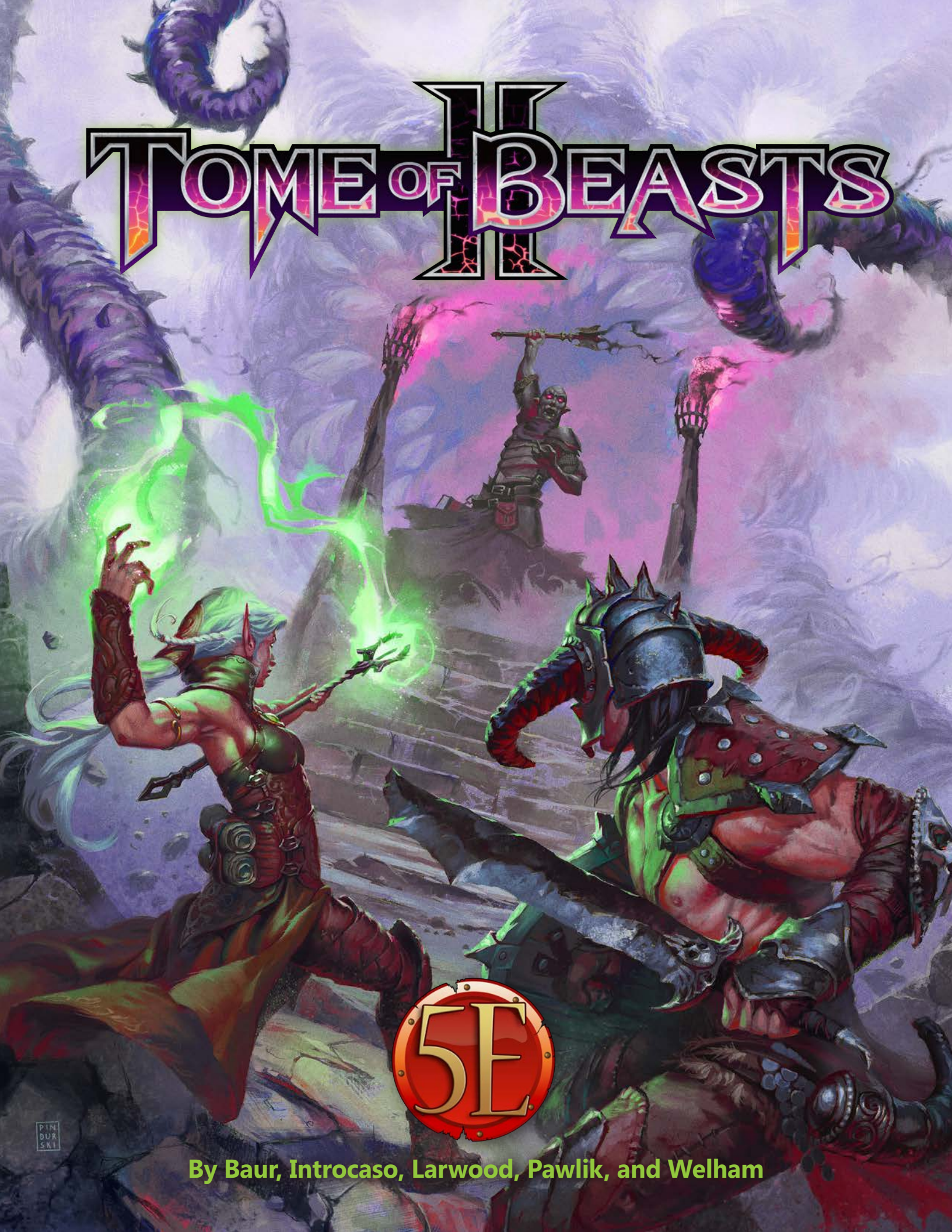
Tome of Beasts II
5E
By Baur, Introcaso, Larwood, Pawlik, and Welham

Tome of Beasts II

by
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ON THE COVER

In this battle scene by Hugh Pindur, heroes face a servant of the Unsated God as it summons the demon lord Hriggala.

SPECIAL THANKS!

Special thanks to the **6,524 backers** who made this volume possible!

WHAT IS UMBRAL AND VOID SPEECH?

