that can be mistaken for boulders, and unwary travelers may find themselves sharing a resting place near a colony. These dormant leyleeches emerge hungry when they sense the presence of magic.

Ley Line Siphons. When large colonies of leyleeches gather in a single area, their feeding can destabilize or even drain a ley line completely, affecting the way magic behaves in the immediate area. When several nearby colonies feed at once, it can affect a region miles wide.

Marvorok

Marvoroks (*marr-VORR-ock*) are insidious predators who dwell in the deepest layers of the World Below, constantly searching for prey to sate their seemingly endless hunger. These monstrous bipedal beings sport six arms, four of which end in sharp, sword-like talons. Their eyesight is poor, but they make up for it with their incredible sense of smell that allows them to track by scent alone. Marvoroks use their claws to dig into rocky surfaces and pull themselves up, climbing as easily as they run.

Silent Death. Remarkably stealthy for their massive size, marvoroks lie in wait for their prey before moving in for the kill. They wait patiently for the perfect ambush, leaping out from hiding and clawing their victims to pieces in a vulnerable moment.

Solitary Hunters. Marvoroks prefer to lead solitary lives, coming together only to mate or to hunt particularly large or dangerous prey. When times are lean, they work together to drive creatures toward a common hunting ground where they can corner their prey… though this usually ends in fighting among themselves to determine who eats.

Eaters of the Dead. Marvoroks aren't above scavenging for food, stripping rotten flesh from the bones of long-dead creatures. Starving marvoroks even claw their way into catacombs or tombs in search of remains to feast on.

Deep Dreamer

CR 13 Controller

Large Plant (Fungus), Typically Neutral — 10,000 XP

Armor Class 17 (natural armor)
Hit Points 178 (21d10 + 63)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	20 (+5)	12 (+1)	16 (+3)

Saving Throws Int +10
Skills Deception +8, Insight +6, Persuasion +8
Damage Immunities psychic
Condition Immunities charmed, frightened, prone
Senses darkvision 120 ft., passive Perception 11
Languages Deep Speech, Undercommon, telepathy 120 ft.
Proficiency Bonus +5

Psionic Shroud. The dreamer is immune to divination spells and to any effect that would sense their emotions or read their thoughts.

Actions

Multiattack. The dreamer makes two Tendrils attacks and uses Dream Spores, if available.

Tendrils. *Melee Power Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 22 (4d10) psychic damage. If the target is charmed by the dreamer, the dreamer regains hit points equal to half the psychic damage dealt.

****Dream Spores (5th-Order Power; Recharge 5–6).*** The dreamer releases a cloud of psionic spores. Each creature within 60 feet of them must succeed on a DC 18 Intelligence saving throw or be charmed by the dreamer for 1 minute. While charmed in this way, a creature must use their movement during their turn to move within 10 feet of the dreamer by the safest available route.

A creature charmed in this way can repeat the saving throw whenever they take damage, ending the effect on themself on a success.

Reactions

Rouse Dreamer. When a creature makes an attack against the dreamer, the dreamer chooses a creature charmed by the dreamer within the attack's range, and the charmed creature becomes the target of the attack instead.

Encountering a Deep Dreamer

There are two typical setups for deep dreamer encounters. The first is a deep dreamer with a bevy of creatures charmed by the fungus who fight to protect the dreamer. The other is a lone dreamer floating in the darkness above the characters, releasing spores in an attempt to charm them before any fighting begins.

Gem Jelly

CR 9 Brute
Large Ooze, Unaligned
5,000 XP

Armor Class 10 (20 in crystalline form)
Hit Points 152 (16d10 + 64)
Speed 25 ft., climb 25 ft. (0 in crystalline form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (−2)	14 (+2)	4 (−3)

Skills Stealth +4
Damage Resistances acid; bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 120 ft., passive Perception 12
Languages —
Proficiency Bonus +4

Amorphous. The gem jelly can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the jelly remains motionless, they are indistinguishable from a natural crystal formation.

Actions

Multiattack. The gem jelly makes two Pseudopod attacks.

Pseudopod (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Crystalline Shatter (Crystalline Form Only). The jelly shatters their hardened outer layer, returning to their true form and sending crystal shrapnel in all directions. Each creature within 10 feet of the gem jelly must make a DC 16 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one. Gem jellies are immune to this damage.

Bonus Actions

Harden. The gem jelly transforms into a psionically hardened crystalline form or back into their true form. While in crystalline form, the jelly's AC increases to 20, their speed becomes 0, they can't make Pseudopod attacks, they have disadvantage on Dexterity saving throws, and they gain vulnerability to thunder damage.

Reactions

Reactive Shatter (Crystalline Form Only). When the jelly takes thunder damage, they use Crystalline Shatter.

Leyleech

CR 1/8 Controller
Small Monstrosity, Unaligned
25 XP

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	4 (−3)	12 (+1)	8 (−1)

Condition Immunities prone
Senses darkvision 120 ft., passive Perception 11
Languages —
Proficiency Bonus +2

Supernatural Resistance. The leyleech has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature who can cast spells, the leyleech chooses one of the target's spellcasting abilities. That ability score is reduced by 1 (minimum score of 1) until the target finishes a short or long rest, and the leyleech's form becomes charged for 1 minute or until they use Magic Purge.

Magic Purge (Charged Form Only). The leyleech spews corrupted magical energy at a creature they can see within 30 feet of them. The leyleech is no longer charged, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) force damage on a failed save, or half as much damage on a successful one.

Marvorok

CR 17 Ambusher

Large Monstrosity, Chaotic Evil

18,000 XP

Armor Class 18 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	23 (+6)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Str +9, Dex +12, Wis +10
Skills Athletics +9, Perception +16, Stealth +12
Senses blindsight 300 ft., passive Perception 26
Languages Deep Speech
Proficiency Bonus +6

Scent Reliance. The marvorok can't use their blindsight if they can't breathe or smell.

Actions

Multiattack. The marvorok makes three Claw attacks and one Eviscerate attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and if the target is Large or smaller, they are grappled (escape DC 17). Until this grapple ends, the target is restrained. The marvorok can grapple up to two creatures at a time.

Eviscerate. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature grappled by the marvorok. *Hit:* 17 (2d10 + 6) piercing damage plus 17 (2d10 + 6) slashing damage.

Bonus Actions

Taste the Air. The marvorok makes a Wisdom (Perception) check.

Underground Stalker. The marvorok teleports, along with any creatures they are grappling, up to 30 feet to an unoccupied space they can see. If the marvorok teleports into an area of dim light or darkness, they can take the Hide action as part of this bonus action, and any creatures they are grappling can't speak or make noise until the end of the marvorok's next turn.

Gem Jelly Companion

Companion

Large Ooze, Unaligned

Armor Class 11 plus PB (natural armor)
Hit Points 8 + eight times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft., climb 20 ft.

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

Saving Throws Con +3 plus PB
Skills Stealth –1 plus PB
Damage Resistances acid
Condition Immunities blinded, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Proficiency Bonus (PB) equals the caregiver's bonus

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the jelly remains motionless, they are indistinguishable from a natural crystal formation.

Flowing Jelly. The jelly can occupy their caregiver's space and vice versa, and it doesn't count as difficult terrain for them. While occupying the same space as the jelly, the caregiver can take the Hide action to hide from creatures outside the jelly.

Actions

Signature Attack (Pseudopod). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

1st Level: Stretch Attack (2 Ferocity). The jelly makes a signature attack with a reach of 10 feet. On a hit, the attack deals an extra PB damage, and the jelly can pull the target 5 feet toward them.

3rd Level: Crystallize (5 Ferocity). The jelly grows sharp crystals from the ground in a 20-foot-radius sphere centered on the jelly. Until the start of the jelly's next turn, that area becomes difficult terrain for their enemies, and when an enemy moves into or within that area, the enemy takes 2 × PB piercing damage for every 5 feet they travel.

5th Level: Shatter (8 Ferocity). The jelly ejects jagged crystals from their body toward each enemy within 10 feet of them. Each target must make a DC 10 plus PB Dexterity saving throw, taking PBd6 piercing damage on a failed save, or half as much damage on a successful one.

Mystic Connection: Gem Jelly

If you're playing a beastheart and have a gem jelly companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Flesh to Diamonds. As a bonus action, you cover your skin with a hardened layer of crystals and gems that lasts for 10 minutes. For the duration, you have resistance to bludgeoning, piercing, and slashing damage. Once you use this bonus action, you can't do so again until you finish a long rest.

Leyleech Companion

Companion

Small Monstrosity, Unaligned

Armor Class 13 plus PB (natural armor)
Hit Points 7 + seven times caregiver's level (number of d8 Hit Dice equal to their caregiver's level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Dex +3 plus PB, Wis +1 plus PB
Skills Perception +1 plus PB
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 11 plus PB
Proficiency Bonus (PB) equals the caregiver's bonus

Actions

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

1st Level: Sparking Attack (2 Ferocity). The leyleech makes a signature attack. On a hit, the attack deals an extra PB damage, and if the target hits the leyleech with an attack before the start of the leyleech's next turn, the target takes PB lightning damage.

3rd Level: Anomalous Terrain (5 Ferocity). The area within 10 feet of the leyleech becomes difficult terrain for their enemies until the start of their next turn. When an enemy enters that area for the first time on a turn or starts their turn there, they must succeed on a DC 10 plus PB Dexterity saving throw or take PBd4 force damage.

5th Level: Magic Purge (8 Ferocity). The leyleech spews corrupted magical energy at a creature they can see within 30 feet of them. The target must make a DC 10 plus PB Constitution saving throw. On a failed save, the target takes PBd8 force damage and is dazed until the start of the leyleech's next turn. On a successful save, the target takes half as much damage and isn't dazed.

Reactions

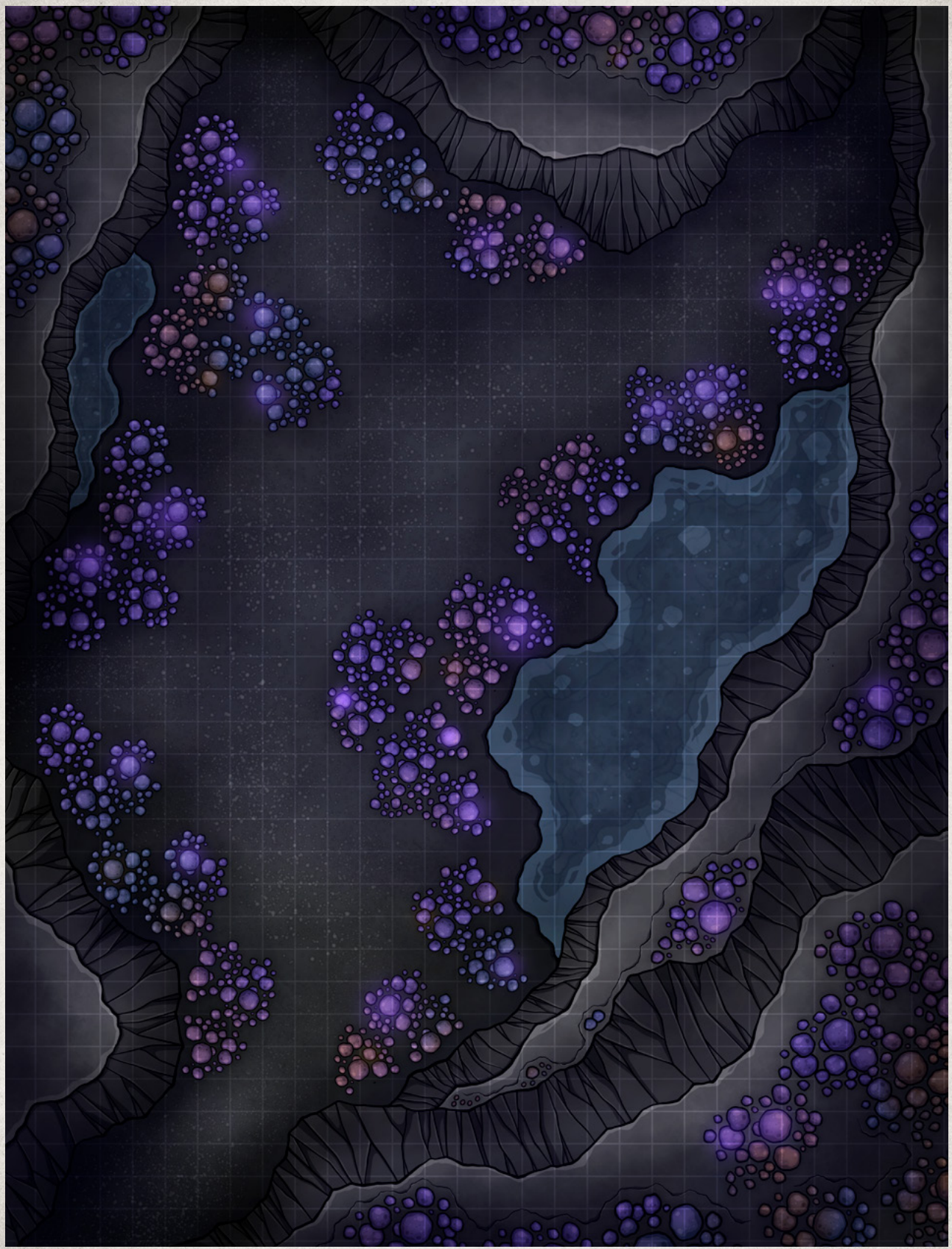
Absorb Magic (Recharges after a Long Rest). When the leyleech's caregiver is within 30 feet of them and the leyleech or their caregiver is affected by a spell of 3rd level or lower, the leyleech consumes the spell's magic, and it has no effect on the leyleech and their caregiver.

Mystic Connection: Leyleech

If you're playing a beastheart and have a leyleech companion, you gain the following benefit at 9th level when you gain the beastheart's Mystic Connection feature:

Decimation of Magic. As a bonus action, you tap into an innate magical resistance. For 1 minute, you have resistance to all damage dealt by spells and magical effects. Once you use this bonus action, you can't do so again until you finish a long rest.

Underground Map



Chapter 3: Villain Parties

This chapter presents seven villain parties in order of the threat they present in combat (see "Optimized Party Level"). As you introduce these villains to your game, keep the following guidance in mind.

Portraying Villainy

All the parties in this section are explicitly villains. These characters aren't neutral mercenaries who can be negotiated with and possibly recruited. They're remorseless people who want to do bad—sometimes deeply awful—things. And in many cases, they do these things with glee. These are horrible people.

We believe that the more explicitly evil your villains are, the more motivated many players are to fight them—and the more triumphant players feel when their heroes win. But this is just a matter of taste, and many GMs and players aren't interested in that kind of fantasy. They might prefer a more relatable or comedic villain, or they might prefer adventures where the heroes are pitted against nature (although this book will be of little use in that event). We like those things too!

The creatures in this book all conform to a certain tone of realism and plausibility filtered through the lens of drama. But it's difficult for even this mighty tome to compete with real-world villainy in terms of sheer horrific evil—and some players don't want their games to compete like that. It's essential to know your table, talk to your players, and get a sense of what kinds of drama they enjoy and engage with. If you read these entries and find a villain's motives or methods too awful for your table, you have the option to reskin them, keeping their statistics and changing their fiction. We recommend using safety tools, like the ones found in the free *MCDM Tabletop Safety Toolkit*, to facilitate clear and concise communication with your players about anything that makes them or you uncomfortable.

This book took care of designing, testing, and balancing the powers and features of these villains. The way you use them now is up to you. If you like the implementation of the Black Iron Pact but find their bigotry gross, you could make them the leaders of a cult, a secret society trying to overthrow a beloved leader, or whatever makes sense for your world!

At the end of the day, this book is yours. These villains are yours. Use them however you see fit.

Individual Villains

While the villain parties presented in this chapter are meant to fight the characters together, you can always have the heroes take on villains individually before the final showdown. Those individual fights should still be memorable, so give your villain a few henchmen, a cool consumable magic item, and a decent means of escape (or resurrection).

Optimized Party Level

Each villain party is optimized to battle five characters of a specific level, as noted on the Villain Parties by Optimized Level table. These challenges were calculated assuming all members of the villain party are encountered in combat together. They're designed to give characters of the optimized level a fun challenge, especially if the heroes have already expended some resources on another encounter or two.

Each party's villains are meant to be fought together as a group. They are a difficult encounter for a party of the optimized level, so don't throw too many prelude encounters at your characters. They'll need all the spell slots, powerful features, and other resources they can get to survive!

Villain Parties by Optimized Level

Optimized Level	Party
3rd	Grave Order
5th	Abominations
7th	Black Iron Pact
9th	Wilderkith
11th	Amethyst Knife
13th	Soulbinders
15th	Hallowed Dark

Villain Party Actions

Villain party actions work much like an action-oriented creature's villain actions (see "Action-Oriented Creatures" in the introduction), with the following changes:

- Instead of one creature having three villain actions, a party shares a pool of five villain party actions.
- Each villain party action is performed by a specific creature in the villain party, and each can be used once during an encounter after an enemy's turn.
- The party can take these actions in any order, but only one villain can use theirs each round.
- A villain action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Each party's section presents their villain actions in a recommended order for dramatic effect, often saving the most devastating for last. Odds are that you won't use every villain party action in a single encounter, as some creatures will be defeated before they get to use their action. That's okay! If every villain action were used in an encounter, it would be deadly indeed.

Slow Burn

To create the most dramatic showdown with a villain party, you should build tension between the characters and their adversaries before it all goes down. Make the players eager for a chance to take down these wicked foes.

To start, have the characters learn about the evils of the villains firsthand before ever coming face to face with a member of the group. For instance, you could have the characters stumble upon the aftermath of the Wilderkith's destruction of a peaceful community before ever meeting the terrorists.

Then you should have the characters interact with lackeys of the villain party. They might even cross swords with one or two of the individual members of the party or see them from afar. Give the characters ample opportunity to ruin one or more of the party's plots and learn about each individual villain. The more information they gain and plans they foil, the better!

Eventually, after enough foiled plans at the hands of the characters, the villain party should strike back. This could be the moment of the final showdown if you're running a shorter game, or you could have the villain party hit the characters where it hurts. Just like the characters might be researching the villains, the evildoers look into the heroes. The villain party might raze a location important to the characters, harm or kidnap one of their NPC allies, or destroy or steal an object of great personal importance. The villains should make it clear they were the ones who did this and leave an obvious message for the characters that says something like, "Back off if you don't want more bad things to happen to everything you love."

After all this, if the characters haven't decided to take on the villains directly, then the evildoers bring the fight to them. They lay a trap and spring it the first chance they get, laying it all on the line to get rid of the characters who have caused them so much anguish.

Content Warning: Enslaved Spirit, Body Horror, and Religious Desecration

The spirit of an adventurer named Elyas Leodeir is imprisoned within the body of the Horror, an undead warrior animated by the Grave Order. If you don't want the imprisonment and enslavement of a spirit to play a role in your campaign, you can make the Horror a mindless undead creature instead. In addition, the Horror is a conglomeration of corpses; if anyone in your game is uncomfortable with that level of body horror, you can instead make the Horror an enormous zombie.

Jedar Pike's backstory includes desecrating the bones of a saint. If religious desecration is a troubling plot point for your group, Jedar's profane ritual didn't require those components.

Grave Order

Optimized for Five 3rd-Level Characters

Rightfully reviled for their desecrations, the Grave Order's necromancers and gruesome creations seek power over the living by defiling the natural order of death. If left to perfect their insidious rituals and gather corpses, they will certainly descend on the Mundane World in a scourge of undeath.