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

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

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Aalpamac

A chimeric beast with the body of a massive trout and the front claws and head of a fierce wolverine bursts up from the icy water. Its eyes glow with a lambent green light, and the air around it bends and distorts as if viewed through a thick lens.

Hungry Lake Monsters. The aalpamac is a dangerous freshwater predator native to lakes and rivers. While primarily a water-dwelling monster, the aalpamac can haul itself onto shore with its front claws and does so to attack prey drinking or moving at the water's edge. While not evil, the aalpamac is a ravenous and territorial creature, ranging over an area of up to a dozen miles in search of fresh meat. Aalpamacs are not picky about what they consume and even attack large boats if sufficiently hungry. They are solitary creatures and tolerate others of their own kind only during mating seasons.

Local Legends. An aalpamac that terrorizes the same lake or river for many years often develops a reputation among the locals of the area, particularly those living along the body of water in question. Inevitably, this gives rise to a number of stories exaggerating the size, ferocity, disposition, or powers of the aalpamac. The stories often give aalpamacs names that highlight their most prominent features or are specific to the area in which they live, such as "Chompo" or "the Heron Lake Monster." These stories also make the aalpamac the target of adventurers and trophy hunters, most of whom either do not locate the beast or fall victim to it.

AALPAMAC

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 15 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	2 (–4)	16 (+3)	10 (+0)

Saving Throws Con +7
Skills Perception +6
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 7 (2,900 XP)

Amphibious. The aalpamac can breathe air and water.

Distance Distortion Aura. The presence of an aalpamac distorts the vision of creatures within 60 feet of it. Each creature that starts its turn in that area must succeed on a DC 15 Wisdom saving throw or be unable to correctly judge the distance between itself and its surroundings until the start of its next turn. An affected creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight, and it can't move more than half its speed on its turn. On a successful saving throw, the creature is immune to the aalpamac's Distance Distortion Aura for the next 24 hours. Creatures with blindsight, tremorsense, or truesight are unaffected by this trait.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Ahu-Nixta

At the core of its clockwork armor, the creature is a shapeless horror from beyond the stars.

Weak and easy prey in their natural state, the ahu-nixta (*Creature Codex*, p. 11) long ago mastered the art of clockwork design, building armor that could carry them through the voids between stars and bolster their physical abilities. After mastering clockwork design, the ahu-nixta turned to enhancing themselves to better utilize greater and greater clockwork creations.

Evolved Terrors. As ahu-nixta age and prove themselves against their people's enemies, they are forcibly evolved in eugenic chambers and given new armor. The ahu-nixta are comprised of drudges, rank-and-file ahu-nixta (*Creature Codex*, p. 11), and cataphracts. The drudges are the least evolved and lowest form of ahu-nixta, evolving into standard citizens after years of meeting rigorous physical and mental demands from their superiors.

Boundless Potential. The bodies of ahu-nixta are highly responsive to forced evolution, leaving the creatures with seemingly endless potential for advancement. Scholars speculate that undiscovered stages of ahu-nixta evolution exist, hidden by the leaders of the ahu-nixta until called upon to serve the wishes of their evil gods.

AHU-NIXTA CATAPHRACT

Large aberration, neutral evil

Armor Class 17 (clockwork armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	14 (+2)	19 (+4)	13 (+1)	10 (+0)

Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 14
Languages Deep Speech, Void Speech
Challenge 8 (3,900 XP)

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

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

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

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

Innate Spellcasting. The ahu-nixta's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The ahu-nixta can innately cast the following spells, requiring no material components:

At will: *fear, firebolt* (2d10), *telekinesis*

ACTIONS

Multiattack. The cataphract makes three melee attacks. It can cast one at will spell in place of two melee attacks. Alternatively, it can use its Arcane Cannon twice.

Whirring Blades. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) slashing damage, and the target must succeed on a DC 15 Dexterity saving throw or take 5 (2d4) slashing damage at the start of its next turn.

Pronged Scepter. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Bashing Rod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage

Arcane Cannon. *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* 18 (4d8) force damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

AHU-NIXTA DRUDGE

Medium aberration, neutral evil

Armor Class 13 (clockwork armor)

Hit Points 26 (4d8 + 8)

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

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

Skills Perception +2

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Void Speech

Challenge 1/2 (100 XP)

Clockwork Encasement. The creature within the machine is a somewhat shapeless mass, both protected and given concrete manipulators by its armor. The clockwork armor has a few manipulators that the ahu-nixta can use to attack or to interact with objects outside of the armor. Unlike other ahu-nixta, the drudge can't live outside its armor and dies when its armor is reduced to 0 hp.

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

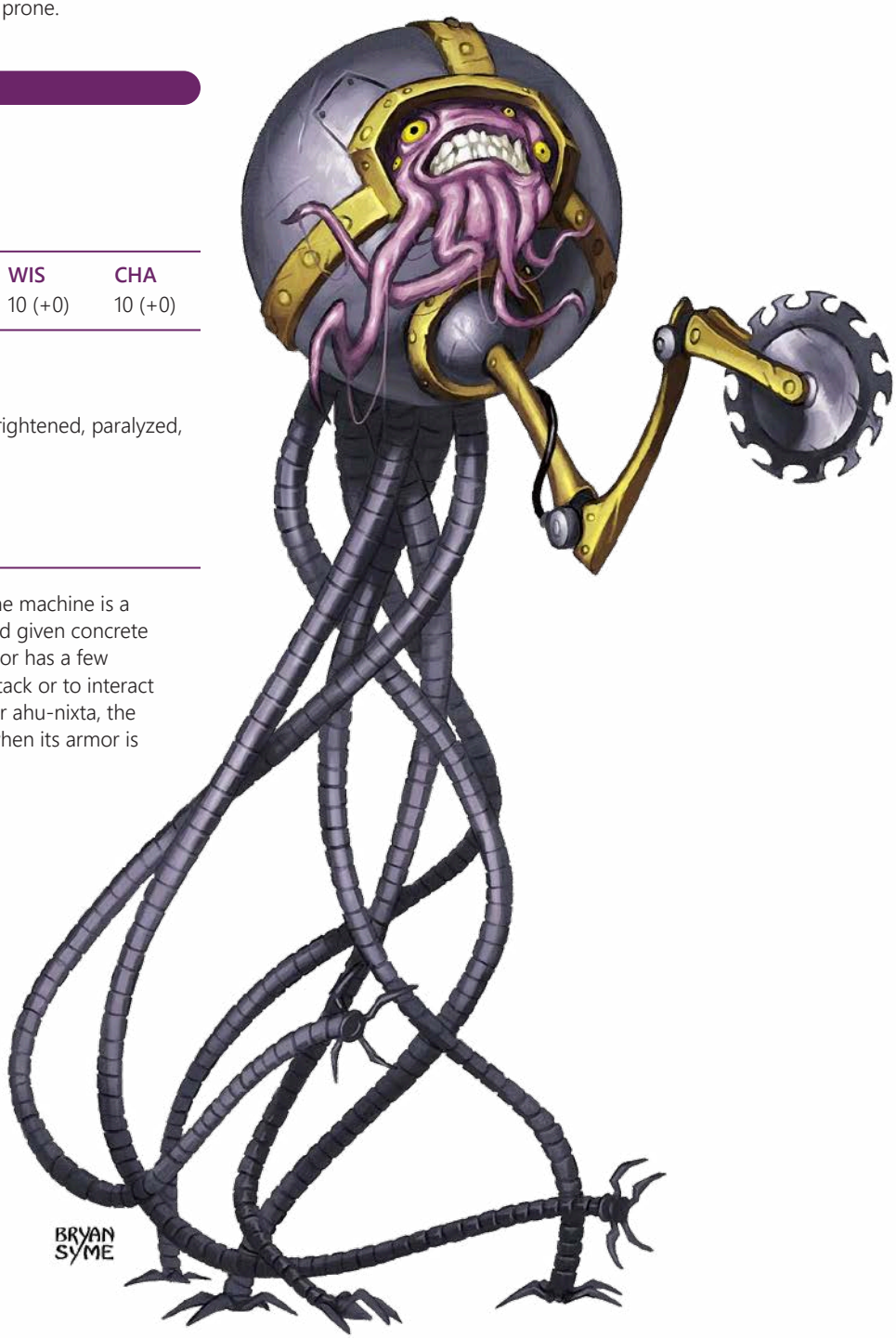
Innate Spellcasting. The ahu-nixta's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The ahu-nixta can innately cast the following spells, requiring no material components:

At will: *firebolt* (1d10)

1/day: *fear*

ACTIONS

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



Akaasit

A cloud of unconnected, flat gray triangles in the vague shape of a mantis flickers unpredictably from one position to another, clicking softly as its arm blades swing outward.