Background

The Grave Order serves no ambitions save their own. Each member was shunned for their unique blasphemies, but they otherwise escaped their crimes' consequences. Lestheris Soldrei gathered the group together so they could seize the world in an unliving grip.

Though the Grave Order's allies are few, they animate those they lack—whether that be powerful necrotic constructs or a horde of undead minions.

Goals

Though each necromancer in the Grave Order has a unique dark dream, together they are committed to conquest through undeath. Condemned for their forbidden pursuits, the order also harbors festering grudges against those who vilified them. All who obstruct the Grave Order's aspirations will suffer a thousandfold in the glorious dead world to come.

Though these necromancers seek to animate an army, they're unsatisfied with the husks of mere commoners. The Grave Order unearths the graves of great heroes and reanimates their bones, flesh, or spirits. With the power of legends at their command, the Grave Order will topple kingdoms and strike fear into the hearts of their sworn enemies.

Methods

The Grave Order roams the world, learning folklore to track down the graves of renowned heroes. They camp near graveyards and burial grounds. Under the cover of night, they are remorseless graverobbers, picking burial plots clean. They have no respect for local traditions or beliefs, using corpses as fodder to reach their true prize.

If discovered, the Grave Order shows no mercy to opposition. Meddlers just provide additional corpses—and all the better if those come from adventurers with dreams of glory and bleeding hearts.

Halorin Yandres

Halorin Yandres trained for battle from his youth. After proving his dedication to the art of war, the human was assigned as a bodyguard to the brilliant young mage Lestheris Soldrei. When she showed Halorin kindness and trust, he repaid it in kind, sharing his darkest secrets with her.

Halorin supported his charge's macabre passions from the start—in part due to his devotion to her, but also driven by the euphoria he feels when a life slips away under his hand. The warrior enjoys killing in Lestheris's name, knowing his corpses help build the Grave Order.

When an adventuring group known as the Golden Valor sought to bring the order to justice, Halorin valiantly protected Lestheris and slew their foes before tragically succumbing to his wounds. The necromancer reanimated her bodyguard, preserving his mind in the process. Undeath hasn't tempered his bloodlust or his loyalty. For his dedication, Halorin leads the order's lesser undead in battle.

Jedar Pike

A human apostate cleric, Jedar Pike serves a being called Vodor who claims to be a trapped and forgotten god of death. Vodor promised Jedar unimaginable power in exchange for freedom. To free his lord, Jedar defiled the bones of entombed saints for a profane ritual, only to be caught before he could complete the spell. His imminent execution was interrupted by Lestheris and Halorin, who cut their way through the guards and executioner to recruit Jedar into the Grave Order.

Jedar's cold and callous demeanor belies a fervent faith to Vodor. He excels in magics that manipulate bones, and he uses corporeal undead to defend and bolster his allies.

The dead are so much easier to control than the living. Death will make you see things my way. Do not fight its embrace.

Lestheris Soldrei

Lestheris Soldrei

Treasured as a wizard prodigy in her youth, Lestheris Soldrei flourished under the protection and opportunities afforded her. As the half-elf grew into an insatiable arcane scholar, mentors assumed her academic interest in necromancy was mere morbid curiosity, but her fascination soon became experimentation with the forbidden. Lestheris dreamed of cheating death and ruling forever—a privilege she believed the universe owed her brilliance—and her devoted bodyguard Halorin only encouraged her ambitions.

Lestheris's teachers finally saw the evil in her and forbade any further dalliances with necromancy. But the young mage had already tasted power, and she killed her ignorant teachers and took their spellbooks.

Determined to become a lich and rule the Mundane World forever, Lestheris founded the Grave Order, gathering other necromancers to work toward her grand vision. While she is skilled in all aspects of necromancy, Lestheris specializes in the incorporeal: subjugating spirits, binding souls, and empowering her magic with such essences.

Mycete

A peculiar tiefling with a distracted air, Mycete's body is crisscrossed with yellow veins of a beautiful parasitic fungus. She has developed a symbiotic relationship with her fungus, which she adores and has named Amber Decay. Mycete dreams of cultivating a garden to cover the entire world—a dream that quickly put her at odds with the people of her home village, for this fungus grows best in the dying bodies of humanoids … and if those bodies are later reanimated, it continues to thrive in their undead husks.

After Mycete was caught slaughtering neighbors to serve as zombified hosts for her blossoms, the villagers captured the necromancer, planning to burn her and her creations. The Grave Order intervened by killing the villagers, saving Mycete, and bringing her into their fold. She specializes in cultivating Amber Decay in the cavities of undead and spreading it across the field of battle, hindering and enervating her foes.

The Horror

The Horror is a distended construct of stitched skin and grafted limbs bearing weapons made from sharpened bone. The Grave Order stitched this creation together from the corpses of the Golden Valor, an adventuring party who dared to challenge the necromancers. They then bound the soul of Elyas Leodeir—a cunning rogue who killed Halorin and earned Lestheris's personal ire—to the grotesque form.

Ensorcelled by Lestheris's magic, Elyas is forced to fight against his will from within the prison made of his former friends. This implacable avatar of death and destruction is the greatest of the Grave Order's undead creations, and the first harbinger of the necromancers' future army.

Magic Items

Halorin wears the *pendant of grave regeneration*, a gift from Lestheris after his reanimation. Lestheris carries the *Tome of the Ethereal*.

Pendant of Grave Regeneration

Wondrous Item, Very Rare (Requires Attunement)

While you wear this pendant, your skin becomes pale and cold to the touch, and you regain 5 hit points at the start of your turn if you have at least 1 hit point.

Curse. Attuning to this pendant extends its curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you can't take it off, and your creature type is Undead instead of your normal type.

Tome of the Ethereal

Wondrous Item, Rare (Requires Attunement)

Lighter than it rightly should be, this book is always cold to the touch and blurs when seen in periphery. While holding the tome, you can see into the Ethereal Plane out to a range of 120 feet.

In addition, the tome has 3 charges, and it regains all expended charges daily at dusk. When a creature you can see within 60 feet of you targets you with a power, a spell, or an attack while you aren't on the Ethereal Plane, you can use your reaction to expend 1 charge and choose one of the following effects:

- You enter the Ethereal Plane, then return to the plane and the space you left at the start of your next turn. If that space is occupied, you return to the nearest unoccupied space of your choice.
- You teleport up to 60 feet to an unoccupied space you can see.

Pendant of Grave Regeneration

Grave Order Villain Actions

The Grave Order has five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Bulwark of Bone. Jedar animates four **decrepit skeletons**, who appear in unoccupied spaces he can see within 30 feet of him. The skeletons act immediately after Jedar on the same initiative count and follow his verbal orders. If Jedar dies, the skeletons are destroyed.

Action 2: Forward Assault. Halorin commands each allied Undead minion within 30 feet of him who can hear him. Each target can move up to their speed without provoking opportunity attacks.

Action 3: Threshing Flail. The Horror moves up to their speed without provoking opportunity attacks. When the Horror ends that movement, they whirl their bone hook around them, and each enemy within 30 feet of them must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) piercing damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Action 4: Fungal Paradise. Mycete chooses one or more rotting zombies under her control who she can see within 30 feet of her. Each chosen zombie is destroyed and explodes in a 10-foot-radius sphere. Each creature within the area of one or more explosions must make a DC 13 Constitution saving throw, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one. The ground in each explosion's area then becomes covered with fungal growth, as if affected by Mycete's Fungal Growth action. If Mycete controls no rotting zombies within 30 feet, she instead uses her Animate Husks, even if it's unavailable, without expending a use of it.

Action 5: The Tide of Death. Lestheris animates a number of **shades** equal to the number of enemies she can see within 30 feet of her. Each shade appears within 30 feet of her in an unoccupied space she can see. The shades act immediately after Lestheris on the same initiative count and follow her verbal orders. If Lestheris dies, the shades are destroyed.

I gave my life for Lestheris. She gave it back to me–plus a little something more. Your corpse will be mine to command.

Halorin Yandres

Halorin Yandres

CR 1 Soldier
Medium Undead, Lawful Evil
200 XP

Armor Class 17 (breastplate, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +2, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Proficiency Bonus +2

Aura of Command. Halorin and any Undead within 30 feet of him have advantage on saving throws against effects that turn Undead.

Pendant of Grave Regeneration. Halorin regains 5 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Halorin makes one Shield Slam attack and one Mace attack. If he hits the same creature with both attacks, the target has disadvantage on attack rolls against creatures other than Halorin until the end of their next turn.

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

Shield Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Unyielding Protection. When a willing ally within 5 feet of Halorin is hit by an attack, he swaps places with that creature without provoking opportunity attacks and is hit by the attack instead. To use this reaction, Halorin must be able to see the ally and the attacker.

Golden Valor

The Golden Valor fell when they dared to face the Grave Order. Now their corpses make up the Horror. This group of adventurers was known for hunting bandits and small demon cults when they decided to take on the Grave Order. Their members included the following heroes:

- Elyas Leodeir, a half-elf rogue
- Gar Tailhooks, a dwarf barbarian
- Olliandra Fenwick, a human ranger
- Scrubias Nackvar, a gnome wizard
- Willis Tormack, a human paladin

Jedar Pike

CR 1 Support
Medium Humanoid (Human), Lawful Evil 200 XP

Armor Class 15 (half plate)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +4
Skills Insight +4, Perception +4, Religion +2
Senses passive Perception 14
Languages Celestial, Common
Proficiency Bonus +2

Exploit Opening (3/Day). When Jedar makes an attack, he has advantage on the attack roll.

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 2 (1d4) necrotic damage.

Nameless Reach (2/Day; 1st-Level Spell). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 14 (4d6) necrotic damage, and the next attack roll made against this target before the end of Jedar's next turn has advantage.

Animate Bones (1/Day). Jedar animates three **decrepit skeletons**, who appear in unoccupied spaces Jedar can see within 30 feet of him. The skeletons act immediately after Jedar on the same initiative count and follow his verbal orders. If Jedar dies, the skeletons are destroyed.

Bonus Actions

Bone Shield. Jedar destroys a decrepit skeleton under his control and chooses a creature he can see within 60 feet of him. The target gains 7 (2d6) temporary hit points.

Utility Spells

In addition to any other spells in this stat block, Jedar can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *light*[A], *thaumaturgy*[A]
1/day: *augury*[+]

Lestheris Soldrei

CR 2 Artillery
Medium Humanoid (Half-Elf), Neutral Evil 450 XP

Armor Class 12 (15 with *mage armor*)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	13 (+1)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Investigation +6, Persuasion +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish
Proficiency Bonus +2

Charm Resistant. Lestheris has advantage on saving throws to avoid or end the charmed condition on herself.

Dark Calling. Each other creature within 30 feet of Lestheris has disadvantage on death saving throws.

Tome of the Ethereal. Lestheris can see 120 feet into the Ethereal Plane.

Actions

Multiattack. Lestheris makes two Grave Grasp or two Necrotic Lance attacks.

Grave Grasp (Cantrip). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage, and the target can't regain hit points until the start of Lestheris's next turn.

Necrotic Lance (1st-Level Spell). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage. Lestheris can destroy a shade under her control within 30 feet of her and deal an extra 4 (1d8) necrotic damage to the target.

Animate Spirits (2/Day). Lestheris animates two **shades**. The shades appear in unoccupied spaces Lestheris can see within 30 feet of her. The shades act immediately after Lestheris on the same initiative count and follow her verbal orders. If Lestheris dies, the shades are destroyed.

Reactions

Ethereal Step (3/Day). When a creature Lestheris can see within 60 feet of her targets her with an attack, power, or spell while she isn't on the Ethereal Plane, she can choose one of the following effects:

- Lestheris enters the Ethereal Plane, then returns to the plane and the space she left at the start of her next turn. If that space is occupied, she returns to the nearest unoccupied space of her choice.
- She teleports up to 60 feet to an unoccupied space she can see.

Utility Spells

In addition to any other spells in this stat block, Lestheris can cast the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At will: *mage hand*[A], *message*[A], *minor illusion*[A]
3/day each: *detect magic*[A], *mage armor*[A]
1/day each: *knock*[A], *speak with dead*[A]

Mycete

CR 1 Controller

Medium Humanoid (Tiefling), Chaotic Evil — 200 XP

Armor Class 14 (leather armor, shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Int +2, Wis +5
Skills Insight +5, Nature +2, Perception +5, Survival +5
Damage Resistances fire
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 15
Languages Common, Infernal
Proficiency Bonus +2

Necrotic Absorption. Whenever Mycete is subjected to necrotic damage, she takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Actions

Parasitic Spores. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) necrotic damage, and if the target is a creature, Mycete regains 3 (1d6) hit points.

Fungal Growth. Mycete causes fungi to proliferate from a point she can see within 60 feet of her. Solid surfaces in a 10-foot square centered on that point become difficult terrain, and a creature who enters that area for the first time on a turn or starts their turn there must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Animate Husks (1/Day). Mycete animates three **rotting zombies**, who appear in unoccupied spaces Mycete can see within 30 feet of her. The zombies act immediately after Mycete on the same initiative count and follow her verbal orders. If Mycete dies, the zombies are destroyed.

Bonus Actions

Spore Eruption. Mycete destroys a rotting zombie under her control, and the zombie violently erupts with toxic spores. Each enemy within 5 feet of the zombie must make a DC 13 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

Utility Spells

In addition to any other spells in this stat block, Mycete can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft* [A]
3/day: *locate animals or plants* [A]
1/day each: *fog cloud* [A], *pass without trace* [A]

The Horror

CR 1 Brute

Large Undead, Neutral Evil — 200 XP

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	10 (+0)	9 (–1)	10 (+0)

Saving Throws Str +6, Con +5, Wis +1
Skills Intimidation +4
Senses darkvision 60 ft., passive Perception 9
Languages understands Common but can't speak
Proficiency Bonus +2

Dying Gasp. When the Horror dies, they begin to rupture in a vile explosion of viscera and necrotic energy. The creature who reduced the Horror to 0 hit points can make a DC 15 Charisma (Persuasion) check to appeal to Elyas's departing soul (no action required). On a successful check, his soul transforms the explosion and each enemy of the Grave Order within 30 feet of the Horror gains 7 (2d6) temporary hit points. On a failed check (or if no check is made), each creature within 15 feet of the Horror must make a DC 13 Dexterity saving throw, taking 4 (1d8) acid damage plus 4 (1d8) necrotic damage on a failed save, or half as much damage on a successful one.

Actions

Spine Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 13 (2d8 + 4) slashing damage against a grappled target.

Bone Hook. *Ranged Weapon Attack:* +6 to hit, range 15 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is Medium or smaller, they are grappled (escape DC 14) and the Horror can pull the target up to 15 feet toward them. Until this grapple ends, the Horror can't make a Bone Hook attack against another target.

Bonus Actions

Valor's Death. Each enemy within 10 feet of the Horror who can hear the Horror must succeed on a DC 13 Wisdom saving throw or be frightened of the Horror for 1 minute (save ends at end of turn). If a creature's saving throw is successful or the effect ends for them, the creature is immune to the Horror's Valor's Death for 24 hours.

Yellow is such a beautiful color, don't you think? So many wonderful, life-giving things are that vibrant shade–pollen, the sun, and my Amber Decay. The world looks better in yellow.

Mycete

Content Warning: Body Horror, Torture, Cannibalism, and Eugenics

The Abominations enjoy butchering, torturing, and devouring humanoids, and each Abomination's body has been stitched together from various humanoid and animal parts. If this would make the game unfun for your group, you can make the Abominations appear more natural (or magical) rather than grotesque. You can similarly skip the descriptions of them butchering bodies, eating people, and other violent and gory details.

The Abominations' origin story involves countless rounds of experimentation on sapient creatures followed by the murder of any creations deemed "imperfect." If this is hurtful for anyone in your game, you could decide that N'shalla and Evae's earlier creations were unable to live for more than a short time (if at all), or simply skip the experimental batches entirely.

Abominations

Optimized for Five 5th-Level Characters

You think you've lost them. It's dark and raining, and they were still cramming chunks of elf flesh in their mouths when you fled. But as you catch your breath, your mind explodes in pain, driving you to your knees. The animal-headed predators huddle around you, licking chops and cackling with hungry glee. The Abominations have eaten everyone else. Now they're going to eat you.

Background

Perhaps some evil deity brought the Abominations' creators together. Maybe it was just a cruel trick of fate. After their respective orders exiled them for magical experimentation on unwilling subjects, the druid N'shalla and the mage Evae Yawn crossed paths—and instantly fell in love. With their passions and forbidden knowledge combined, the twisted pair took up their dark work.

Determined to create bloodthirsty monsters who would exact revenge on the lovers' old organizations, N'shalla and Evae produced batch after batch of monstrosities, destroying any they considered less than perfect. Evae began each creation by growing a lifeless humanoid husk from raw materials, and N'shalla replaced its head and limbs with wild animal parts. Then together, they gave the monsters life … and when the creatures inevitably proved flawed, the evil lovers ended them and started over yet again. After ten years of failure, Evae and N'shalla finally believed themselves victorious—they had created a band of five creatures who seemed the ultimate combination of strength, beauty, ferocity, and cold intelligence. But the monstrosities weren't obedient. They were hungry.

N'shalla's final words before being torn apart were, "You are not our children. You are abominations!" After devouring both creators, their children remained hungry. They went hunting.

Goals

The Abominations have one goal—consume the flesh, organs, and bones of powerful humanoids. They zealously believe this makes them stronger, both physically and spiritually. The obsessed predators have no other hobbies or interests. There is only the next hunt.

Methods

The monstrosities set up camp outside of humanoid settlements, observing the population for days before selecting the most worthy meal. Adventurers make the finest meat, for they hold great power—and few common folk investigate the deaths of heroes with a dangerous lifestyle. The Abominations have a particular taste for those who practice arcane or nature magic, as it reminds them of their first meal. Such prey is slowly and ritualistically sacrificed, taken apart and devoured joint by joint.

The villains typically wait patiently for prey to venture out of a city or town before striking, but if a target is particularly tempting, they're willing to risk sneaking into a settlement at night. They kidnap and later enjoy their meals together in a safe location, rather than eating victims on the spot, and they never stay in a single hunting ground for long. While traveling from one city to the next, they eat waylaid travelers and errant farmers, though this is far from their preferred diet.

Boog

Standing over ten feet tall with a powerful frame, Boog enjoys slaughter and destruction. They sport the head of a rhinoceros, the legs of an elephant, and the arms of a gorilla. Common sense isn't Boog's strong suit and their methods lack subtlety, but they're inarguably effective in battle: Boog charges forward, hits their target until dead or subdued, then moves on to the next.

Boog only speaks in two-word phrases beginning with "Boog": Boog smash. Boog kill. Boog gorge. Because of their large size and lack of subtlety, Boog remains at camp with Ceemal during reconnaissance missions. Ceemal dotes on Boog during these times, and the big monster has begun to treat Ceemal as a child treats a parent.

Ceemal

Ceemal serves as the group's spiritual advisor and butcher. They have the head and back hump of a camel, and the striped legs and rear hooves of a zebra. Though their front limbs show off a camel's cloven hooves, those hooves function as humanoid hands. Thanks to veins infused with octopus blood, Ceemal can easily blend in with their surroundings when danger is close.

Ceemal doesn't go on hunts with the other Abominations, preferring to remain in camp and prepare to break down captured prey. When the Abominations are together, Ceemal looks after the others like a concerned parent, keeping the peace and doting on their friends as seconds are served. Boog holds a particularly special place in Ceemal's heart.