Akaasits are constructed beings from a plane destroyed by a catastrophic misuse of time magic. They were altered by this catastrophe and now exist in the present and in fractions of a second in the past and future.

Mindless. The akaasit has no mind, at least as understood by denizens of the Material Plane, and its motives are inscrutable. Each akaasit is always found moving toward some unknown destination. It may attack other creatures, or it may ignore them. It protects itself if attacked, but rarely does an akaasit pursue a retreating foe.

Unknown Origin. The home of the akaasit is unknown, but they are often encountered in areas touched or altered by time magic. Although a few wizards have discovered magical methods of summoning them, none have found a way to control or communicate with them. Akaasits seem to be drawn to spellcasters with some mastery of time magic, though it is always a gamble if an individual akaasit will protect or ruthlessly attack such a spellcaster. An akaasit's demeanor can change each day, and many time magic spellcasters have been found slain by the same akaasit that faithfully protected them the day prior.

Dispersed Destruction. If an akaasit is destroyed, it falls apart into a pile of gray triangles. These triangles fade out of existence over the next ten minutes, leaving only the akaasit's two armblades.

Construct Nature. The akaasit doesn't require air, food, drink, or sleep.

AKAASIT

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	3 (–4)	10 (+0)	5 (–3)

Damage Resistances piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Immutable Form. The akaasit is immune to any spell or effect that would alter its form.

Unfixed in Time. To those properly fixed in time, the akaasit flickers in and out of time, its position never fully clear. Attack rolls against the akaasit have disadvantage. If it is hit by an attack, this trait ceases to function until the start of its next turn.

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

Actions

Multiattack. The akaasit makes two arm blade attacks.

Arm Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) force damage.

Reactions

Time-Assisted Counterattack. The akaasit's awareness of the near future allows it to see attacks before they happen. When a creature the akaasit can see attacks it while within 5 feet of it, the akaasit can attack the creature before the creature's attack hits. The akaasit makes a single arm blade attack against the creature. If the creature is reduced to 0 hp as a result of the akaasit's attack, the creature's attack doesn't hit the akaasit.

AKAASIT BLADE

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This dagger is crafted from the armblades of a defeated akaasit. You can use an action to activate a small measure of prescience within the dagger for 1 minute. If you are attacked by a creature you can see within 5 feet of you while this effect is active, you can use your reaction to make one attack with this dagger against the attacker. If your attack hits, the dagger loses its prescience, and its prescience can't be activated again until the next dawn.

Akhlut

Possessing the body, head, and tail of a killer whale and the powerful legs of a huge wolf, the akhlut is the alpha predator of the polar landscape. Truly personifying the term "seawolf," these intelligent and resilient creatures travel freely between the land and sea in search of prey.

Akhluts are the masters of their domain. Though they have been seen across all of the world's oceans and many of its coastlines, akhluts are most comfortable in cold regions with easy access to the sea. Because their pods can reach almost a dozen members, anything is fair game from reindeer and seals to mammoths and whales. The only beings powerful enough, or foolhardy enough, to evict a pod of akhluts from their territory are dragons and other akhluts.

Playful Predators. Akhluts possess undeniable cunning and inquisitiveness, with no two pods using the same strategies to solve problems or hunt prey. Easily bored, akhluts crave stimulation and are known to follow ships and caravans for miles in the hopes that someone might provide something new or exciting to experience. They can be especially mischievous, freeing fish and game from traps purely to hunt he creatures themselves.

Dangerous Steeds. The akhlut's natural power, intelligence, and versatility make them incredibly desirable mounts, but the effort to tame one of these creatures is dangerous and not to be taken lightly. Even akhluts who have been mounts for years are willful enough to assert themselves from time to time. With a great deal of patience and a little luck, akhluts can become fiercely loyal and protective companions.