Thanks to their gleaming, wide eyes and nonthreatening herbivore body parts, it's easy to mistake Ceemal for a kind, innocent creature—but as victims beg them for mercy, Ceemal's only response is a precise slice to the jugular from a sharp knife.

Excess

A monstrous hybrid with an enlarged viper head, scorpion tail, and four giant spider legs, Excess's appearance terrifies most who encounter them. But the real horror begins when Excess enlarges their head and torso to swallow a humanoid whole.

The sneakiest of the Abominations, Excess can squeeze into tight spaces and climb up sheer walls and ceilings with no equipment. They reconnoiter for the group in sewers, caves, and other dank and dark places.

While they enjoy hunts with their family, Excess is the most independent of the group. They sometime seek their own meal, relishing the challenge of a solo, stealthy pursuit.

Klar

While Ceemal looks after the Abominations' comforts, Klar leads the hunt. With the noble head of a lion, Klar poses as a heroic celestial being and lures in victims with sweet words, then bisects them with razor-sharp mantis claws. They bound on kangaroo legs through the battlefield, striking enemies then retreating.

Klar also has the shrunken lungs of a whale, the gills of a fish, and the syrinx of a songbird. They can make a variety of unique sounds and noises to distract or frighten enemies.

Recently, Klar has taken an interest in many victims' obsession with prayer, especially in the moments before death. Wondering if the Abominations might be part of some divine creator's plan, Klar even defers their insatiable hunger to discuss divinity and creation with captives. But no victim is so engaging that they avoid Klar's maw forever.

Sair

Called the Flying Mind Screamer by the rare survivors of Abomination attacks, Sair has the wings and tail of a dragon, the feet of a dinosaur, and the head of an owl. From the sky, they scout prey and find new hunting grounds.

Sair's creators imbued psionic abilities in the flying Abomination. Sair uses these gifts to confuse prey, herding them into the waiting claws of their siblings.

Among the Abominations, Sair is particularly cruel and is often scolded by Ceemal for playing with their food. The winged Abomination loves to taunt their prey before death, sometimes taking victims up to the sky and threatening to drop them.

Magic Items

Boog carries a magic sphere claimed from a slain wizard, which the Abominations call *Boog's ball*. At camp, Ceemal always keeps a supply of *poison poppers* gathered from N'Shalla's garden.

Boog's Ball

Wondrous Item, Rare (Requires Attunement)

This magic stone sphere is incredibly dense, has a 3-inch radius, and grows when thrown. As an action, you can throw the ball at a point you can see within 60 feet of you. If you throw the ball 30 feet or less away from you, the ball grows to a 5-foot radius. If you throw the ball farther than 30 feet, it grows to a 10-foot radius. Each creature in the ball's area when it reaches that point must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage. The ball then shrinks back to its 3-inch radius and teleports either into your open hand or into a pack or pouch you wear (your choice).

Poison Popper

Wondrous Item, Uncommon

You can throw this inedible fruit at a point you can see within 60 feet of you, causing it to explode and release a cloud of noxious gas in a 10-foot-radius sphere centered on that point. The cloud spreads around corners and lingers for 1 minute. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

The cloud's area is lightly obscured, and when a creature enters it for the first time on a turn or starts their turn there, they must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and is poisoned for 1 minute (save ends at end of turn). While poisoned in this way, a creature's speed is halved. On a successful save, a creature takes half as much damage and suffers no other effect.

Poison Popper

Abominations Villain Actions

The Abominations have five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Aerial Transport. Sair moves up to twice their speed. Before or during this move, they can pick up and carry one willing Large Abomination or up to two willing Medium or smaller Abominations who are within 5 feet of them. Sair can release a carried Abomination at any point during the move and must release all carried Abominations at the end of the move. If an Abomination is released while 10 feet or more above the ground, they fall and land prone, taking the normal 3 (1d6) bludgeoning damage per 10 feet fallen.

Action 2: Hypnotize. Excess's eyes turn white as they sway from side to side. Each creature in a 15-foot cone emanating from Excess must succeed on a DC 13 Wisdom saving throw or be charmed by Excess until the start of Excess's next turn. While charmed in this way, a creature's speed is 0.

Action 3: All You Can Meat. Ceemal opens the pouch on their waist and throws a chunk of meat to each Abomination they can see within 30 feet of them. Each target who isn't incapacitated can consume the meat and regain 8 (1d10 + 3) hit points (no action required).

Action 4: Come and Get It. Klar moves up to their speed without provoking opportunity attacks and makes up to two Mantis Claws attacks. Then each Abomination within 30 feet of Klar who can hear them can move up to their speed toward Klar without provoking opportunity attacks.

Action 5: Boog Stomp. Boog stomps the ground furiously. Each enemy on the ground within 30 feet of Boog must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and falling prone on a failed save, or taking half as much damage and not falling prone on a successful one.

Abominations in Disguise

Even the stealthiest Abominations have trouble navigating cities to find their next meal or sneak up on the characters while they stay at an inn. If you want the Abominations to enter settlements without setting off alarms, consider giving them access to illusion or transmutation magic, a magic item such as a *hat of disguise*, or other features that can allow them to walk freely among people—including the characters—without notice.

Boog

CR 3 Brute

Large Monstrosity, Chaotic Evil — 700 XP

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (–2)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common
Proficiency Bonus +2

Boog Rampage. If Boog sees another Abomination reduced to 0 hit points, Boog rampages for 1 minute. While rampaging, Boog's melee attacks deal an extra 2 damage.

Boog Charge. If Boog moves at least 10 feet straight toward a Medium or smaller creature and then hits them with a Gore attack on the same turn, the target is impaled on Boog's horn and is grappled (escape DC 15). While grappled in this way, the target is restrained and takes 3 (1d6) piercing damage at the start of each of their turns, and Boog can't make a Gore attack against another target.

Actions

Multiattack. Boog makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage or 12 (1d10 + 7) if rampaging.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage or 10 (1d6 + 7) if rampaging.

Boog's Ball. Boog throws a 3-inch-radius magic ball at a point they can see within 60 feet of them. If that point is 30 feet or less from Boog, the ball grows to a 5-foot radius. If that point is more than 30 feet from Boog, the ball grows to a 10-foot radius. Each creature in the ball's area when it reaches that point must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage. After the ball reaches that point, it shrinks back to its 3-inch radius and teleports into the hand Boog used to throw it.

Boog hunt. Boog chase.
Boog crush! Boog eat…
Boog hungry.

Boog

Ceemal

CR 3 Support

Medium Monstrosity, Chaotic Evil — 700 XP

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)	13 (+1)

Saving Throws Con +4, Int +5, Wis +6
Skills Medicine +6, Nature +5, Perception +6, Stealth +8, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common
Proficiency Bonus +2

Octopodan Camouflage. Ceemal can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Actions

Multiattack. Ceemal makes two Fillet Knife or two Acid Spit attacks.

Fillet Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the target is a creature, another Abomination within 5 feet of the target regains hit points equal to half the damage dealt.

Acid Spit. *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. *Hit:* 8 (1d8 + 4) acid damage, and the target is poisoned until the start of Ceemal's next turn.

Bonus Actions

To Me, Sweetie (3/Day). Ceemal chooses an ally within 30 feet of them who can hear them. The ally can use their reaction to move up to their speed toward Ceemal without provoking opportunity attacks.

Reactions

Wail of Loss. When another Abomination who Ceemal can see is reduced to 0 hit points by an enemy within 60 feet of Ceemal, Ceemal releases a psychic wail. The enemy must make a DC 14 Constitution saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

Hello, traveler. Have a seat by the fire. My friends should be back any minute, and then it's dinner time. Won't you please join us? I'm sure you're dying to know what I am.

Ceemal

Excess

CR 2 Ambusher

Medium Monstrosity, Chaotic Evil — 450 XP

Armor Class 14
Hit Points 45 (6d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +6, Con +5
Skills Acrobatics +6, Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages Common
Proficiency Bonus +2

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

Actions

Multiattack. Excess makes one Bite attack and one Sting attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Medium or smaller creature, they are grappled (escape DC 14). While grappled, a target takes 2 (1d4) poison damage at the start of each of Excess's turns, and Excess can't make a Bite attack against another target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Swallow. Excess makes a Bite attack against a Medium or smaller creature who they are grappling or hidden from. If the attack hits, the target is swallowed as Excess enlarges their head and stomach. The swallowed target is no longer grappled, but they are blinded and restrained, have total cover against attacks and other effects outside Excess, and take 10 (3d6) acid damage at the start of each of Excess's turns. Excess can have only one target swallowed at a time. If Excess dies, a swallowed creature is no longer restrained by them and can escape from the corpse by using 5 feet of movement, exiting prone.

Bonus Actions

Cunning Action. Excess takes the Dash, Disengage, or Hide action.

Klar

CR 2 Skirmisher
Medium Monstrosity, Chaotic Evil — 450 XP

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 40 ft., swim 30 ft.

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

Saving Throws Str +6, Con +5
Skills Athletics +6, Deception +5, Persuasion +5, Survival +5
Senses darkvision 60 ft., passive Perception 11
Languages Common
Proficiency Bonus +2

Amphibious. Klar can breathe air and water.

Mimicry. Klar can mimic animal sounds. A creature who hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Standing Leap. Klar's long jump is up to 40 feet and their high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. Klar makes one Bite attack and one Mantis Claws attack.

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

Mantis Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the target is Medium or smaller, they are grappled (escape DC 14). While grappled in this way, the target is restrained. Moving while grappling a Medium or smaller target doesn't halve Klar's speed. Klar can have only one target grappled in this way at a time.

Bonus Actions

Bellowing Roar (1/Day). Klar lets loose a terrifying roar. Each creature within 30 feet of Klar who can hear them must succeed on a DC 13 Wisdom saving throw or be frightened of Klar for 1 minute. If a creature frightened in this way takes damage, they can repeat this saving throw, ending the effect on themself on a success.

Kangaroo Leap. Klar jumps up to half their speed without provoking opportunity attacks.

Sair

CR 2 Artillery
Medium Monstrosity, Chaotic Evil — 450 XP

Armor Class 15 (natural armor)
Hit Points 45 (10d8)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Int +6
Skills Acrobatics +6, Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, telepathy 120 ft.
Proficiency Bonus +2

Flyby. Sair doesn't provoke opportunity attacks when they fly out of an enemy's reach.

Actions

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

Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) psychic damage. If the target is Large or smaller, they are pushed 5 feet away from Sair.

****Mind Scream (1/Day; 3rd-Order Power).*** Sair psionically pierces the mind of each enemy within 30 feet of them. Each target must make a DC 14 Intelligence saving throw, taking 17 (5d6) psychic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is automatically stabilized.

Sair's Got Range

Sair's flying speed paired with the 120-foot range of them Psionic Bolt attack means they never need to engage the characters in melee. While most groups have at least a few characters with far-reaching spells and weapons, there are some that may find it frustrating if Sair just keeps attacking from an unreachable position. If you're running the Abominations against a group that is mostly focused on melee and short-range attacks, give them a fighting chance and have Sair stay closer to the ground.

Content Warning: Racism and Sexism

The Black Iron Pact embraces a particularly heinous ideology centered on racism and sexism. Because this evil exists in the real world, roleplaying the Black Iron Pact could make the game unsafe and unfun for some players. Discuss these topics with your group before running the Black Iron Pact to gauge their enthusiasm for taking on such villains. Some players may be eager to take down these bigots, while for others, the injustice might hit too close to reality. You can always change the motivations of the Black Iron Pact, perhaps making them cultists who want to claim the greatest city in the world for a tyrannical deity. That's an evil enough agenda for most heroes to take action!

Black Iron Pact

Optimized for Five 7th-Level Characters

Racist zealots who wrongly believe in the superiority of humans, the Black Iron Pact conspires in secret to overthrow the multicultural traditions of Capital—proclaimed by its cosmopolitan populace as "the greatest city of this or any age." In their place, the pact plans to institute a harsh theocracy ruled by Ajax the Invincible, the Iron Saint.

Background

A secret society created to overthrow Capital's political and cultural structure, the Black Iron Pact draws its name from Ajax's sobriquet, the Iron Saint. Iron is a metal with deep symbolism to the tyrannical saint.

The five most powerful members of the pact—the High Command—formally lead the society and serve as its strike team. The identity and whereabouts of the Black Iron Pact's original founder are closely guarded secrets, known only to Ajax and the High Command.

The pact's true numbers also remain a mystery, and many citizens work for them unknowingly. Such subterfuge ensures the pact's agents can't be traced back to the High Command.

Goals

The Black Iron Pact's primary goal is the conquest of Capital and the installation of Ajax as its ruler and god. The pact's agents are true believers of Ajax's gospel, which seeks change through force and violence. Their evil belief is that humans are the true owners of this world, and as such, only humans can join the Black Iron Pact, though the society employs nonhuman pawns when risk of capture or death is high. Additionally, many members of the pact—notably senior member Erasmus and his wife Avalla—openly sneer at the idea of guilds (essentially scorning everyone in the middle class), and they object to anyone but a human man holding public office, owning any assets, or even learning to read.

To achieve Ajax's conquest, the pact seeks the location of Ringwell, a long-lost ancient repository of powerful and dangerous items from a fallen empire. They intend to plunder the vault and deliver the greatest artifacts to Ajax.

Methods

The High Command maintains a private demiplane known as the Cyst, a small worldlet only a few miles across which senior members can access through magic items called the *iron rings* (see "Magic Items" later in this entry). The Cyst is both a stronghold and a staging area for the pact's combat missions, though most rank-and-file members don't know of its existence.

The leaders of the High Command deal with their enemies as a team, bringing overwhelming force to any conflict. They don't allow any survivors who might report their existence, since High Command includes nobles and guild leaders whose membership in this cult must remain secret.

The Black Iron Pact enacts their plans only after meticulous research and forethought. When members of the High Command assault an objective, they catch their enemies unaware and unprepared, ensuring victory. If things go awry, they can retreat using an *iron ring*.

Lord Erasmus Deseo

First among equals in the High Command of the Black Iron Pact, Lord Erasmus Deseo is the thirteenth Earl Deseo, a minor house under the patronage of House Navarr, Capital's oldest noble family. He represents a small but influential group of Capital nobles who have racist and sexist views.

Aside from the mysterious founder of the pact, Erasmus is its most senior member. He enjoys the camaraderie and has surrounded himself with like-minded people. From his point of view, the pact's vile ideals are popular. Even in polite company, he spits his bigoted views aloud. Though the room is typically divided between those who openly agree and those who remain silent, he's confident even the latter agree with him—for how could anyone disagree with the "facts" that seem so obvious to him? In his warped, evil mind, people who openly speak of equal justice and liberty for all are just pandering to fashion; privately, all wise people surely know this is an Age of Men. Erasmus is so enamored with his own misguided ideals that he doesn't notice how most people barely hide their disgust for him—some out of politeness, others out of fear of the lord's power.

Canon Athenodorus

After moving to Capital as a teen, Canon Athenodorus the Unalloyed joined the Church of Saint Pellario the Aspirant, eventually rising to become a mid-level church official. While he publicly preaches the words of Saint Pellario, patron saint of ambition, he privately works to convert his fellows to the Church of Ajax. According to him, several

Knights of the Black Glove—an order sponsored by the Church of Saint Pellario—are sympathetic to Ajax's tyrannical teachings.

The Knights of the Black Glove are considered the greatest in Capital. If Athenodorus could indeed convert them to allies of the Black Iron Pact, Ajax's conquest of Capital would be all but assured.

Cloak

The High Command's master of assassins, Cloak's identity is a carefully guarded secret. She approached Lord Erasmus Deseo and demanded entry into the society after discovering the identity of the High Command and making her way into the Cyst without an *iron ring*. The brash move so impressed the leader of the Black Iron Pact that he accepted her offer and terms of anonymity.

Cloak plans the Black Iron Pact's operations alongside Lord Erasmus. It is usually Cloak who gathers intelligence, pays people off, and ensures there are no surprises or hidden variables when the High Command strikes. Their victories can largely be credited to her immaculate preparation. Members of the High Command speculate that Cloak is a highly ranked and well-connected member of one of the major guilds in the city.

Lady Avalla Deseo

Lady Avalla Deseo, wife of Lord Erasmus, helped shape the Black Iron Pact's sinister rhetoric, especially where it concerns women. She preaches these backward ideals about gender passionately and defers to her husband at home and in the Cyst.

The fact that Avalla is also a high-ranking wizard at the Imperial College of Sorcery and possessed of great knowledge and authority doesn't seem at all contradictory to her (or her husband). Many of her colleagues have no respect for her views, but her power can't be denied. Students quickly learn that those who brashly question Avalla's evil ideals get kicked out of the college for fabricated reasons.

Through great toil and experimentation, Avalla has modified her *iron ring* to be more useful. She can activate it quickly in times of distress and use it to transport other members of the pact who wear the ring.

Qar, Master of Jackals

Qar boarded the *Priceless Pearl* when the Riojan caravel docked in the port city of Kom-nefer in Khemhara. He served for many years as a warrior and sailor, until he and his shipmates battled powerful sorcerers aboard the *Ainsurabaloc*. Qar found himself alone and unarmed, facing a monk from Higara with tattoos of demonic jackals covering her skin. By a stroke of luck, Qar defeated the monk and unwittingly absorbed her power, title, and technique. Now Qar is the Master of Jackals.

He left the service of the *Priceless Pearl* when they next docked in Capital, joining the District Watch. Using his ill-gotten abilities, he rose to the rank of captain. Following a particularly brutal encounter on the street, Qar was quoted in the broadsheets saying, "The smell and filth of the city are overwhelming." This brought him to the attention of the Black Iron Pact, and Lord Deseo personally recruited him for the High Command.

Qar takes special delight in unnecessary cruelty, and on the battlefield, he uses his mobility to kill unconscious foes where they lie before allies can heal them.

Magic Items

All members of the High Command of the Black Iron Pact wear an *iron ring*. Athenodorus wields the *star of iron*.

Iron Ring

Ring, Rare (Requires Attunement)

While wearing this ring, you can use an action to speak a passphrase known only to the High Command of the Black Iron Pact—"Blood of Rioja"—and choose a target destination. If you are not in the demiplane known as the Cyst, you must choose a destination within the Cyst. If you are already in the Cyst, you must choose a destination you have visited before. Once you choose a destination in this way, the ring teleports you there. The ring can be used to teleport twice and regains both uses daily at dusk.

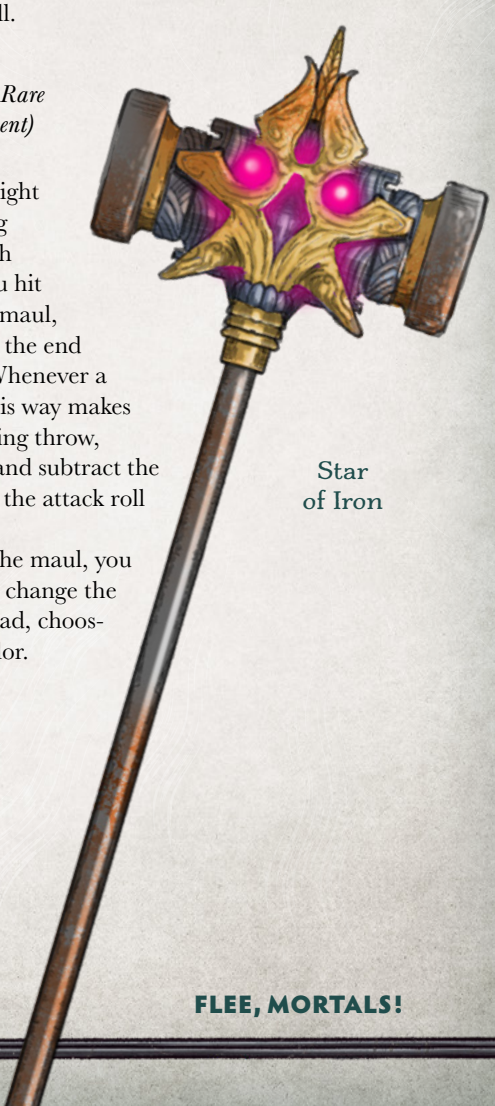
Curse. Once you attune to this ring, you can't take it off or end your attunement to it unless you are targeted by a *cure ailment* power of 4th order or higher or the *greater restoration* spell.