AKHLUT

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	4 (–3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +5
Damage Resistances cold
Senses blindsight 120 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Echolocation. The akhlut can't use its blindsight while deafened.

Hold Breath. The akhlut can hold its breath for 30 minutes.

Keen Hearing and Smell. The akhlut has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Multiattack. The akhlut makes two attacks: one with its bite and one with its tail slam. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Tail Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 +4) bludgeoning damage.

Alchemical Skunk

The large skunk waddles forward, sniffing at a spilled potion. As a sound nearby startles it, the skunk raises its tail, and the stripes on its back change color.

Magical Prank. The unfortunate result of a magic school prank, alchemical skunks were created when an ordinary skunk was forced to drink a combination of potions. Despite their larger size, alchemical skunks still look and act like ordinary skunks, except for the ever-changing color of the stripes on their backs. Experienced foresters know that the colors on the alchemical skunk's back indicate which magical malady the creature is about to spray and do their best to avoid aggravating these dangerous creatures.

Laboratory Pests. Alchemical skunks forage the same as their nonmagical kin, but they are also regularly found scavenging the waste of alchemical laboratories. They enjoy feasting on potions and potion components, much to the dismay of alchemists and adventurers alike.

ALCHEMICAL SKUNK

Small monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 66 (12d6 + 24)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Senses blindsight 10 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Keen Hearing and Smell. The alchemical skunk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Multiattack. The alchemical skunk uses its Alchemical Spray. It then makes three attacks: one with its bite and two with its claws.

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

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

Alchemical Spray. The alchemical skunk raises its tail and sprays an alchemical mixture. The skunk is immune to its own spray effects and to the spray effects of other alchemical skunks. Roll a d6 to determine the skunk's spray.

1. **Pleasant Mist.** The skunk produces a rosy mist. Each creature within 10 feet of the skunk must succeed on a DC 13 Charisma saving throw or be charmed until the end of its next turn.
2. **Shrinking Cloud.** The skunk releases a yellow gas. Each creature in a 15-foot cone must succeed on a DC 13 Constitution saving throw or be reduced as if targeted by the *enlarge/reduce* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Laughing Gas.** The skunk emits a sparkling orange cloud. Each creature in a 15-foot cone must succeed on a DC 13 Wisdom saving throw or become incapacitated as it laughs for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Blinding Spray.** The skunk shoots a stream of a green fluid. Each creature in a line that is 30 feet long and 5 feet wide must succeed on a DC 13 Dexterity saving throw or be blinded for 1 minute, or until the creature uses an action to wipe its eyes.
5. **Sleeping Fog.** The skunk sprays a sweet-smelling blue fog. Each creature within 10 feet of the skunk must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
6. **Poison Fog.** The skunk excretes a foul-smelling purple fog around itself until the start of its next turn. Each creature that starts its turn within 20 feet of the skunk must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn.

Alpha Fish

A fish as large as a rowboat serenely floats beneath the surface of the water, its flowing fins and iridescent scales shimmering in the waves. When disturbed, it attacks with a ferocity unexpected of such a delicate-looking creature.

Alpha fish are solitary and extremely territorial creatures. They are always found alone, except during the few short weeks of mating season each year when schools of the fish gather.

Dazzling Dominance. Before attacking, alpha fish often attempt to intimidate potential rivals or predators away by flaring their colorful fins to make themselves appear much larger. If successful, they usually refrain from attacking.

Aggressive. If intimidation doesn't work, alpha fish defend their chosen homes by viciously attacking. They have been known to attack creatures much larger than themselves and, occasionally, objects they don't recognize.

Valuable. Many aristocrats seek the beautiful, shimmering fish as pets in massive, personal aquariums, and the alpha fish's scales are valuable spell components.

ALPHA FISH

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 0 ft., swim 50 ft.

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

Skills Intimidation +5, Perception +3
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Defensive Frenzy. When it has half its hit points or fewer, the alpha fish can make one headbutt attack as a bonus action.

Frightening Display. When the alpha fish uses its Fin Flare, it looks one size category larger than it actually is to any creature that can see it until the start of its next turn.

Too Aggressive. The alpha fish attacks anything it thinks is threatening, even inanimate objects or illusions. It automatically fails ability checks and saving throws to detect or see through illusions.

Water Breathing. The fish can breathe only under water.

Actions

Multiattack. The alpha fish uses its Fin Flare. It then makes two headbutt attacks.

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

Fin Flare. The alpha fish flares its fins in an attempt to frighten its opponents. Each creature within 30 feet that can see the fish must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the alpha fish's Fin Flare for the next 24 hours.

ALPHA FISH SCALES

Alpha fish scales are coveted spell components. When a spellcaster uses an alpha fish scale as a spell component while casting an enchantment or illusion spell, the spellcaster can increase the DC of the spell by 1 or increase the DC of the Intelligence (Investigation) check to determine if the illusion is false by 1. If the spell is 4th level or higher, the scale is consumed in the casting of the spell—otherwise, it remains.

A-MI-KUK

Crimson slime covers this ungainly creature. Its tiny black eyes sit in an abnormally large head, and dozens of sharp teeth fill its small mouth. Its limbs end in large, grasping claws that look strong enough to crush the life out of a bear.

Hidden Terror. The dreaded a-mi-kuk is a terrifying creature that feasts on any who venture into the bleak and icy expanses of the world. A-mi-kuks prowl the edges of isolated communities, snatching those careless enough to wander too far from camp. They also submerge themselves beneath frozen waters, coming up from below to grab and strangle lone fishermen.

Fear of Flames. A-mi-kuks have a deathly fear of fire, and anyone using fire against one has a good chance of making it flee in terror, even if the fire-user would otherwise be outmatched. A-mi-kuks are not completely at the mercy of this fear, however, and lash out with incredible fury if cornered by someone using fire against them.

Unknown Origins. A-mi-kuks are not natural creatures and contribute little to the ecosystems in which they live. The monsters are never seen together, and some believe them to be a single monster, an evil spirit made flesh that appears whenever a group of humans has angered the gods. A-mi-kuks have no known allies and viciously attack any creatures that threaten them, regardless of the foe's size or power.

A-MI-KUK

Huge aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft., burrow 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	20 (+5)	7 (–2)	14 (+2)	10 (+0)

Skills Athletics +10, Perception +5, Stealth +2

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

Damage Immunities cold

Condition Immunities paralyzed, restrained

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

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Hold Breath. The a-mi-kuk can hold its breath for 30 minutes.

Fear of Fire. The a-mi-kuk is afraid of fire, and it won't move toward any fiery or burning objects. If presented forcefully with a flame, or if it is dealt fire damage, the a-mi-kuk must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. After it has been frightened by a specific source of fire (such as the *burning hands* spell), the a-mi-kuk can't be frightened by that same source again for 24 hours.

Icy Slime. The a-mi-kuk's body is covered in a layer of greasy, ice-cold slime that grants it the benefits of *freedom of movement*. In addition, a creature that touches the a-mi-kuk or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage from the freezing slime. A creature grappled by the a-mi-kuk takes this damage at the start of each of its turns.

ACTIONS

Multiattack. The a-mi-kuk makes two attacks: one with its bite and one with its grasping claw.

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

Grasping Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). The a-mi-kuk has two grasping claws, each of which can grapple only one target at a time.

Strangle. The a-mi-kuk strangles one creature grappled by it. The target must make a DC 16 Strength saving throw. On a failure, the target takes 27 (6d8) bludgeoning damage, can't breathe, speak, or cast spells, and begins suffocating. On a success, the target takes half the bludgeoning damage and is no longer grappled. Until this strangling grapple ends (escape DC 16), the target takes 13 (3d8) bludgeoning damage at the start of each of its turns. The a-mi-kuk can strangle up to two Medium or smaller targets or one Large target at a time.

Angel of Judgment

With faces of light and stern appraisal, these angels see both sides and render a verdict.

Angels of judgment are cosmic agents of balance. Unlike most angels, they exist to enforce equality between law and chaos. They prefer to solve disputes verbally but use force when prudent.