Star of Iron

Weapon (Maul), Very Rare (Requires Attunement)

This magic maul is made of a durable, light metal and has a long haft, giving it a reach of 10 feet. When you hit a creature with this maul, they are hexed until the end of their next turn. Whenever a creature hexed in this way makes an attack roll or saving throw, they must roll a d4 and subtract the number rolled from the attack roll or saving throw.

While you hold the maul, you can use an action to change the appearance of its head, choosing its shape and color.



Star of Iron

Black Iron Pact Villain Actions

The Black Iron Pact has five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Party Tactics. Qar and each ally within 60 feet of him who can see or hear him can move up to their speed.

Action 2: Curse of Iron. Athenodorus unleashes a magic hex. Each enemy he can see within 30 feet of him must make a DC 15 Wisdom saving throw. On a failed save, a target takes 14 (4d6) necrotic damage and is blinded for 1 minute (save ends at end of turn). On a successful save, a target takes half as much damage and isn't blinded.

Action 3: Promised Storm. Avalla fires a bolt of lightning at a creature she can see within 90 feet of her. The bolt then leaps from that target to up to two other creatures of her choice within 30 feet of the first target. Each target must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Action 4: Assassin's Strike. Cloak moves up to her speed then makes a Shortsword attack against a creature within her reach. On a hit, the attack deals 33 (6d10) piercing damage instead of its normal damage, and it doesn't inflict the poisoned condition. On a miss, the attack deals half as much damage.

Action 5: Playtime's Over. Erasmus barks a command to a member of the High Command within 60 feet of him who can hear him. The target can use their villain party action even if they have already used it during this encounter.

Retreat to the Cyst

Each member of the Black Iron Pact's High Command can use their Iron Ring action to teleport out of a losing battle. You can utilize this action the first time one or more of the villains is cornered by the characters and needs a quick exit. This display will make the characters aware of how the members of the Black Iron Pact can teleport out of danger, giving the characters a chance to prepare countermeasures for the next encounter. When fighting together, the members of the High Command generally don't retreat until at least one of them has fallen.

Lord Erasmus Deseo

CR 4 Support

Medium Humanoid (Human), Lawful Evil — 1,100 XP

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +5, Wis +2
Skills Athletics +7, History +4, Intimidation +3
Senses passive Perception 10
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When Erasmus makes an attack, he has advantage on the attack roll.

Master Tactician. At the start of a combat encounter, Erasmus chooses when he acts in the initiative order after all other creatures have rolled initiative.

Actions

Multiattack. Erasmus makes two Greatsword attacks. He can replace one attack with a use of I'm Right Here.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, they have disadvantage on attack rolls against creatures other than Erasmus until the end of their next turn.

I'm Right Here. Erasmus taunts a creature he can see within 5 feet of him who can hear him. The creature must succeed on a DC 15 Wisdom saving throw or use their reaction, if available, to attack Erasmus. If the creature attacks, an ally within 30 feet of Erasmus who isn't incapacitated can make a weapon attack against the creature (no action required).

Iron Ring (2/Day). If not in the Cyst, Erasmus teleports to the Cyst. If in the Cyst, he teleports to a place he has visited.

Bonus Actions

Mark. Erasmus chooses a creature he can see within 60 feet of him and marks them until the start of his next turn. The first time one of Erasmus's allies deals damage to a marked creature on each turn, the creature takes an extra 3 (1d6) damage.

Reposition. Erasmus and each ally within 60 feet of him who can hear him moves up to 5 feet without provoking opportunity attacks.

Canon Athenodorus

CR 3 Controller

Medium Humanoid (Human), Lawful Evil — 700 XP

Armor Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	11 (+0)	20 (+5)	13 (+1)

Saving Throws Con +4, Wis +7, Cha +3
Skills Athletics +7, Deception +3, Insight +7, Religion +4
Senses passive Perception 15
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When Athenodorus makes an attack, he has advantage on the attack roll.

Actions

Star of Iron. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, they are hexed until the end of their next turn. Whenever a creature hexed in this way makes an attack roll or saving throw, they must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Iron Ring (2/Day). If not in the Cyst, Athenodorus teleports to the Cyst. If in the Cyst, he teleports to a place he has visited.

Unholy Fire (2/Day; 3rd-Level Spell). Athenodorus calls unholy black flames from the depths at a point he can see within 90 feet of him. Each enemy in a 15-foot-radius, 30-foot-high cylinder centered on that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) fire damage plus 14 (4d6) necrotic damage and is moved up to 15 feet horizontally. On a successful save, a creature takes half as much damage and isn't moved.

Bonus Actions

Blessing of Ajax (2/Day). Athenodorus chooses a creature he can see within 30 feet of him. The target regains 14 (2d8 + 5) hit points and Athenodorus can end one of the following conditions affecting the target: blinded, charmed, dazed, deafened, frightened, paralyzed, poisoned, or stunned.

Utility Spells

In addition to any other spells in this stat block, Athenodorus can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *light*[A], *mending*[A]
1/day each: *divination*[A], *glyph of warding*[+]

Cloak

CR 4 Ambusher

Medium Humanoid (Human), Lawful Evil — 1,100 XP

Armor Class 17 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +7, Con +4, Cha +4
Skills Acrobatics +7, Deception +4, Insight +3, Perception +3, Stealth +9
Senses passive Perception 13
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When Cloak makes an attack, she has advantage on the attack roll.

Actions

Multiattack. Cloak makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 3 (1d6) poison damage, and the target is poisoned until the start of Cloak's next turn.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage. If the target is a creature who hasn't moved since the end of Cloak's last turn, the attack deals an extra 7 (2d6) piercing damage.

Iron Ring (2/Day). If not in the Cyst, Cloak teleports to the Cyst. If in the Cyst, she teleports to a place she has visited.

Bonus Actions

Cunning Action. Cloak takes the Dash, Disengage, or Hide action.

Reactions

You Should've Been Watching Me. If a creature within 5 feet of Cloak hits one of her allies with an attack, Cloak makes a Shortsword attack against the creature. To use this reaction, Cloak must be able to see the ally and the attacker.

Who is Cloak?

We have intentionally left the identity of Cloak a mystery so that you can better work the Black Iron Pact into your campaign's story. She might be an NPC who is close to the characters and has been spying on them since their arrival in Capital. She could be a secret hero working to take the Black Iron Pact down from the inside. She might be a wealthy noble or politician who trusts no one, not even Erasmus, to keep her involvement in the heinous organization a secret.

Lady Avalla Deseo

CR 3 Controller
Medium Humanoid (Human), Lawful Evil 700 XP

Armor Class 13 (16 with *mage armor*)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	10 (+0)	11 (+0)

Saving Throws Con +4, Int +7, Wis +2
Skills Arcana +7, History +7, Investigation +7
Senses passive Perception 10
Languages Common
Proficiency Bonus +2

Exploit Opening (3/Day). When Avalla makes an attack, she has advantage on the attack roll.

Supernatural Resistance. Avalla has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Lightning Lash (Cantrip). *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 15 (3d6 + 5) lightning damage, and Avalla can move the target up to 15 feet horizontally.

Iron Terror (1/Day; 4th-Level Spell). Avalla projects a terrifying illusion of the High Command to each enemy in a 30-foot cone. Each target must succeed on a DC 15 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of each member of the High Command for 1 minute (save ends at end of turn).

Iron Shackles (1/Day; 3rd-Level Spell; Concentration). Avalla conjures animated iron chains at a point she can see on the ground within 60 feet of her. The chains fill a 15-foot-square on the ground centered on that point and last for 1 minute. When a creature enters that area for the first time on a turn or starts their turn there, they must succeed on a DC 15 Dexterity saving throw or be restrained (save ends at start of turn). A creature restrained in this way takes 7 (2d6) bludgeoning damage at the end of each of their turns.

Iron Ring (2/Day). If not in the Cyst, Avalla teleports to the Cyst. If in the Cyst, she teleports to a place she has visited.

Reactions

Escape Ring. When Avalla isn't in the Cyst and an ally she can see within 60 feet of her drops to 0 hit points, she expends a use of Iron Ring and teleports herself to the Cyst along with each willing ally within 60 feet of her who isn't incapacitated.

Spellcasting Feedback. When a creature Avalla can see within 60 feet of her casts a spell, she taps into the caster's mind and sabotages their magic. The creature can choose either to cast the spell then take 3 (1d6) psychic damage per level of the spell cast, or to let the spell fail. If the spell fails, the creature's spell slot is expended with no effect and their action is wasted.

Utility Spells

In addition to any other spells in this stat block, Avalla can cast the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *light*[A], *mage hand*[A], *message*[A]
3/day each: *detect magic*[A], *mage armor*[A]
1/day each: *detect thoughts*[A], *disguise self*[A], *sending*[A]

Qar, Master of Jackals

CR 3 Skirmisher
Medium Humanoid (Human), Lawful Evil 700 XP

Armor Class 18 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	13 (+1)	20 (+5)	10 (+0)

Saving Throws Str +3, Dex +7, Wis +7
Skills Acrobatics +7, Athletics +3, Perception +7, Stealth +7
Senses passive Perception 17
Languages Common
Proficiency Bonus +2

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

Exploit Opening (3/Day). When Qar makes an attack, he has advantage on the attack roll.

Supernatural Resistance. Qar has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Qar makes three Unarmed Strike attacks. If he hits the same creature with all three attacks, the target is dazed until the end of their next turn.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Iron Ring (2/Day). If not in the Cyst, Qar teleports to the Cyst. If in the Cyst, he teleports to a place he has visited.

Reactions

No Survivors. When an enemy Qar can see within 40 feet of him drops to 0 hit points, Qar moves up to his speed. If he ends that movement within 5 feet of an enemy, he can make an Unarmed Strike against them.

Voice Stealer (3/Day). When an enemy Qar can hear within 30 feet of him finishes casting a spell with a verbal component, Qar attempts to steal their voice. The enemy must succeed on a DC 15 Intelligence saving throw or be unable to speak for 1 minute (save ends at end of turn).

Content Warning: Terrorism

The Wilderkith are evil villains who use fear to advance their agenda. They not only destroy structures built by expansive civilizations, but they kill indiscriminately to force people to flee cities. If you or your players don't enjoy playing games with terrorism, you can have the Wilderkith plan their attacks more strategically and surgically. Have them wait until a building is empty before demolishing it, and only kill the powerful politicians and leaders who push for expansion, mining, and cutting down trees.

Wilderkith

Optimized for Five 9th-Level Characters

Some see nature as all-encompassing chaos. Others believe it a precious balance. And some believe nature walks among us with a bloody vision—a future free of human civilization. This incarnation is Anthracia, a dryad bent on revenge. She leads a force of nature's bloody avengers that she calls the Wilderkith.

Background

When mortals felled the first forest in the Mundane World to make way for a road, Anthracia laid waste to them for daring to harm the natural world. For her crime, a council of archfey imprisoned her in the Gemhollow—an ancient crystal deep in Arcadia, the realm of fey. For millennia, she watched as civilizations sprang up and hurt nature in their attempts to tame it. Her rage and desire for vengeance festered until a group of curious elves broke her free.

The vengeful dryad appealed to the elves, plants, and forest fey to help her save the Mundane World from humanoid expansion. Those who saw wisdom in the dryad's words left Arcadia with Anthracia to begin a bloody campaign.

Goals

The Wilderkith's Inner Circle leads an army to destroy civilization's blight, razing roads, dams, farms, and even schools. To this band, burning a city is an act of pure good, as the ash makes way for the next generation of plants so the cycle of nature can continue.

The Wilderkith despise those who cut down trees, dig mines, or otherwise try to tame or take from the land. Their doctrine holds no hope for such people, believing them destined to destroy themselves and the world around them.

Ultimately, the Wilderkith know they aren't as powerful as all the major civilizations of the Mundane World. Their vandalism alone can't turn the tide, but no other group possesses the courage to end the disease of civilization. The Wilderkith seek any power that can help them restore untamed wilderness, rule over it, and prevent the rise of future civilizations.

Methods

The Wilderkith rely on guerilla warfare, using their understanding of the land to their advantage. They strike poorly defended settlements in the dead of night, destroying all they can before retreating into the forest, then back to the Gemhollow. This crystal prison once held Anthracia, but the Wilderkith turned it into a fortress—one they can ritually summon to a new location.

Occasionally, the Wilderkith set their sights on bigger targets, using destruction to send a message to those who think they're safe behind tall stone walls. Rapid plant growth reclaiming fresh ruins is a common Wilderkith calling card.

Anthracia, Princess of Venom

Captivating to her followers and cruel to her enemies, the dryad Anthracia delights in the demise of those she sees as a threat to the beasts and plants of the wilderness. To the self-styled Princess of Venom, murder is a simple part of the natural cycle. The beings who serve her are spared her wrath only because of their connection to the natural world, but she feels all her followers are ultimately expendable.

Anthracia's dryad tree is hidden deep inside Gemhollow. She zealously guards the tree, allowing no other creature but Logger into the chamber.

Anthracia controls the battlefield from afar, using her supernatural connection to the earth to lock down terrain and manipulate the movement of enemies and allies.

Logger

Made from the vines and branches of Anthracia's tree, Logger dutifully follows the dryad like a puppy. The humaniform plant has never left her side and was imprisoned with Anthracia for thousands of years.

Logger's docile demeanor cracks into violent rage when Anthracia commands them to attack. Once set loose, the plant can be hard to control; imbued with the wild fury of nature itself, they're prone to rampaging and trampling friend and foe alike.

Logger excels at diving into combat headfirst, ready to soak up damage for the Wilderkith and pin down as many targets as possible.

Sylphise

Ethereal, unsettling, and above all alien, Sylphise serves as Anthracia's second-in-command. Those who glimpse this forest nymph recall the sight with more fear than awe, retelling a riveting nightmare of impossibly long limbs, taloned fingers, and wide, soul-piercing eyes.

Sylphise treats most other creatures as insects beneath her notice or toys for her amusement. Even elves and fey find her hard to fathom, and many whisper to each other that the nymph's chaotic nature is a liability—but none

would suggest this to Anthracia, as the dryad and nymph are utterly committed to each other.

And no one can argue with her results on the field. Sylphise strikes fast as a snake, weaving through combat like a dancer, leaving terror in her wake.

Tuval-Uthriar

Tuval-Uthriar was once a proud commander of a paladin order, but after a land baron invaded his family's ancient lands and killed his son, he left his post to train Anthracia's forces. The elf took a new oath, swearing to become an instrument of vengeance against the hubris of civilization. He is the newest member of the Inner Circle, and has lived his whole life in the Mundane World.

The veteran tactician believes in the Wilderkith's mission to destroy humanity and thus prevent the slow decay of the natural world. However, when ordered to harm another elf, he can't help but see his family's faces, and he struggles to obey.

In addition to Tuval-Uthriar's limited healing abilities, he supports the Wilderkith by drawing fire and forming a solid front line.

Vali

A once-celebrated hunter condemned by his people for fratricide, Vali serves as a prized scout and assassin for the Wilderkith. The elf excels at picking off enemies from the treetops with his magic longbow.

Vali took a vow of silence after his excommunication, but his face is etched with a clear set of priorities. He lives for the kill and feels happiest while watching a body topple. Each death never comes fast enough for the bloodthirsty assassin.

In combat, Vali is hard to find and harder to hit. He has plenty of options for getting out of a tight spot, making him a particularly slippery damage-dealer.

Magic Items

Tuval-Uthriar wields a magic gauntlet called *eye of sunrise*, and Vali wields a magic longbow called *waning moon*.

Eye of Sunrise

Wondrous Item, Uncommon (Requires Attunement)

A crimson gemstone glitters on the back of this black iron gauntlet. While wearing the gauntlet, you can use a bonus action to cause the stone to shed bright red light in a 10-foot radius and dim light for an additional 10 feet. You can use another bonus action to extinguish the light.

Additionally, you can use an action to raise the gauntlet and emit a fiery explosion in a 30-foot cone. The explosion can be heard 300 feet away. Each creature in the area must make a DC 15 Dexterity saving throw, taking 5d6 fire damage plus 5d6 force damage on a failed save, or half as much damage on a successful one. Each structure and mundane object in the area that isn't being worn or carried takes 10d6 fire damage plus 10d6 force damage. Once this action is used, it can't be used again until the next dawn.

Waning Moon

Weapon (Longbow), Rare (Requires Attunement)

This slender elven bow is lacquered blue and purple. Its inside curve twinkles with tiny diamonds set like a field of stars.

This magical longbow grants a +1 bonus to attack and damage rolls made with it. If you hit a creature who can't see you with this bow, the attack deals an extra 2d6 force damage.

Additionally, when you hit a target with an attack made with the bow, you can choose to become invisible for 1 minute and take the Hide action as part of the attack. The invisibility ends early if you attack, cast a spell, or manifest a power. Once this invisibility has been used, it can't be used again until the next dusk.

Eye of Sunrise

Wilderkith Villain Actions

The Wilderkith have five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Liquid Earth. Each creature within 60 feet of Anthracia must succeed on a DC 17 Dexterity saving throw or be moved by her up to 15 feet horizontally. A target can choose to fail this saving throw.

Action 2: Distracting Tendrils. Logger waves their tendrils wildly. Each enemy within 30 feet of them must make a DC 17 Dexterity saving throw. On a failed save, a target takes 22 (4d10) slashing damage and has disadvantage on attack rolls until the end of the target's next turn. On a successful save, a target takes half as much damage and suffers no other effect.

Action 3: Blood-Soaked Daisies. Sylphise moves up to her speed without provoking opportunity attacks. She can make one Claw attack against each enemy she passes within 5 feet of during this move.

Action 4: Tactical Push. Tuval-Uthriar shouts a command. Each member of the Inner Circle within 60 feet of him who can hear him can make an attack or move up to their speed (no action required).

Action 5: Suppressing Volley. Vali makes a ranged attack against each enemy he can see within 150 feet of him, and each member of the Inner Circle can move up to their speed and take the Hide action (no action required).

Anthracia, Princess of Venom

CR 5 Controller
1,800 XP

Medium Fey, Lawful Evil

Armor Class 14 (natural armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	22 (+6)

Saving Throws Dex +5, Wis +8, Cha +9
Skills Nature +8, Perception +8, Stealth +8
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish, Sylvan
Proficiency Bonus +3

Supernatural Resistance. Anthracia has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Anthracia makes three attacks using Stone Touch, Missile Thorn, or both. She can also use Tree Teleport, if available.

Stone Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or be restrained (save ends at end of turn) as their limbs become heavy. If this attack reduces a creature to 0 hit points, they become stable and are petrified into a withered stone tree featuring their tortured likeness. The petrification lasts until the creature is restored by a *cure ailment* power of 4th order or higher, a *greater restoration* spell, or a similar supernatural effect.

Missile Thorn. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 7 (2d6) piercing damage plus 7 (2d6) poison damage.

Tree Teleport (3/Day; 5th-Level Spell). Anthracia touches a living tree. She instantly teleports to an unoccupied space within 5 feet of another living tree within 500 feet of the first. Both trees must be Medium or larger.

Wall of Poison (1/Day). Anthracia conjures an opaque wall of poisonous gas centered on a point she can see within 150 feet of her. The wall can be up to 50 feet long, 15 feet high, and 5 feet thick. The wall lingers in the air for 1 minute and its area is heavily obscured. Each creature who is in that area when the wall appears or who enters it for the first time on a turn must make a DC 17 Constitution saving throw, taking 26 (4d12) poison damage on a failed save, or half as much damage on a successful one. Creatures who don't need to breathe automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the wall after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Reactions

Sudden Quake. When an enemy moves within 15 feet of Anthracia, she creates a small tremor in the ground beneath her. Each creature within 15 feet of her must succeed on a DC 17 Dexterity saving throw or fall prone.

Logger

CR 5 Brute

Large Plant, Neutral — 1,800 XP

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	16 (+3)	6 (–2)	10 (+0)	6 (–2)

Saving Throws Str +9, Con +6, Wis +3
Skills Athletics +9, Stealth +5
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Sylvan but can't speak
Proficiency Bonus +3

Lightning Absorption. Whenever Logger is subjected to lightning damage, they take no damage and instead regain a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. Logger makes two Slam attacks. If they are in a fury (see Nature's Fury), they instead make three Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Entangling Vines. Vines lash out from Logger's body. Each enemy within 30 feet of them must succeed on a DC 17 Strength saving throw or take 9 (1d6 + 6) bludgeoning damage and be grappled (escape DC 17) and pulled up to 30 feet directly toward Logger.

Bonus Actions

Nature's Fury (1/Day). Logger enters a fury for 1 minute. While in a fury, Logger has advantage on Strength checks and saving throws, and they can make an extra Slam attack when they use Multiattack. If Logger ends their turn without damaging another creature on that turn, the fury ends early.

What is Logger?

Logger is a one-of-a-kind plant creature created by Anthracia from the branches of her tree. Only Anthracia truly understands the magic used to create the plant, but some theorize that if Anthracia's tree were destroyed, Logger would die as a result. To lose both her tree and Logger in the same blow would surely push Anthracia toward revenge at all costs.

Sylphise

CR 4 Skirmisher

Medium Fey, Chaotic Evil — 1,100 XP

Armor Class 17 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	13 (+1)	15 (+2)	12 (+1)	22 (+6)

Saving Throws Dex +7, Wis +3, Cha +8
Skills Acrobatics +7, Perception +3, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan, telepathy 60 ft.
Proficiency Bonus +2

Fey Countenance (1/Turn). When a creature who can see Sylphise targets her with an attack, power, or spell, the creature must succeed on a DC 16 Wisdom saving throw or be blinded until the start of their next turn (no action required).

Speak with Beasts and Plants. Sylphise can communicate with Beasts and Plants as if they shared a language.

Supernatural Resistance. Sylphise has advantage on saving throws against powers, spells, and other supernatural effects.

Actions

Multiattack. Sylphise makes three Claw attacks or uses Sibilant Whispers twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 3 (1d6) psychic damage.

Sibilant Whispers. One creature Sylphise can see within 60 feet of her must succeed on a DC 16 Charisma saving throw or take 10 (3d6) psychic damage.

Etherealness. Sylphise magically enters the Ethereal Plane from the Mundane World, or vice versa.

Reactions

Too Slow! If a creature misses Sylphise with an attack, she can move up to her speed without provoking opportunity attacks from that creature.

The dirt shall drink your blood as it pools around you! At least you were good for something.

Anthracia

Tuval-Uthriar

CR 4 Soldier
Medium Humanoid (Elf), Lawful Evil
1,100 XP

Armor Class 20 (mithral plate, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	20 (+5)

Saving Throws Str +7, Con +4, Wis +2
Skills Athletics +7, Perception +4, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Proficiency Bonus +2

Elf Glamour (1/Day). When a creature targets Tuval-Uthriar with an attack, power, or spell, the creature must succeed on a DC 15 Wisdom saving throw or be charmed by him until the end of his next turn (no action required).

Supernatural Resistance. Tuval-Uthriar has advantage on saving throws against powers, spells, and other supernatural effects.

Wheel of Ire. Each enemy within 30 feet of Tuval-Uthriar has disadvantage on attacks against creatures other than him.

Actions

Multiattack. Tuval-Uthriar makes three Longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Call Lightning (3/Day; 3rd-Level Spell). A magical bolt of lightning flashes down from the sky to a point Tuval-Uthriar can see within 120 feet of him. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Eye of Sunrise (1/Day). Tuval-Uthriar's gauntlet emits a fiery explosion in a 30-foot cone. The explosion can be heard 300 feet away. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage plus 17 (5d6) force damage on a failed save, or half as much damage on a successful one. Each structure and mundane object in the area that isn't being worn or carried takes 35 (10d6) fire damage plus 35 (10d6) force damage.

Bonus Actions

Healing Word (2nd-Level Spell). Tuval-Uthriar targets one creature who isn't a Construct or an Undead who he can see within 60 feet of him. The target regains 8 (2d4 + 3) hit points.

Utility Spells

In addition to any other spells in this stat block, Tuval-Uthriar can cast the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *light*[A], *mage hand*[A], *message*[A]
3/day each: *detect magic*[A], *speak with animals*[A]
1/day each: *detect thoughts*[A], *find traps*[A], *pass without trace*[A]

Vali

CR 4 Ambusher
Medium Humanoid (Elf), Neutral Evil
1,100 XP

Armor Class 16 (leather armor)
Hit Points 71 (13d8 + 13)
Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	11 (+0)	20 (+5)	10 (+0)

Saving Throws Dex +7, Wis +7, Cha +2
Skills Acrobatics +7, Perception +9, Stealth +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Sylvan
Proficiency Bonus +2

Cloak and Dagger. While Vali is hidden, he doesn't give away his location if he makes a weapon attack and misses.

Deft-Footed. Vali leaves no tracks or other traces of his presence unless he wants to.

Elf Glamour (1/Day). When a creature targets Vali with an attack, power, or spell, the creature must succeed on a DC 15 Wisdom saving throw or be charmed by him until the end of his next turn (no action required).

Actions

Multiattack. Vali makes two Shortsword attacks, or he makes two Waning Moon attacks and uses Waning Moon Fade, if available.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Waning Moon. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a creature who can't see Vali, the target takes an extra 7 (2d6) force damage.

Waning Moon Fade (1/Day). Vali becomes invisible for 1 minute and takes the Hide action. This invisibility ends if Vali makes an attack, casts a spell, or manifests a power.

Bonus Actions

Nimble Escape. Vali takes the Disengage or Hide action.

Amethyst Knife

Optimized for Five 11th-Level Characters

After an adventuring expedition went wrong, the adventurers attained strange psionic powers. Using their newfound abilities, they built the criminal syndicate known as the Amethyst Knife. Striving to become one of the wealthiest and most powerful organizations across the known world, the syndicate's ruthless and selfish leaders manipulate rival factions, heads of state, and other powerful individuals to place them under the syndicate's sway.

Background

Five years ago, famed halfling actor and adventurer Harlo Honeygrin put together an expedition to seek an ancient ruin and its rumored relics of an alien civilization. Harlo and his expedition discovered a dagger made of a purple crystal unlike anything they had seen before. When they removed the strange weapon from its stone dais, thunderous energy collapsed the vault and shattered the dagger, releasing an explosive pulse of violet psionic power.

After recovering from the blast and escaping the ruins, the five survivors found they had acquired strange new powers and a shared telepathic link. With this new development, Harlo revealed his true nature as the head of a small criminal organization. He convinced the others to use their new powers to help grow and expand his group's influence—in exchange for a share of the profits and power, of course. They renamed the organization after the strange alien relic that had gifted them new powers and opportunities, and together, they reforged Harlo's small criminal enterprise into a blossoming underworld syndicate.

Goals

The Amethyst Knife seeks three things above all: wealth, influence, and control. They're willing to acquire these through any means necessary, caring little for who gets hurt or what must be sacrificed in the process. To the Knife, the ends always justify the means.

The syndicate is always expanding their network of spies, informants, and in-pocket influential figures. Most recently, the Amethyst Knife set their sights on the noble houses of the great port city of Capital, dispatching spies and underlings to infiltrate those houses and discover new opportunities.

Methods

The Amethyst Knife builds its wealth in every criminal scheme imaginable: smuggling, protection fees, assassination contracts, and more. Its bosses then invest the money from these criminal enterprises into legitimate businesses—which prove remarkably profitable, thanks to the Knife coercing local leaders to make favorable laws and scaring the competition out of the game.

While the bosses of the Amethyst Knife let nothing stand in their way, they avoid attracting too much attention. The group uses subterfuge and pawns to avoid the ire of law enforcement and so-called heroes. Bribing or blackmailing prominent figures, subverting laws and contracts, threatening loved ones, and manipulating marks into desperate situations are all common tactics.

When subtle manipulations fail, the Amethyst Knife strikes their foes with swift, merciless violence. Minor threats and obstacles can be resolved with freelance assassins or mercenaries, but serious opposition merits intervention from the Knife's bosses. Using their psionic powers, shared minds, and varied skill sets, they wait for a vulnerable moment. If an attack goes awry, the Amethyst Knife fades into the shadows to find a better approach—such as slowly picking off a rival group one by one.

Harlo Honeygrin

Though Harlo Honeygrin approaches his one hundred and twentieth birthday, he retains his appearance as a halfling man in the prime of youth with exceptional good looks. His public image paints him as a charming, heroic lover of the arts, but in truth, Harlo is a jealous, spiteful reprobate who secretly created a criminal enterprise to fulfill his vain and desperate needs.

Over eighty years ago, Harlo forged a deal with Barresqueth, an archfey who offered the destitute halfling fame, power, and beauty in exchange for a payment of treasure every three years. After forging the pact, Harlo built the life of theater and adventure he'd always wanted—but when his first payment came due, Harlo learned Barresqueth would increase the price every three years. As the fee grew, Harlo resorted to criminal means to obtain it.

Each time Barresqueth collects the debt from Harlo, the archfey assumes the guise of a swashbuckling mouse with an eyepatch. Passersby assume the little rodent is Harlo's adorable fey friend, which only irks the halfling more as he forks over a sack of riches to the greedy little mouse.

Harlo maintains his life as a famous actor, using it to build connections within the societies the Knife seeks to control. When forced into action, he uses his powers from hiding while the other bosses go toe-to-toe with opponents.

Jutkarr Flintfingers

Though Jutkarr Flintfingers is a devotee of Ragilo, a god venerated by thieves and assassins, he doesn't consider himself a scoundrel. In fact, the grandfatherly dwarf actively dislikes most thieves, calling them lazy cheats and cocky liars. Jutkarr instead considers himself a "problem solver" and believes that any true follower of Ragilo is the same. To him, there's little difference between solving the daily word puzzle in the city broadsheet and "solving" a guarded mansion, a warded treasure vault, or the social complexities of a street gang war. Each is merely a pleasant distraction and chance to keep his wits sharp.

Harlo hired Jutkarr for his expedition as an expert in traps and locks. After the founding of the Amethyst Knife, Jutkarr became the syndicate's quartermaster and tactician. He oversees most operations with his cunning intellect and insight.

Llyvessa

Llyvessa, She-Who-Leaps-Across-Moonlight, is the most mysterious member of the Amethyst Knife. The elf's otherworldly appearance shifts between alluring and terrifying. She usually speaks in cryptic Elvish phrases and metaphors that most find impossible to comprehend.

Llyvessa and Harlo met when the guide for Harlo's soon-to-launch expedition mysteriously went missing and she appeared as a last-minute replacement. When the group discovered the crystal dagger, Llyvessa was struck with an overwhelming fear and awe, as though she could see something the others could not. Since then, she has followed the others' orders without question and has made no effort to share her own feelings or ambitions. Her true intentions in the organization remain a mystery.

As a deadly sharpshooter, Llyvessa serves as one of the Amethyst Knife's top assassins, killing with a detached, calculating efficiency.

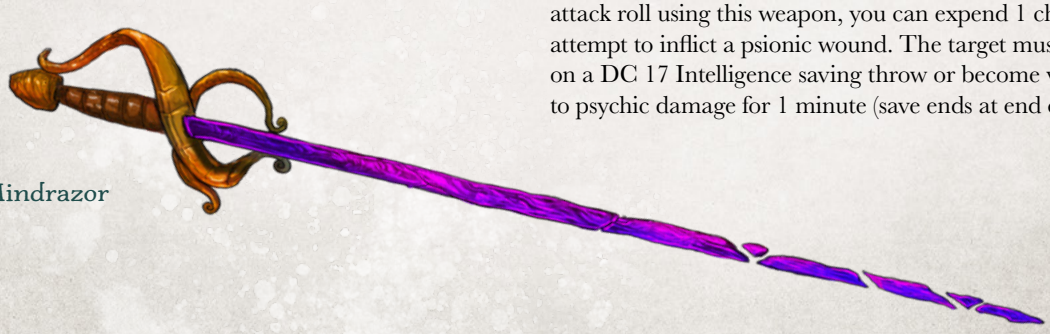
Treyvan von Hirnschmann

Treyvan von Hirnschmann is the illegitimate half-elf son of Duke Zaltz von Hirnschmann, a minor but influential human noble. To prove himself worthy of a noble title—and of his father's love—Treyvan set out to seek his own fortune. He eventually crossed blades with Victory Graves in a duel, and though Treyvan lost, Vic saw potential in him. Instead of killing the man, she offered him a job on an expedition led by her employer Harlo Honeygrin.

After the expedition, Treyvan initially declined Harlo's offer to join the Amethyst Knife, intending to head home and use his new powers to prove himself to his father. However, Harlo and Victory brought Treyvan evidence of an assassination plot against him—one orchestrated by his father the duke, who hoped to remove Treyvan as a threat to his younger half-sibling's title. Crushed and enraged at the betrayal, Treyvan agreed to join the Amethyst Knife. Seeking revenge, he plans to use the criminal empire to usurp control of his father's domain.

Humanoid Ability Scores Above 20

The Humanoids in the Amethyst Knife, Soulbinders, and Hallowed Dark have ability scores above 20. Each party has experienced an accident or event that made its members superhuman and bound their fates together.



Mindrazor

Victory "Vic" Graves

Victory grew up in a rough orphanage that forced her onto the streets as soon as the young human could feed and dress herself. Her childhood instilled what she considers life's most valuable lesson: "The weak think someone will save them. The strong think others will fear them. The clever think everyone beneath them. In the end, it's the ruthless who survive."

Vic learned to fight as soon as she could lift a blade, and she honed her skills in vicious backroom fighting pits and bloody alleyway brawls. She delights in luring foes into one-on-one duels with her, where her sharp reflexes and precise strikes prove deadly. These skills earned her employment as a bodyguard for Harlo when he began his criminal career. Long before the founding of the Amethyst Knife, Vic recognized Harlo's true nature and the commonality in their merciless and selfish values, and she agreed to serve as his second-in-command, a position she has held ever since.

Magic Items

After returning from their fateful expedition, two members of the Amethyst Knife used the shattered remains of the crystal dagger to forge psionic items for themselves. Harlo Honeygrin carries the *amethyst die*, and Victory wields *mindrazor*.

Amethyst Die

Wondrous Item, Rare (Requires Attunement)

This gaming die is carved from a fragment of powerful psionic crystal and resonates with a remnant of its power. This die has 3 charges and regains all expended charges daily at dawn. When you make an ability check, attack roll, or saving throw, you can expend 1 charge to roll a d6 and add the number rolled to the d20 roll. Immediately after the ability check, attack roll, or saving throw is resolved, you take psychic damage equal to twice the number you rolled on the d6.

Mindrazor

Weapon (Rapier), Very Rare (Requires Attunement)

This rapier was forged using shattered fragments of a powerful psionic crystal and ore from a falling star. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This rapier has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using this weapon, you can expend 1 charge to attempt to inflict a psionic wound. The target must succeed on a DC 17 Intelligence saving throw or become vulnerable to psychic damage for 1 minute (save ends at end of turn).

Amethyst Knife Villain Actions

The Amethyst Knife has five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Amethyst Formation. Treyvan telekinetically moves each willing Amethyst Knife boss who he can see within 60 feet of him up to 30 feet in any direction.

Action 2: Leaves Fall on the Moon. Llyvessa shoots an arrow charged with psionic potential, creating a line of psionic energy that is 5 feet wide and 150 feet long. Each enemy in that area must make a DC 17 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Action 3: I Planned For This. Jutkarr issues a coded telepathic instruction and psionically manipulates the space around him. Each Amethyst Knife boss within 60 feet of him can teleport and swap spaces with another willing Amethyst Knife boss in that area (no action required). Each teleporting creature must be able to see the creature they're swapping spaces with.

Action 4: Telepathic Tirade. Victory telepathically taunts one creature she can see within 30 feet of her. Until the end of the target's next turn, they have disadvantage on ability checks, attack rolls, and saving throws, and they take 5 (1d10) psychic damage whenever they fail an ability check, attack roll, or saving throw.

Action 5: Epilogue. Harlo unleashes a chain of psionic fury. Each enemy within 60 feet of him must make a DC 17 Intelligence saving throw. On a failed save, a target takes 28 (8d6) psychic damage and is dazed until the end of their next turn. On a successful save, a creature takes half as much damage and isn't dazed.

Harlo Honeygrin

CR 6 Ambusher

Small Humanoid (Halfling), Neutral Evil — 2,300 XP

Armor Class 17 (studded leather)
Hit Points 90 (20d6 + 20)
Speed 25 ft. (fly 60 ft. in Shadow Form)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	12 (+1)	22 (+6)	13 (+1)	22 (+6)

Saving Throws Int +9, Cha +9
Damage Resistances none (bludgeoning, piercing, and slashing from mundane attacks with Shadow Form)
Skills Acrobatics +8, Arcana +9, Deception +12, Insight +4, Intimidation +9, Performance +12, Persuasion +9, Stealth +8
Senses passive Perception 11
Languages Common, Dwarvish, Elvish, Halfling, thieves' cant, telepathy 120 ft.
Proficiency Bonus +3

Amethyst Die (3/Day). When Harlo makes an ability check, saving throw, or attack roll, he can roll a d6 and add the number rolled to the number rolled on the d20 roll. He then takes psychic damage equal to twice the number rolled on the d6. Harlo can use this die even in his shadow form.

Fear Resistant. Harlo has advantage on saving throws he makes to avoid or end the frightened condition on himself.

Mind Link. Harlo can communicate telepathically with any Amethyst Knife boss regardless of distance, provided they are on the same plane of existence.

Telepathic Shroud. Harlo is immune to any effect that would sense his emotions or read his thoughts, as well as to all divination spells.

Actions

Multiattack. Harlo makes two Mind Splinter attacks.

****Mind Splinter (1st-Order Power).*** *Melee or Ranged Power Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 20 (4d6 + 6) psychic damage, and Harlo is invisible to the target until the start of his next turn.

Shadow Form (1/Day; 4th-Order Power; Concentration). Harlo transforms his body into an amorphous shadow, along with everything he is wearing or carrying, and gains the following benefits for 10 minutes:

- He has a flying speed of 60 feet.
- He has resistance to bludgeoning, piercing, and slashing damage from mundane attacks.
- He has advantage on Dexterity (Stealth) checks and can attempt to hide without cover.
- He can move through a space as narrow as 1 inch wide without squeezing.

While in this form, Harlo can't pick up or wield objects except for his Amethyst Die.

Bonus Actions

I'm Over Here. Harlo chooses an enemy within 60 feet of him who he can see but who can't see him. The target must succeed on a DC 17 Wisdom saving throw or make a weapon attack against a creature of Harlo's choice.

Sneaky. Harlo takes the Hide action.

Reactions

Shared Condition. When Harlo is blinded, charmed, dazed, deafened, frightened, paralyzed, or stunned, he chooses a willing Amethyst Knife boss within 60 feet of him who doesn't already have the condition or is immune to it. The chosen creature then gains the condition for the duration, and Harlo loses the condition. He can use this reaction even while incapacitated.

Jutkarr Flintfingers

CR 5 Support
Medium Humanoid (Dwarf), Neutral Evil 1,800 XP

Armor Class 16 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	22 (+6)	16 (+3)	7 (–2)

Saving Throws Con +5, Int +9
Skills History +9, Investigation +9, Perception +6, Religion +9
Damage Resistances poison, psychic
Senses darkvision 60 ft., passive Perception 16
Languages Common, Dwarvish, thieves' cant, telepathy 120 ft.
Proficiency Bonus +3

Mind Link. Jutkarr can communicate telepathically with any Amethyst Knife boss regardless of distance, provided they are on the same plane of existence.

Poison Resistant. Jutkarr has advantage on saving throws he makes to avoid or end the poisoned condition on himself.

Actions

Multiattack. Jutkarr makes two Deserved Transfer attacks.

****Deserved Transfer (2nd-Order Power).*** *Melee or Ranged Power Attack:* +9 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 13 (2d6 + 6) psychic damage, and one creature Jutkarr can see within 30 feet of him gains temporary hit points equal to half the damage dealt.

Psionic Resilience (2/Day; 4th-Order Power). Jutkarr touches a willing creature and gives them immunity to one of the following conditions for 1 hour: blinded, charmed, dazed, deafened, frightened, paralyzed, petrified, poisoned, or stunned. Additionally, if the target suffers from the chosen condition, that condition is suppressed for 1 hour.

Reactions

Shared Condition. When Jutkarr is blinded, charmed, dazed, deafened, frightened, paralyzed, or stunned, he chooses a willing Amethyst Knife boss within 60 feet of him who doesn't already have the condition or is immune to it. The chosen creature then gains the condition for the duration, and Jutkarr loses the condition. He can use this reaction even while incapacitated.

Thieves? No. Thieves dream of doing one big, easy job. If they pull it off, they go into hiding and retire. We are not thieves. We're architects.

Jutkarr Flintfingers

Llyvessa

CR 5 Artillery
Medium Humanoid (Elf), Neutral 1,800 XP

Armor Class 18 (studded leather armor)
Hit Points 88 (16d8 + 16)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	13 (+1)	15 (+2)	17 (+3)	12 (+1)

Saving Throws Dex +9, Wis +6
Skills Acrobatics +9, Nature +5, Perception +6, Stealth +9, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Elvish, telepathy 120 ft.
Proficiency Bonus +3

Deadly Sharpshooter. Attacking at long range with a ranged weapon doesn't impose disadvantage on Llyvessa's attack rolls.

Elf Glamour (1/Day). When a creature targets Llyvessa with an attack, power, or spell, the creature must succeed on a DC 14 Wisdom saving throw or be charmed by her until the end of her next turn (no action required).

Mind Link. Llyvessa can communicate telepathically with any Amethyst Knife boss regardless of distance, provided they are on the same plane of existence.

Actions

Multiattack. Llyvessa makes two Scimitar or Longbow attacks. Alternatively, she makes one Longbow attack and uses Psychic Shot, if available.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Psychic Shot (Recharge 5–6). Llyvessa makes a Longbow attack that ignores cover, and which can pass through mundane solid objects up to 5 feet thick that aren't being worn or carried.

Bonus Actions

Jaunt (1/Day; 3rd-Order Power). Llyvessa or one willing creature within 5 feet of her teleports to an unoccupied space Llyvessa can see within 30 feet of her.

Reactions

****Control Projectiles (3/Day; 2nd-Order Power).*** When a creature Llyvessa can see within 60 feet of her makes a ranged weapon attack, she gives the creature advantage or disadvantage on the attack roll (her choice).

Shared Condition. When Llyvessa is blinded, charmed, dazed, deafened, frightened, paralyzed, or stunned, she chooses a willing Amethyst Knife boss within 60 feet of her who doesn't already have the condition or is immune to it. The chosen creature then gains the condition for the duration, and Llyvessa loses the condition. She can use this reaction even while incapacitated.

Treyvan von Hirnschmann

CR 5 Soldier
1,800 XP

Medium Humanoid (Half-Elf), Neutral Evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	18 (+4)	11 (+0)	14 (+2)	22 (+6)

Saving Throws Str +9, Con +7
Skills Athletics +9, Religion +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, telepathy 120 ft.
Proficiency Bonus +3

Charm Resistant. Treyvan has advantage on saving throws he makes to avoid or end the charmed condition on himself.

Mind Link. Treyvan can communicate telepathically with any Amethyst Knife boss regardless of distance, provided they are on the same plane of existence.

Telekinetic Bastion. Each ally within 20 feet of Treyvan has a +2 bonus to AC and Dexterity saving throws. Enemies treat the area within 20 feet of Treyvan as difficult terrain.

Actions

Multiattack. Treyvan makes two Maul attacks. He can replace one attack with a use of Telekinetic Throw or Choke, if available.

Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. If the target is Medium or smaller, Treyvan can choose to either knock them prone or push them up to 10 feet away from him.

Telekinetic Throw. Treyvan throws his maul with telekinetic force, making a Maul attack with a range of 30 feet. After making this attack, the maul immediately returns to Treyvan's hands.

Choke (2/Day; 5th-Order Power; Concentration). Treyvan telekinetically crushes one Large or smaller creature he can see within 30 feet of him. The target must succeed on a DC 17 Dexterity saving throw or be restrained for 1 minute (save ends at end of turn). While restrained in this way, the target takes 14 (4d6) force damage at the start of each of their turns. If the target is ever more than 30 feet away from Treyvan or has total cover from him, the power ends early.

Reactions

Shared Condition. When Treyvan is blinded, charmed, dazed, deafened, frightened, paralyzed, or stunned, he chooses a willing Amethyst Knife boss within 60 feet of him who doesn't already have the condition or is immune to it. The chosen creature then gains the condition for the duration, and Treyvan loses the condition. He can use this reaction even while incapacitated.

Victory Graves

CR 5 Skirmisher
1,800 XP

Medium Humanoid (Human), Neutral Evil

Armor Class 18 (studded leather)
Hit Points 88 (16d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	12 (+1)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Dex +9, Int +5
Skills Acrobatics +9, Athletics +6, Deception +4, Intimidation +4, Stealth +9
Senses passive Perception 11
Languages Common, thieves' cant, telepathy 120 ft.
Proficiency Bonus +3

Exploit Opening (3/Day). When Victory makes an attack, she has advantage on the attack roll.

Mind Link. Victory can communicate telepathically with any Amethyst Knife boss regardless of distance, provided they are on the same plane of existence.

Kinetic Buildup. When Victory hits a creature with a melee weapon attack, her speed increases by a cumulative 5 feet and she gains one additional reaction until the start of her next turn.

Psionic Wound (3/Day). When Victory hits a creature with a Mindrazor attack, she can attempt to inflict a psionic wound (no action required). The target must succeed on a DC 17 Intelligence saving throw or become vulnerable to psychic damage for 1 minute (save ends at end of turn).

Actions

Multiattack. Victory makes three Mindrazor attacks and one Cheap Shot attack.

Mindrazor. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Cheap Shot. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage, and the target must make a DC 17 Dexterity saving throw. On a failed save, Victory can choose for the target to either be knocked prone or gain one of the following conditions until the end of the target's next turn: blinded, dazed, or deafened.

Reactions

Shared Condition. When Victory is blinded, charmed, dazed, deafened, frightened, paralyzed, or stunned, she chooses a willing Amethyst Knife boss within 60 feet of her who doesn't already have the condition or is immune to it. The chosen creature then gains the condition for the duration, and Victory loses the condition. She can use this reaction even while incapacitated.

Content Warning: Possession

The Soulbinders are a once-humanoid collective transformed into sapient, cursed magic items. They possess, transform, and burn the life force of their wielders. If your group would rather avoid the topic of possession, you can instead make the Soulbinders power-hungry warriors whose magic weapons draw on their own life force.

Soulbinders

Optimized for Five 13th-Level Characters

The timeless quest for immortality takes countless forms, many of which serve as cautionary tales. In the case of the Soulbinders, their ignorance and greed bound their souls into cursed items that feed off the life force of their wielders.

Background

Millennia ago, the Soulbinders were a mortal band of explorers. Prince Ellan Farra traveled with his sage advisor, a duo of mercenaries, and a spelunker guide to find their eternal reward—a scroll containing an ancient ritual to grant immortality.

When the party found the ancient text, their ambition blinded them to the ritual's true cost. Each explorer offered a personal treasure, expecting the ritual to consume it. Instead, as the scroll disintegrated, the spell destroyed their bodies and trapped their souls in these objects. Worse, the Soulbinders learned that to fuel their power and truly experience immortal life, they must consume the souls of others, puppeteering the body of each unsuspecting victim until their life force burns out.

Goals

No record shows how long the Soulbinders have existed, and even they have long forgotten. Unsatisfied with their cursed existence, their hunger remains unsated, for their immortality means nothing without power. The Soulbinders have resolved to achieve godhood, escape their prisons, and elevate their souls to a higher existence.

The Soulbinders believe that in forcing people to worship them as gods, they will in fact become gods. Their main goal is to bring new lands and peoples under their control, then use those resources to acquire even more. The group also searches for new sources of magical power that might hasten their deification.

Methods

The Soulbinders' unquenchable ambitions and dark magics often require the sacrifice of innocents or other unspeakable acts of violence.

To function, each Soulbinder also needs a body to possess and transform into their old self—and to acquire such a body, a hapless mortal must attune to the cursed item that binds the villain's soul. Once possessed, the victim remains distressingly aware of their former body's actions. The Soulbinders who have obtained bodies aid those who lack one, often by offering unsuspecting adventurers a cursed item as a reward or by planting it where it might be discovered by a chosen traveler. After possessing a user, the victim's soul is consumed over time and the bodies eventually burn out into dust.

Blackstone Manor. The Soulbinders operate from a fortified mansion they call Blackstone Manor, built from the old temple ruins where they first discovered the cursed ritual. A secret passage in the manor's cellar hides the Walk of Bones, an ancient vault and shrine bearing walls inlaid with ash and bone fragments from the Soulbinders' possessed victims.

Argan Rael

Obsessed with uncovering forbidden magical secrets, Argan Rael was shunned by every mage circle he approached for help. Seeking to make fools of his detractors, the tiefling made a desperate case to Prince Ellan Farra, promising to find the secrets of immortality. Taken by the idea of ruling eternally, the prince agreed to support Argan and called for the execution of those who doubted the mage's wisdom.

While knowledge is Argan's passion, his biggest thrill is causing suffering and subjugation. He is loyal to the Soulbinders but takes orders only from Prince Ellan.

The callous wizard prefers to possess other spellcasters, and he resides within the *bracers of the spellbreaker*.

Kishina Darrowind

When Kishina Darrowind was just a young half-elf, her homeland was invaded by the long-lived elf Oramac. She vowed to make the commander pay for his crimes and to outlive him and his kin. Retreating into the wilderness, Kishina struck and killed small bands of Oramac's forces when she could, but as age took its toll on her, her vow for eternal vengeance seemed an angry child's dream. One day, however, Prince Ellan Farra arrived at her door in need of a guide to an ancient ruin.

Now a conqueror herself, Kishina barely thinks about the vengeance she swore or the home she lost. She has become level-headed and dispassionate, willing to justify any action as a means to an end. Godhood is her only passion, though if she could be reminded of how she felt about conquerors in days past, she might hate what she has become.

Kishina is bound to her *pathfinder's boots* and wishes to learn the origin of the ritual that changed her. Was it planar magic? The act of a trickster god? Or something even more unfathomable? If she could find that answer, she's confident she would not only understand that power, but perhaps even learn to wield it.

Prince Ellan Farra

King Garrow Farra always saw Prince Ellan, his eldest child, for what he was: a power-hungry narcissist. When Garrow declared that Ellan's younger siblings would take the crown, the elf prince's narcissism turned to fury. Ellan went to war with his father and siblings—and nearly lost. Before he could finish doing so, however, Ellan learned of Argan's research and the chance at immortality it offered. Ellan abandoned his decimated armies in favor of a new plan: he would become immortal, go into hiding, and outlive his pathetic siblings before emerging to claim the throne forever.

Countless years have passed, and finally, the prince stands ready to seize the throne his father ripped from his hands. But his ambitions have broadened, and now the throne is simply one rung on the ladder to Ellan's godhood.

Though pretentious, callous, and selfish, Ellan is no fool. Both methodical and ruthless, he seeks not only control, but the reverence he believes his due. Ellan is bound to the *crown of majesty*, a magic circlet whose name befits the prince's ego.

Radlee "The Grim" Thugram

Radlee Thugram was one of the countless human subjects who King Garrow conscripted and sent to war against the forces of Prince Ellan. Radlee's unit perished when her ruthless commander set them up as bait in an enemy ambush. Thanks to Radlee's quick thinking, she was the only survivor—and she celebrated her escape by returning to camp and murdering her commander.

After that, Radlee deserted and became a sellsword, quickly earning a frightening reputation. The few survivors of her brutality often simply called her "the Grim." The bloody road of mercenary work led Radlee into partnership with the Scarlet Shadow, a mysterious assassin for hire. Their infamy grew, and one day, the very prince Radlee had been forced to fight came inquiring about a job exploring a remote ruin.

Radlee is cold and matter-of-fact, and despises social platitudes—traits which sometimes put her at odds with the prince. In combat, she is ferocious and unrelenting, protecting her fellow Soulbinders while showing no mercy to her enemies. She is bound to the *visionary's cloak*.

Scarlet Shadow

Scarlet Shadow doesn't share his name or background. Only the dragonborn's closest friend, Radlee Thugram, knows he once belonged to an assassin's guild that bore his name. After a bloody guild war left Scarlet as his organization's only survivor, he took on the guild's name as his own and became an independent contract killer. Eventually, Scarlet joined forces with Radlee and then the rest of the Soulbinders.

Long before Scarlet's curse, he'd already lost most of his humanity. Killing is his only purpose and sadistic pleasure, and he doesn't want to be just any god—he wants to be the god of death. The assassin is bound to the *ring of scarlet shadows*, the last symbol of his old guild.

Magic Items

Each Soulbinder wears a magic item that houses their eternal soul:

- **Argan Rael:** *bracers of the spellbreaker*
- **Kishina Darrowind:** *pathfinder's boots*
- **Prince Ellan Farra:** *crown of majesty*
- **Radlee "The Grim" Thugram:** *visionary's cloak*
- **Scarlet Shadow:** *ring of scarlet shadows*

If a Soulbinder's body is killed, their magic item can be recovered as treasure. In addition to the properties listed in the magic item descriptions, each item has the following two properties.

Sentience. This magic item is sentient. Its alignment and Intelligence, Wisdom, and Charisma scores match the corresponding persona's stat block.

This magic item has hearing and darkvision out to a range of 60 feet. It can speak, read, and understand the languages in its persona's stat block, and it can communicate telepathically with its wearer.

Curse. Once you attune to this item, you can't end your attunement to it unless you are targeted by the *remove curse* spell or similar magic. Seven days after you attune to it, you must make a DC 18 Wisdom saving throw. On a failed save, your Wisdom score is reduced by 1 for as long as you remain attuned to the item. You must repeat this saving throw every 24 hours while you remain attuned to the item.

If you fail this saving throw three times, the magic item possesses your body, and your soul becomes trapped in your body. Your body transforms into the original body of the soul within the magic item, and your statistics change to match the persona in control of your new body. While possessed, your equipment transforms into the equipment used by the possessing persona's stat block. You sense everything your body can sense, but the persona controls your movement, speech, and actions.

If you end your attunement to the magic item, your body returns to its original form, you regain control of your body, and the magic item's soul returns to the magic item. If you die, the magic item's soul returns to the magic item. If your body is possessed for 1d6 + 12 months, your soul is destroyed, your body crumbles to dust, and you die.

It's Not Me!

Even after a Soulbinder's magic item settles its curse on a new victim, the Soulbinder must wait until the victim's will weakens enough for possession. In the meantime, the Soulbinder builds a friendly relationship with their wearer, striving to convince them that the curse is caused by some other magical force in their life. Since the ill effects of the curse don't manifest for days, it's usually easy to blame the curse on other newly acquired objects or recent events.

Bracers of the Spellbreaker

Wondrous Item, Very Rare (Requires Attunement by a Spellcaster)

These mithral bracers are engraved with runes and inlaid with three multicolored bands of tiny gemstones.

While wearing these bracers, you have advantage on saving throws against spells and magical effects. In addition, damage from your spell attacks ignore your target's damage resistances.

Cursed Sentience. The bracers are a sentient and cursed magic item, as described above.

Crown of Majesty

Wondrous Item, Very Rare (Requires Attunement)

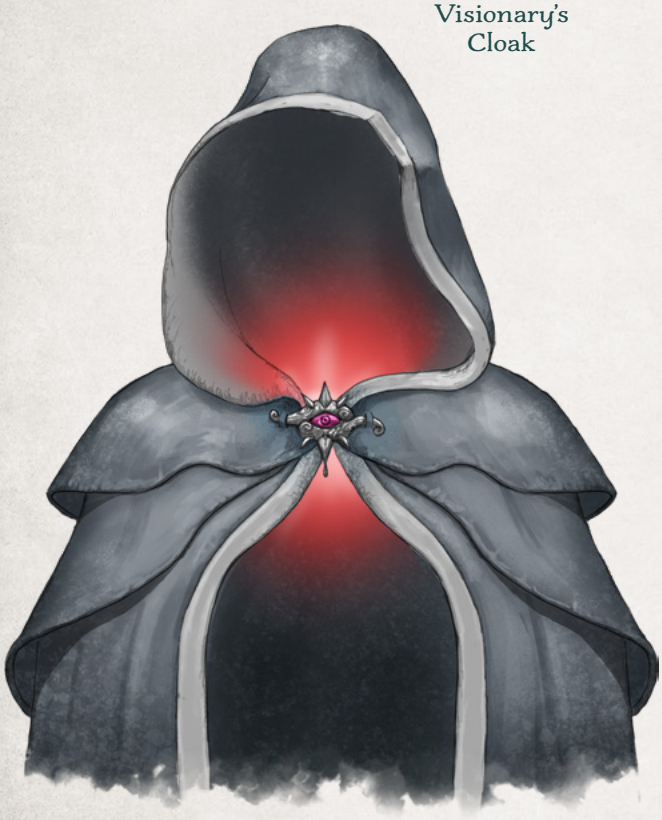
This mithral circlet is inscribed with an intricate filigree formed of Elvish runes. The front of the circlet holds a flawless diamond that changes hue in sunlight.

While wearing this crown, you have resistance to psychic damage, and you can't be charmed or frightened.

The crown has 3 charges. While wearing it, you can use an action and expend 1 charge to cast one of the following spells from it (save DC 18): *command* or *charm person*. The crown regains 1d3 expended charges daily at dawn.

Cursed Sentience. The crown is a sentient and cursed magic item, as described above.

Visionary's Cloak



Pathfinder's Boots

Wondrous Item, Very Rare (Requires Attunement)

Silver eyelets decorate these soft leather boots. While wearing these boots, you gain a +2 bonus to your AC and your walking speed increases by 10 feet.

The boots have 7 charges. While wearing them, you can expend 1 charge to cast one of the following spells from them: *feather fall*, *jump*, or *shield*. The boots regain 1d6 + 1 expended charges daily at dawn.

Cursed Sentience. The boots are a sentient and cursed magic item, as described above.

Ring of Scarlet Shadows

Wondrous Item, Very Rare (Requires Attunement)

This iridium ring is inlaid with an obsidian band. The stone inlay occasionally appears to writhe or shift, as if shadows play along its surface.

While wearing this ring, you gain darkvision out to a range of 60 feet, or if you already have darkvision, its range increases by 60 feet. Additionally, you have advantage on Dexterity (Stealth) checks made to hide.

Shadow Blade. You can use a bonus action to extend a blade of shadows from the hand that wears the ring. You can wield the blade as a shortsword that deals necrotic damage instead of piercing damage. While the blade is extended, you can't drop it or hold anything else in that hand. You can dismiss the blade as a bonus action.

Cursed Sentience. The ring is a sentient and cursed magic item, as described above.

Visionary's Cloak

Wondrous Item, Very Rare (Requires Attunement)

This gray, hooded traveler's cloak sports a white silk hem and a platinum clasp that, when closed, resembles the shape of an eye.

While wearing this cloak, you have advantage on initiative checks and can't be surprised.

Additionally, when you wear the cloak with the hood up, you gain truesight out to a range of 60 feet and your eyes cast a soft blue-white glow. Pulling the hood up or down requires an action.

Cursed Sentience. The cloak is a sentient and cursed magic item, as described above.

Soulbinder Items and Stat Blocks

While possessing a body, the Soulbinders wear their respective magic items. However, since each Soulbinder *is* the item they wear, they can harness the power more effectively than their magic item's normal statistics allow. This makes the Soulbinders powerful villains and simplifies their stat blocks. This means you don't need to track charges or worry about a cloak's hood remaining up during combat.

Soulbinders Villain Actions

The Soulbinders have five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Battle Cry. Ellan unleashes a cacophonous battle cry. Each enemy within 60 feet of him who can hear him must make a DC 18 Wisdom saving throw. On a failed save, a creature has disadvantage on ability checks and attack rolls until the end of their next turn.

Action 2: Strategic Positioning. Radlee and each ally within 60 feet of her who can see or hear her can move up to half their speed without provoking opportunity attacks and take the Hide action.

Action 3: Furious Dance. Kishina unleashes a flurry of spinning attacks against each enemy she can see within 15 feet of her. Each target must make a DC 18 Dexterity saving throw. On a failed save, a target takes 22 (5d8) bludgeoning damage and is knocked prone. On a successful save, they take half as much damage and aren't knocked prone.

Action 4: Gravity Bomb. Argan creates an explosion of negative energy centered on a point he can see within 90 feet of him. Each enemy in a 20-foot-radius sphere centered on that point must make a DC 18 Constitution saving throw. On a failed save, a creature takes 33 (6d10) force damage and their speed is reduced to 0 until the end of their next turn. On a successful save, they take half as much damage and their speed isn't reduced.

Action 5: Shadow Shift. Scarlet Shadow teleports up to 30 feet to an unoccupied space he can see and makes one Shadow Blade or Razor Garrote attack with advantage. If the attack hits, it is a critical hit.

Ending the Curse for Good

The characters might wish to permanently uncurse the Soulbinders' magic items to free the souls trapped within the items, or to make the items usable without the threat of possession. At your discretion, the characters can permanently remove the Sentience and Curse properties of each item by finding a second copy of the ritual scroll that trapped the Soulbinders. Performing this ritual near all five items restores each Soulbinder's original body and transfers their souls out of the items back into their bodies. After this occurs, the scroll is reduced to ash and the Sentience and Curse properties of each item are removed.

Argan Rael

CR 7 Artillery

Medium Humanoid (Tiefling), Chaotic Evil — 2,900 XP

Armor Class 15 (18 with *mage armor*)
Hit Points 104 (19d8 + 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	12 (+1)	24 (+7)	10 (+0)	13 (+1)

Saving Throws Con +4, Int +10, Wis +3
Skills Arcana +10, History +10, Investigation +10, Perception +3
Damage Resistances fire, necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Proficiency Bonus +3

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

Pervasive Magic. Damage from Argan's spell attacks ignore the target's damage resistances.

Actions

Multiattack. Argan makes three Arcane Lance attacks.

Arcane Lance (Cantrip). *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 17 (5d6) force damage, and Argan moves the target up to 15 feet horizontally.

Lightning Volley (3rd-Level Spell). Argan calls down lightning on up to three creatures he can see within 30 feet of him. Each target must make a DC 18 Constitution saving throw. On a failed save, a target takes 21 (6d6) lightning damage and their speed is halved until the end of their next turn. On a successful save, a target takes half as much damage and their speed is not halved.

Fireball (1/Day; 7th-Level Spell). Argan sculpts a fiery explosion centered on a point within 90 feet of him. Each creature of his choice in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Misty Step (2/Day; 2nd-Level Spell). Argan teleports up to 30 feet to an unoccupied space he can see.

Utility Spells

In addition to any other spells in this stat block, Argan can cast the following spells, using Intelligence as his spellcasting ability (spell save DC 18):

At will: *dancing lights*[A], *mage hand*[A], *message*[A], *prestidigitation*[A]
2/day each: *detect magic*[A], *mage armor*[A], *sending*[A]

Kishina Darrowind

CR 6 Skirmisher

Medium Humanoid (Half-Elf), Lawful Neutral — 2,300 XP

Armor Class 19 (*pathfinder's boots*)
Hit Points 121 (22d8 + 22)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	13 (+1)	10 (+0)	24 (+7)	10 (+0)

Saving Throws Str +5, Dex +10, Wis +10
Skills Acrobatics +10, Athletics +5, Insight +10, Perception +10
Senses darkvision 60 ft., passive Perception 20
Languages Common, Elvish
Proficiency Bonus +3

Charm Resistant. Kishina has advantage on saving throws she makes to avoid or end the charmed condition on herself.

Light Landing. Kishina takes no damage from falling.

Standing Leap. Kishina's long jump is up to 45 feet and her high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. Kishina makes four Unarmed Strike attacks or three Throwing Knife attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage on a critical hit.

Throwing Knife. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage.

Painful Sprint (Recharge 6). Kishina moves up to her speed without provoking opportunity attacks, hitting a pressure point on each enemy she can see who she passes within 5 feet of during this move. Each target must succeed on a DC 18 Constitution saving throwing or be poisoned until the start of their next turn. A creature who fails this save by 5 or more also falls prone.

Bonus Actions

Throw. Kishina attempts to throw a Large or smaller enemy she can see within 5 feet of her. The target must succeed on a DC 18 Dexterity saving throw or be moved up to 15 feet away from her and be knocked prone.

Reactions

Shield (3/Day; 1st-Level Spell). When Kishina is targeted by an attack or a *magic missile* spell, she conjures an invisible barrier of force. Until the start of her next turn, she gains a +5 bonus to AC, including against the triggering attack, and takes no damage from *magic missile*.

Prince Ellan Farra

CR 6 Controller

Medium Humanoid (Elf), Lawful Evil — 2,300 XP

Armor Class 18 (breastplate, shield)
Hit Points 110 (20d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	12 (+1)	11 (+0)	24 (+7)	20 (+5)

Saving Throws Dex +5, Wis +10, Cha +8
Skills Deception +8, Insight +10, Persuasion +8, Religion +3
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish
Proficiency Bonus +3

Elf Glamour (1/Day). When a creature targets Ellan with an attack, power, or spell, the creature must succeed on a DC 18 Wisdom saving throw or be charmed by him until the end of his next turn (no action required).

Resolute Aura. While he is conscious, Ellan and any allies within 20 feet of him who can see him can't be charmed or frightened.

Actions

Multiattack. Ellan makes two Bladed Scepter attacks.

Bladed Scepter. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 10 (3d6) poison damage, and the target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Command (2nd-Level Spell). Ellan speaks a one-word command to up to two creatures he can see within 60 feet of him. Each target must succeed on a DC 18 Wisdom saving throw or follow the command on their next turn. The spell has no effect if the target is Undead, doesn't understand Common or Elvish, or would be directly harmed by following the command. If the target can't follow Ellan's command, the spell ends. Some typical commands and their effects follow:

Approach. The target moves toward Ellan by the shortest and most direct route, ending their turn if they move within 5 feet of Ellan.

Drop. The target drops whatever they are holding and then ends their turn.

Flee. The target spends their turn moving away from Ellan by the fastest available means.

Grovel. The target falls prone and then ends their turn.

Halt. The target doesn't move and takes no actions.

Unholy Flame (3rd-Level Spell). Ellan conjures unholy fire around one creature he can see within 60 feet of him. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 27 (6d8) fire damage and is enveloped (save ends at end of turn). While enveloped, a creature takes 7 (2d6) fire damage at the start of each of their turns. On a successful save, the target takes half as much damage and isn't enveloped.

Radlee Thugram

CR 7 Soldier
Medium Humanoid (Human), Neutral Evil 2,900 XP

Armor Class 18 (plate)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	15 (+2)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +10, Con +5, Wis +6
Skills Athletics +10, Intimidation +4, Perception +6, Survival +6
Senses truesight 60 ft., passive Perception 16
Languages Common
Proficiency Bonus +3

Exploit Opening (3/Day). When Radlee makes an attack, she has advantage on the attack roll.

Sure-Footed. Radlee has advantage on saving throws against being moved against her will or knocked prone.

Tactical Vigilance. Radlee has advantage on initiative checks. While she isn't incapacitated, Radlee and each ally within 30 feet of her who can see or hear her can't be surprised.

Actions

Multiattack. Radlee makes three Halberd or three Longbow attacks. Alternatively, she makes one Halberd attack and uses Backswipe.

Halberd. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Backswipe. Radlee swings her halberd's shaft at a creature within 5 feet of her. The target must succeed on a DC 18 Strength saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.

Reactions

Protector. When a creature Radlee can see within 10 feet of her attacks one of her allies, Radlee can make a Halberd attack against the attacker.

Scarlet Shadow

CR 6 Ambusher
Medium Humanoid (Dragonborn), Neutral Evil 2,300 XP

Armor Class 19 (studded leather)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	14 (+2)	13 (+1)	20 (+5)	11 (+0)

Saving Throws Dex +10, Int +4, Wis +8
Skills Acrobatics +10, Perception +8, Sleight of Hand +10, Stealth +13
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 18
Languages Common, Draconic
Proficiency Bonus +3

Assassinate. During his first turn, Scarlet has advantage on attack rolls against any creature who hasn't taken a turn. The first hit Scarlet scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). Scarlet deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Scarlet who isn't incapacitated and Scarlet doesn't have disadvantage on the attack roll.

Actions

Multiattack. Scarlet makes three Shadow Blade or three Shortbow attacks.

Shadow Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) necrotic damage. If a target is hit by two or more Shadow Blade attacks on a turn, they must succeed on a DC 18 Wisdom saving throw or be blinded until the end of their next turn.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Razor Garrote. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage. If the target is a Medium or smaller creature, they are grappled (escape DC 17). Until this grapple ends, the target is restrained, they take 22 (5d8) slashing damage at the start of each of their turns, and Scarlet can't attack another target.

Umbral Breath (Recharge 6). Scarlet exhales dark flame in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) necrotic damage and is frightened of Scarlet for 1 minute (save ends at end of turn). On a successful save, a creature takes half as much damage and isn't frightened.

Bonus Actions

Cunning Action. Scarlet takes the Dash, Disengage, or Hide action.

Content Warning: Terrorism, Torture, and Blood

As the Hallowed Dark prepares the world for the return of the dragon Qazyldrath, they instill fear through destruction, murder, and torture. If you or your players wouldn't enjoy a game with such themes, you should focus the cult's actions on the ritual to bring back the dragon instead of terrorism and torture.

Draven Malas is a blood mage who can boil the blood of his foes. If such descriptions would ruin the fun for anyone in your group, his magic can affect the energy and vitality of foes instead.

Hallowed Dark

Optimized for Five 15th-Level Characters

For every adventurer standing against the oncoming dark, there is a fervid wretch seeking the world's annihilation. Five such zealots serve the gloom dragon Qazyldrath. Empowered by drinking the wyrm's blood, the apocalypse cult of the Hallowed Dark now seeks to usher in the Silent Decay's reign of suffocating darkness.

Background

For many, the Sun Eater was a figure of mere myth and nightmare—but not for Aronar and Athmia Valkys, half-elf twins born under an eclipse. Every birthday brought them whispered promises of power and visions of a dragon swallowing the sun. The twins traveled deep to a forgotten underground temple where they found vials of Qazyldrath's blood. In a profane ritual, the twins each consumed a vial of blood; in return, Qazyldrath set one of the wyrm's eyes in each of their heads, granting them supernatural powers. The wyrm also bestowed magical rings on the twins as a mark of favor.

Though Aronar and Athmia were Qazyldrath's first priests of the modern age, the dragon sent similar whispers to three more chosen. Each arrived at the slumbering wyrm's church and gained a dragon's blessings: the tiefling Caithas grew wings, Vivienn's human body was empowered with dragon sinew, and Draven's human blood was replaced with that of a dragon.

Together, they are the Hallowed Dark—and they will expunge every trace of light from this world.

Goals

The Hallowed Dark ultimately wish to restore Qazyldrath to power and end this wretched world. In exchange, the dragon promises dominion over the shadowed world to come.

Methodical, patient, and cruel, the cultists know the path to the lightless world is a long and arduous one—and in the meantime, they relish the suffering they inflict on their path to forever dark. This apocalypse cult commands as much terror as the Sun Eater they seek to reawaken, becoming nightmares for all who cross their path.

Methods

Qazyldrath communicates intermittently with the Hallowed Dark through visions, dreams, and impressions, drawing their priests to dark corners of the world. In these remote places, the cult enacts a series of costly and prolonged rituals to reawaken the Silent Decay. The rituals require rare, void-touched components: fallen stars and meteorites, the hearts or minds of eldritch entities, deep-mined iron wielded by those who travel between planes, and more.

Meanwhile, the cult spreads darkness and fear. They believe terror crushes hope, and without hope, people will buckle when the end approaches. The Hallowed Dark has committed many atrocities—terrorist attacks on temples and government buildings, destruction of systems that provide societal structure and safety, wanton slaughter, and torture of those they bother to leave alive. If the whimpering mortals they spare go wailing to others about Qazyldrath's return—well, all the better.

Aronar Valkys

Aronar Valkys is a prodigy spellcaster, born under an eclipse and rumored to have thieved magic from the gods themselves in the night. The half-elf keeps no holy symbol and worships at no temple, yet he commanded divine magic long before he supped on Qazyldrath's blood. Aronar scorns spellcasters who chain themselves to the gods, claiming that the secrets of heaven await anyone cunning enough to claim them.

He proudly wields the right eye of Qazyldrath, which grants the gift of clarity of mind and the wisdom of dragons. It was Qazyldrath's promises of knowledge that drew Aronar to follow them—he saw visions of himself and Athmia shaping the new world with magic no mortal possessed, becoming figures of unimaginable nightmare.

Aronar's calm demeanor belies his arrogance and narcissism. He longs for nothing more than unchecked dominion in the new world. Cunning and careful, the half-elf sees all with his draconic eye and bides his time.

Athmia Valkys

While Aronar lusts after the mastery of magic, Athmia needs no grand display to kill, just a single touch on her victim's mind. From childhood, she was a silent killer, rending the minds of small animals to sharpen her cognitive blades. Her arts of mental assassination allow her to tear down mental barriers and gouge out secrets without lifting a hand, leaving behind corpses with bleeding ears.

Her discretion and lethality earned her Qazyldrath's left eye, a gift of shrewdness and stealth. In her visions, she saw her dark gifts praised, her ascendancy assured—and power, so much power for her insatiable mind.

Athmia allows Aronar to act as the cult's outward-facing "leader," but they work as equals—Aronar the politicking manipulator, Athmia the blade in the dark. During the rare times she speaks, she shows herself to be merciless, cold, and wholly devoted to the end of the world.

Caithas

Born from a deal with a devil, Caithas's mother hid him from the militantly devout people of his small hometown. The tiefling lived under the floors of his mother's house, nurturing his creativity and filling those dark spaces with drawings of what he imagined the world looked like.

Then, at the age of eleven, he was discovered. The prejudiced people of the town chased Caithas into the wilds, where he nearly starved before learning to forage. During those dark months, Qazyldrath spoke to him in dreams. The gloom dragon taught him not only to hunt and survive, but to thrive. As Caithas grew, he became a keen hunter, and the mysterious dragon in his dreams was his sole friend.

Caithas was the first cultist Aronar and Athmia welcomed into the fold. While Caithas lacks the depth of the others' cruelty and ambitions, Qazyldrath has spent a lifetime filling his head with dreams of a beautiful, shadowed world, and his loyalty to the dragon runs deep. Caithas often falls into wry humor that turns to mockery, a reflection of his deep distrust of mortalkind. He watches his back, even around the other cultists, and trusts only Qazyldrath with his safety.

Draven Malas

Had vengeance not consumed him so deeply, Draven Malas would've been heralded as a paragon. A prominent government figure and a sorcerer of some renown, he dabbled in blood magic, certain he would never be drawn into its tempting darkness. But when his son died in a bandit attack, Draven snapped. He hunted down the bandits and the guards who failed to protect his boy, cursing their blood

and boiling each offender from the inside. He was branded a murderer and fled.

Lost in grief, Draven was perfectly vulnerable when Qazyldrath gave him dreams—visions of a world where no evils would go unpunished, where Draven's fury was righteous and right. These visions guided him to the cult.

Qazyldrath gave Draven the weightiest blessing of all, the blessing of blood. After nearly dying during his transformation, he revived to find the blood of dragons empowering his body. Draven is reckless and driven by rage, pushing himself to his limits in combat. He tears down his enemies' hopes and defenses, leaving them vulnerable and afraid before they die.

Vivienn Dirroze

Raised by frivolous nobles in a cutthroat court, Vivienn Dirroze decided young that her ambitions pointed higher. Her peers were content to vie for political power and assassinate rivals, but Vivienn refused to rest until she beheaded the source of true power—the gods themselves.

Filled with unholy ardor, the young human searched the world for secrets of god-killing. Finding traces of Qazyldrath, she made her way to the forgotten temple, where she offered her greataxe to the Hallowed Dark in exchange for the privilege of slaughtering the gods during the death of the world. Qazyldrath accepted her terms—and it was only then that Vivienn first heard the dragon's whispers.

Vivienn doesn't want power, she wants conquest. She yearns to meet her match and surpass it. Qazyldrath's gifts allow the warrior to unleash a draconic bloodfrenzy. She gleefully toes the line between discipline and wildness, holiness and blasphemy, cutting down any who stand between her and the darkness.

Magic Items

Qazyldrath entrusted Aronar and Athmia with two rings: Aronar with the *Sun Eater's soul* and Athmia with the *Sun Eater's mind*.

Sun Eater's Mind

Ring, Very Rare (Requires Attunement)

The shifting shadows within this black glass ring constantly move. While wearing this ring, when a creature you can see within 60 feet of you makes a spell attack against you or casts a spell that requires you to make a saving throw, you can use your reaction to pierce the creature's mind. The next attack you make against that creature before the end of your next turn is automatically a critical hit. The ring can be used to pierce a creature's mind three times and regains all uses daily at dusk.

Sun Eater's Gift. While within 30 feet of a willing creature who is attuned to the *Sun Eater's soul*, you can use a bonus action to swap places with them. The ring can be used to swap places three times and regains all uses daily at dusk.

Sun Eater's Soul

Ring, Very Rare (Requires Attunement)

This black metal ring is unnervingly matte, reflecting nothing even in the brightest of light. While wearing this ring, when a creature you can see within 30 feet of you is hit with an attack, you can use your reaction to halve the damage that creature takes from the attack. The ring can be used to halve damage three times and regains all uses daily at dusk.

Sun Eater's Grace. When you cast a spell that restores hit points to a creature, you can also restore that same number of hit points to a creature within 30 feet of you who is attuned to the *Sun Eater's mind*. The ring can be used to restore hit points three times and regains all uses daily at dusk.

Sun Eater's Mind

Sun Eater's Soul

Hallowed Dark Villain Actions

The Hallowed Dark has five villain party actions. The party can take each action once during an encounter after an enemy's turn. The party can take these actions in any order but can use only one per round. An action can be taken only if the creature performing it is present in the encounter and isn't incapacitated.

Action 1: Shadow Blessing. Aronar chooses up to three members of the Hallowed Dark he can see within 120 feet of him. Each target can teleport up to 60 feet to an unoccupied space they can see, and until the end of each target's next turn, they are covered in shadowy armor that grants them resistance to all damage and a +3 bonus to attack and damage rolls.

Action 2: Dual Blades. Athmia moves up to her speed without provoking opportunity attacks and makes two melee attacks.

Action 3: Hunter of Mortals. Caithas imbues several arrows with draconic power. He can make one Scaled Longbow attack against each enemy within 600 feet of him. If any of these attacks reduces a target to 0 hit points, they die.

Action 4: Blood Drain. Draven steals the vitality of one enemy he can see within 60 feet of him. The target must make a DC 19 Constitution saving throw. On a failed save, the target takes 27 (5d10) necrotic damage and is dazed until the end of their next turn. On a successful save, the target takes half as much damage and isn't dazed. Draven then restores a number of hit points equal to twice the necrotic damage dealt, divided however he chooses between himself and any member of the Hallowed Dark he can see within 60 feet of him.

Action 5: Wrath of the Godslayer. Vivienn hurls her axe in a wrathful circle then compels it back into her hand. Each enemy within 30 feet of her must succeed on a DC 19 Dexterity saving throw or take 34 (4d12 + 8) slashing damage and be knocked prone.

The Silent Decay

You can find a stat block and more lore for Qazyldrath in "Dragons" in chapter 1, "Creatures." You can build a whole campaign using the Hallowed Dark as the villains.

Aronar Valkys

CR 8 Support

Medium Humanoid (Half-Elf), Neutral Evil — 3,900 XP

Armor Class 20 (plate, shield)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	14 (+2)	14 (+2)	26 (+8)	12 (+1)

Saving Throws Dex +4, Con +5, Wis +11
Skills Insight +11, Perception +11
Damage Resistances acid, necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Elvish
Proficiency Bonus +3

Charm Resistant. Aronar has advantage on saving throws he makes to avoid or end the charmed condition on himself.

Delusions of Grandeur. Whenever Aronar is affected by an effect (such as the *hold person* spell) that allows him to make a saving throw at the end of his turn, he can also repeat that saving throw at the start of his turn. Additionally, whenever Aronar succeeds on a saving throw against an effect, he ends that effect on himself and any ally within 30 feet of him under the same effect.

Sun Eater's Grace (3/Day). When Aronar is within 30 feet of Athmia and casts a spell that restores hit points to another creature, Athmia regains the same number of hit points.

Actions

Multiattack. Aronar makes three Divine Mace attacks, or he makes one Divine Mace attack and one God Complex attack.

Divine Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) bludgeoning damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 19 Constitution saving throw or be blinded until the start of their next turn.

God Complex (3/Day; 3rd-Level Spell). *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 28 (8d6) necrotic damage, and the next attack roll made against this target before the end of Aronar's next turn has advantage.

Cure Wounds (3/Day; 3rd-Level Spell). Aronar touches a creature and the target regains 21 (3d8 + 8) hit points.

Bonus Actions

Vainglory (3/Day; 3rd-Level Spell). A creature of Aronar's choice within 60 feet of him regains 15 (3d4 + 8) hit points.

Reactions

Sun Eater's Soul (3/Day). When a creature Aronar can see within 30 feet of him is hit with an attack, he can halve the attack's damage dealt to them.

Utility Spells

In addition to any other spells in this stat block, Aronar can cast the following spells, using Wisdom as the spellcasting ability (spell save DC 19):

At will: *augury*[+], *thaumaturgy*[A]
1/day each: *hallow*[+], *raise dead*[+]

Athmia Valkys

CR 8 Skirmisher

Medium Humanoid (Half-Elf), Neutral Evil — 3,900 XP

Armor Class 20 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	26 (+8)	14 (+2)	26 (+8)	12 (+1)	13 (+1)

Saving Throws Dex +11, Int +11, Wis +4
Skills Insight +4, Perception +7, Stealth +14
Damage Resistances acid, necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Elvish
Proficiency Bonus +3

Charm Resistant. Athmia has advantage on saving throws she makes to avoid or end the charmed condition on herself.

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

Mental Assault (1/Turn). When Athmia hits a creature with her Soul Blade attack, she can assault their mind. The target must succeed on a DC 19 Intelligence saving throw or expend one spell slot of the highest level available with no effect. A creature who fails this saving throw but can't expend a spell slot must instead spend 3 of their Hit Dice with no effect, or if they can't, take an extra 10 (3d6) psychic damage.

Actions

Multiattack. Athmia makes two Soul Blade attacks.

Soul Blade. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 25 (5d6 +8) psychic damage, and the target must succeed on a DC 19 Wisdom saving throw or be frightened of Athmia until the end of her next turn.

Psychic Frenzy (1/Day). Athmia clouds the minds of her foes. Each enemy within 60 feet of her must succeed on a DC 19 Wisdom saving throw or be dazed until the start of her next turn. Athmia gains 5 temporary hit points for each creature who fails this save.

Bonus Actions

Cunning Action. Athmia takes the Dash, Disengage, or Hide action.

Sun Eater's Gift (3/Day). While within 30 feet of Aronar, Athmia swaps places with him if he is willing.

Reactions

Sun Eater's Mind (3/Day). When a creature Athmia can see within 60 feet of her makes a spell attack against her or casts a spell that requires her to make a saving throw, she can pierce their mind, and the next attack she makes against that creature is automatically a critical hit.

Caithas

CR 7 Artillery

Medium Humanoid (Tiefling), Neutral Evil — 2,900 XP

Armor Class 20 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	26 (+8)	14 (+2)	14 (+2)	26 (+8)	12 (+1)

Saving Throws Dex +11, Con +5, Wis +11
Skills Perception +11, Stealth +11, Survival +11
Damage Resistances acid, fire, necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Infernal
Proficiency Bonus +3

Forest Defense. When Caithas is in forest terrain and is targeted by a ranged attack by an attacker he can see, the attack has disadvantage.

Actions

Multiattack. Caithas makes three Scimitar or three Scaled Longbow attacks.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Scaled Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature who hasn't attacked Caithas since the end of his last turn, he has advantage on the attack roll.

Manifestation (Recharge 5–6). Caithas calls on his connection with Qazyldrath, and the dragon manifests in Caithas's space and exhales dark energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 18 (4d8) acid damage plus 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. Additionally, that area is filled with magical darkness for 1 minute. A creature with darkvision can't see through this darkness, and supernatural light can't illuminate it. The manifestation of Qazyldrath then disappears.

Bonus Actions

Gaze of the Decay (1/Day). Caithas chooses a creature he can see within 60 feet of him, magically marking them for 24 hours. While Caithas and the marked creature are on the same plane of existence, he always knows the distance and direction to them. Additionally, a marked creature can't hide from him, and if the marked creature becomes invisible, they gain no benefit from that condition against Caithas.

Draven Malas

CR 7 Controller

Medium Humanoid (Human), Neutral Evil — 2,900 XP

Armor Class 20 (studded leather)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	26 (+8)	18 (+4)	26 (+8)	10 (+0)	10 (+0)

Saving Throws Dex +11, Con +7, Int +11
Skills Arcana +11, Investigation +11
Damage Resistances acid, necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10
Languages Common, Draconic
Proficiency Bonus +3

Exploit Opening (3/Day). When Draven makes an attack, he has advantage on the attack roll.

Profane Sacrifice (1/Turn). When Draven hits a creature with a melee attack, he can sacrifice his vitality to empower the attack. The target's speed drops to 0 until the start of his next turn, and Draven takes 5 (1d10) psychic damage.

Actions

Multiattack. Draven makes three Gloom Dagger attacks.

Gloom Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d4 + 8) piercing damage plus 7 (3d4) necrotic damage, and Draven can move the target up to 10 feet horizontally. If the damage from this attack reduces a creature to 0 hit points, Draven regains a use of Blood of the Dragon.

Blood of the Dragon (1/Day). Draven boils the blood of up to three creatures he can see within 60 feet of him. Each target takes 33 (6d10) necrotic damage and must succeed on a DC 19 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn) and knocked prone.

Bonus Actions

Creeping Dread. Draven chooses a creature he can see within 30 feet of him in an area of dim light or darkness. The creature must succeed on a DC 19 Wisdom saving throw or move their speed in a direction chosen by Draven. A creature with advantage on saving throws against being frightened has advantage on this saving throw, and a creature who can't be frightened automatically succeeds on it.

Utility Spells

In addition to any other spells in this stat block, Draven can cast the following spells, using Intelligence as the spellcasting ability (spell save DC 19):

At will: *alarm*[+], *mage hand*[A]
1/day each: *glyph of warding*[+], *scrying*[+]

Vivienn Dirroze

CR 7 Brute

Medium Humanoid (Human), Neutral Evil — 2,900 XP

Armor Class 18 (plate)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	20 (+5)	11 (+0)	12 (+1)	24 (+7)

Saving Throws Str +11, Con +8, Cha +10
Skills Acrobatics +3, Athletics +11, Deception +10, Intimidation +10
Damage Resistances acid, necrotic (bludgeoning, piercing, and slashing during Draconic Rage)
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11
Languages Common, Draconic
Proficiency Bonus +3

Exploit Opening (3/Day). When Vivienn makes an attack, she has advantage on the attack roll.

Reckless. At the start of her turn, Vivienn can gain advantage on all melee weapon attack rolls made during her turn, but attack rolls made against her have advantage until the start of her next turn.

Actions

Multiattack. Vivienn makes three Godslayer Axe attacks.

Godslayer Axe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 8) slashing damage plus 4 (1d8) necrotic damage. If the target is a Celestial, they take an extra 18 (4d8) necrotic damage.

Bonus Actions

Draconic Rage (3/Day). Vivienn roars with the might of dragons, entering a rage that lasts for 1 minute or until she is incapacitated. While raging, she gains the following benefits:

- Her size becomes Large.
- She has a +2 bonus to weapon damage rolls.
- She has advantage on Strength ability checks and saving throws.
- She has resistance to bludgeoning, piercing, and slashing damage.

Ravenous Bite (Draconic Rage Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 8) piercing damage, and the target must succeed on a DC 19 Constitution saving throw or be frightened of Vivienn for 1 minute (save ends at end of turn).

Chapter 4: New Psionic Powers

A character playing a talent—the class found in the MCDM supplement *The Talent and Psionics*—can use the rules in that book to learn the following new powers from the creatures in this book. Powers that aren't found in *The Talent and Psionics* are listed in this section and indicated in a creature's stat block with an asterisk (*).

Note that some stat block powers work differently than the version for player characters presented below, usually because a creature's innate psionic ability enhances their power.

Control Projectiles

2nd-Order Telekinesis Power

Manifestation Time: 1 reaction, which you take when a creature you can see within 60 feet of you makes a ranged weapon attack
Range: 60 feet
Duration: Instantaneous
Creatures: Llyvessa

You telekinetically affect the projectile's flight. The attack roll is made with advantage or disadvantage (your choice).

Deserved Transfer

2nd-Order Metamorphosis Power

Manifestation Time: 1 action
Range: 30 feet
Duration: Instantaneous
Creatures: Jutkarr Flintfingers

You fire a bolt of draining psychic energy at a creature within range. Make a ranged power attack against the target. On a hit, the target takes 2d8 psychic damage, and the psychic energy bounces to another creature you can see within 30 feet of you. The second creature gains temporary hit points equal to half the damage dealt.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d8.

Dream Spores

5th-Order Telepathy Power

Manifestation Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute
Creatures: Deep dreamer

You release a burst of psionic spores. Each creature you can see within 30 feet of you must succeed on an Intelligence saving throw or be charmed by you for the duration. While charmed in this way, a creature must use their movement during their turn to move within 10 feet of you by the safest available route.

A creature charmed in this way can repeat the saving throw whenever they take damage, ending the effect on themself on a success.

Energy Eyes

3rd-Order Resopathy Power

Manifestation Time: 1 action
Range: 120 feet
Duration: Instantaneous
Creatures: Goxomoc

You beam elemental energy from your eyes at a creature you can see within range. The target must make a Dexterity saving throw, taking 5d10 damage on a failed save, or half as much damage on a successful one. Choose the damage type from the following list: cold, fire, lightning, or radiant.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

Invigorated March

3rd-Order Metamorphosis Power

Manifestation Time: 1 bonus action
Range: 30 feet
Duration: Instantaneous
Creatures: Time raider vertex

You emit a burst of mentally invigorating energy into the mind of a creature you can see within range. That creature can use their reaction, if available, to move up to their speed without provoking opportunity attacks.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

Liquefy

3rd-Order Metamorphosis Power

Manifestation Time: 1 reaction, which you take when hit with an attack by a creature within 5 feet of you
Range: 5 feet
Duration: 1 round
Creatures: Ithu'rath

You psionically barrage your attacker with transformative energy. The attacker must succeed on a Constitution saving throw or be pushed 5 feet away from you and restrained until the end of their next turn, as their lower body temporarily melts into an immovable goo.

Memory Thief

4th-Order Metamorphosis Power

Manifestation Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute
Creatures: Voiceless talker, voiceless talker artillerist

You plunder the mind of a creature you can see within 30 feet of you. The target must make an Intelligence saving throw. On a failed save, the target takes 4d10 psychic damage, their proficiency bonus is lowered by 1, and you gain a +1 bonus to attack rolls and your power save DC for the duration.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

Mental Lance

3rd-Order Telepathy Power

Manifestation Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute
Creatures: Kraken

You mentally assail a creature you can see within range. The target must make a Wisdom saving throw. On a failed save, the target takes 4d10 psychic damage and is frightened of you for the duration (save ends at end of turn). On a successful save, the target takes half as much damage and isn't frightened.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

Mind Scream

3rd-Order Telepathy Power

Manifestation Time: 1 action
Range: 30 feet
Duration: Instantaneous
Creatures: Sair

You psionically pierce the mind of each enemy you can see within range. Each target must make an Intelligence saving throw, taking 5d6 psychic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is automatically stabilized.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

Mind Splinter

1st-Order Telepathy Power

Manifestation Time: 1 action
Range: 60 feet
Duration: Instantaneous
Creatures: Harlo Honeygrin

You attempt to erase your image from the mind of a creature within range. Make a ranged power attack against the target. On a hit, the target takes 1d6 psychic damage, and you become invisible to them until the start of your next turn.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Phase

4th-Order Metamorphosis Power

Manifestation Time: 1 action
Range: Self
Duration: Concentration, up to 1 minute
Creatures: Time raider nemesis

You imbue your body and everything you wear and carry with psychic energy, allowing it to pass through solid objects. For the duration, you can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If this power ends while you are inside a creature or object, you are shunted out of it into the closest unoccupied space of your choice.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature within 5 feet of you.

Piscine Transformation

3rd-Order Metamorphosis Power

Manifestation Time: 1 action
Range: 30 feet
Duration: Concentration, up to 10 minutes
Creatures: Ithu'rath, Olothec

You target a Humanoid you can see within range with a pulse of transformational energy. The target must succeed on a Wisdom saving throw or undergo one of the following transformations of your choice for the duration. The target can choose to fail this saving throw.

Head. The target's head transforms into the head of a fish, proportionately sized for their body. They can't speak.

Legs. The target's legs become fins. Their walking speed is reduced to 10 feet (unless their walking speed is slower), and they gain a swimming speed of 30 feet.

Torso. The target's torso becomes the body of a fish with gills. They can only breathe water and can hold their breath for 1 hour. If the target isn't underwater when this transformation takes effect, they begin suffocating.

Increased Order. When you manifest this power, you can increase its order by 2 to target any creature, instead of just a Humanoid, if they have the necessary body part you wish to transform.

Additionally, you can increase this power's order by 2 to increase its duration to 1 hour.

Shockwave

2nd-Order Telekinesis Power

Manifestation Time: 1 bonus action
Range: Self
Duration: Instantaneous
Creatures: Goxomoc

You unleash a psionic shock wave. Each creature within 10 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet directly away from you.

Sickening Sympathy

2nd-Order Telepathy Power

Manifestation Time: 1 reaction, which you take when another creature you can see within 30 feet of you is hit with an attack
Range: 30 feet
Duration: 1 round
Creatures: Time raider arminger

The creature who made the triggering attack must succeed on a Constitution saving throw or be poisoned until the end of their next turn as they feel the nauseous pain of their target.

Vanish for One

2nd-Order Resopathy Power

Manifestation Time: 1 action
Range: 60 feet
Duration: Concentration, up to 1 minute
Creatures: Voiceless talker artillerist

You obscure yourself in the sight of a creature you can see within range. The target must succeed on a Wisdom saving throw or you become invisible to them for the duration (save ends at end of turn). This effect ends early if you attack the creature, deal damage to them, or create an effect that forces them to make a saving throw.

Increased Order. When you manifest this power, you can increase its order by 1 to make its manifestation time 1 bonus action.

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Authors: Teos Abadía, Willy Abeel, Ted Adams, Leon Barillaro, Rudy Basso, Bianca Bickford, Carlos Cisco, Alex Clippinger, Celeste Conowitch, Makenzie De Armas, Alecson de Lima Junior, Marcello De Velazquez, Sam Ellis, HTTPaladin, Jamie Flecknoe, Paul Foxcroft, Dave Friant, Imogen Gingell, Scott Fitzgerald Gray, V.J. Harris, Spencer Hibnick, Gabe Hicks, Chris Hopper, Paul Hughes, Mark Hulmes, Anthony Joyce-Rivera, Nathaniel Kreiman, Kat Kruger, Rich Lescouflair, Amber Litke, Sadie Lowry, Cassandra MacDonald, Sarah Madsen, Sam Mannell, Jessica Marcrum, Nikola Ninković, Mario Ortegón, Taymoor Rehman, Hannah Rose, Michael E. Shea, Sally Tamarkin, Austin Taylor, Eugenio Vargas, Matthew Colville, James Introcaso