Two-Faced. Each angel of judgment bears two aspects: a dispassionate angel and a fiendish judge. When called to violence by the heavenly host or infernal legions, its dispassionate face changes to that of an avenging angel.

Witnesses to History. In times of turmoil and upheaval, angels of judgment watch over events. While observing, the angel is a stoic spectator, intervening only if it sees a threat to universal harmony. Even then, they prefer to send sammael angels (*Creature Codex*, p. 19) to carry out their judgments, taking direct action only against the direst of threats.

Cosmic Arbiters. Angels of judgment arbitrate claims between the lords of righteousness and the masters of madness. If either party violates the terms, the angel destroys the offender and patiently waits for a new representative to take their place.

Immortal Nature. An angel of judgment doesn't require food, drink, or sleep.

ANGEL OF JUDGMENT

Huge celestial, neutral

Armor Class 19 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	25 (+7)	22 (+6)	24 (+7)	20 (+5)

Saving Throws Int +12, Wis +13, Cha +11
Skills History +12, Investigation +12, Perception +13, Religion +12
Damage Resistances necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP)

Change Face. As a bonus action, the angel of judgment can change its face and demeanor to exhibit aspects of chaos or law, as needed by its assignment. It can have only one face active at a time and can end the effect on its turn as a bonus action.

- **Face of Chaos**. The angel of judgment becomes a harbinger of chaos. It is treated as a fiend by spells and other magical effects that affect fiends and has advantage on attack rolls against celestials and devils.
- **Face of Law**. The angel becomes a harbinger of law and has advantage on attack rolls against demons, fey, and undead.

Divine Awareness. The angel of judgment knows if it hears a lie.

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

Penance Gaze. When a creature that can see the angel of judgment's eyes starts its turn within 30 feet of the angel, the angel can force it to make a DC 18 Wisdom saving throw if the angel isn't incapacitated and can see the creature. On a failure, the creature is stunned until the start of its next turn. On a success, the creature is restrained.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the angel until the start of its next turn, when it can avert its eyes again. If the creature looks at the angel in the meantime, it must immediately make the save.

Weapons of Balance. The angel of judgment's weapon attacks are magical. When the angel of judgment hits with any weapon, the weapon deals an extra 6d8 force damage (included in the attack).

Innate Spellcasting. The angel of judgment's spellcasting ability is Charisma (spell save DC 19). The angel can cast the following spells, requiring no material components:

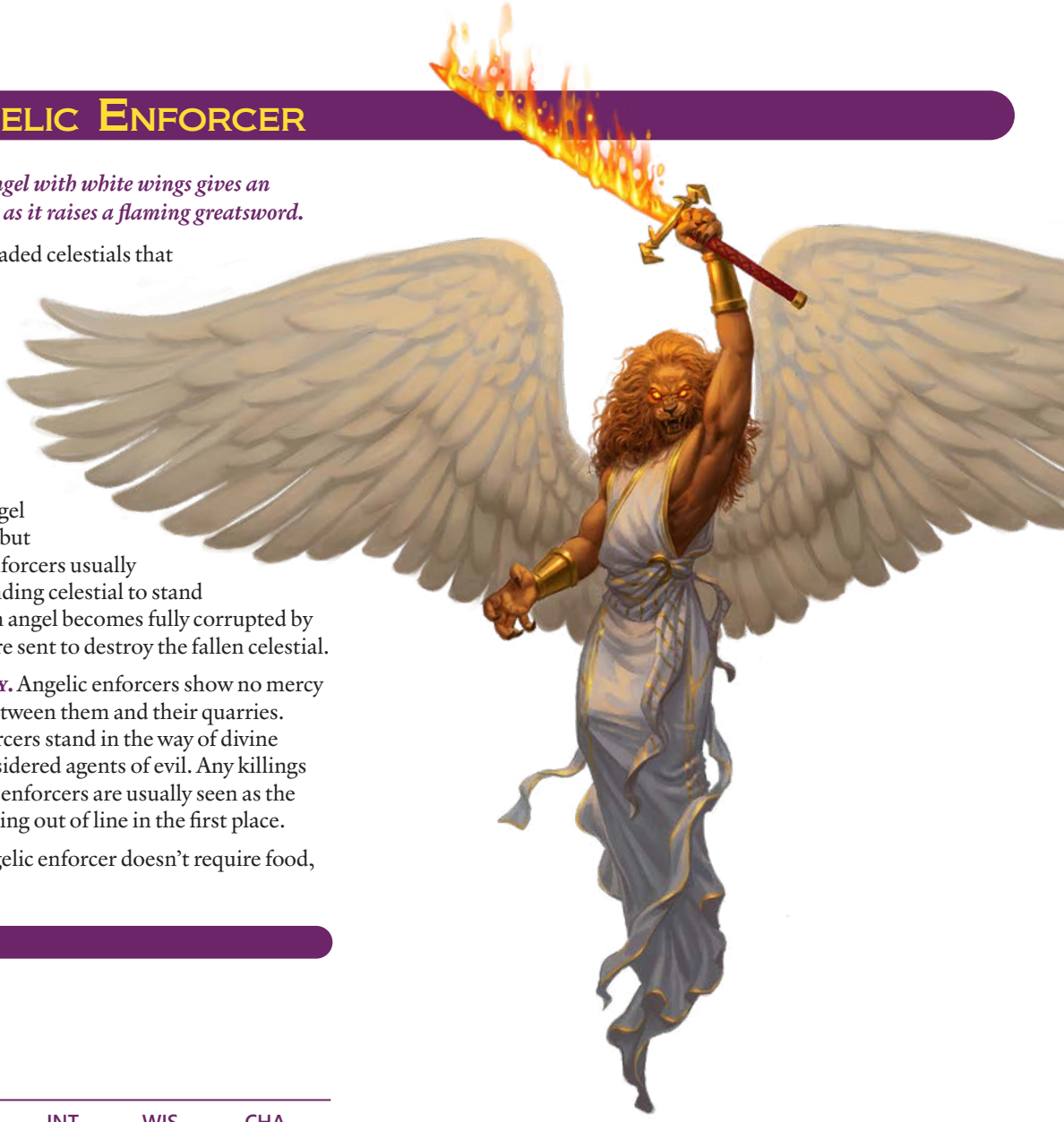
At will: *detect evil and good, detect magic, detect thoughts, invisibility* (self only)
3/day each: *calm emotions, dispel evil and good, speak with dead*
1/day each: *divine word, holy aura, raise dead*

ACTIONS

Multiattack. The angel of judgment makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage plus 27 (6d8) force damage.

Angel, Angelic Enforcer



A gold-furred, lion-headed angel with white wings gives an intense stare, releasing a roar as it raises a flaming greatsword.

Angelic enforcers are lion-headed celestials that hunt rogue angels.

Divine Mission. Angelic enforcers are made from souls selected for their unwavering adherence to the tenants of law and good. These elite angels have a special task: police other angels that go rogue. If an angel breaks one of its god's tenets but remains good at heart, the enforcers usually only seek to capture the offending celestial to stand trial in the upper planes. If an angel becomes fully corrupted by evil, one or more enforcers are sent to destroy the fallen celestial.

Nothing Gets in the Way. Angelic enforcers show no mercy to any creature or obstacle between them and their quarries. Those who obstruct the enforcers stand in the way of divine justice and are therefore considered agents of evil. Any killings or collateral damage done by enforcers are usually seen as the fault of their quarry for stepping out of line in the first place.

Immortal Nature. An angelic enforcer doesn't require food, drink, or sleep.

ANGELIC ENFORCER

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., fly 90 ft.

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

Saving Throws Wis +9, Cha +9

Skills Insight +9, Intimidation +9, Perception +9, Survival +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Blazing Weapons. The angelic enforcer's weapon attacks are magical. When the enforcer hits with any weapon other than its bite, the weapon deals an extra 4d8 fire damage (included in the attack).

Divine Awareness. The angelic enforcer knows if it hears a lie.

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

Innate Spellcasting. The angelic enforcer's spellcasting ability is Charisma (spell save DC 17). The enforcer can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

3/day each: *counterspell, dispel evil and good, dispel magic, protection from evil and good*

ACTIONS

Multiattack. The angelic enforcer makes two melee attacks, but can use its bite only once.

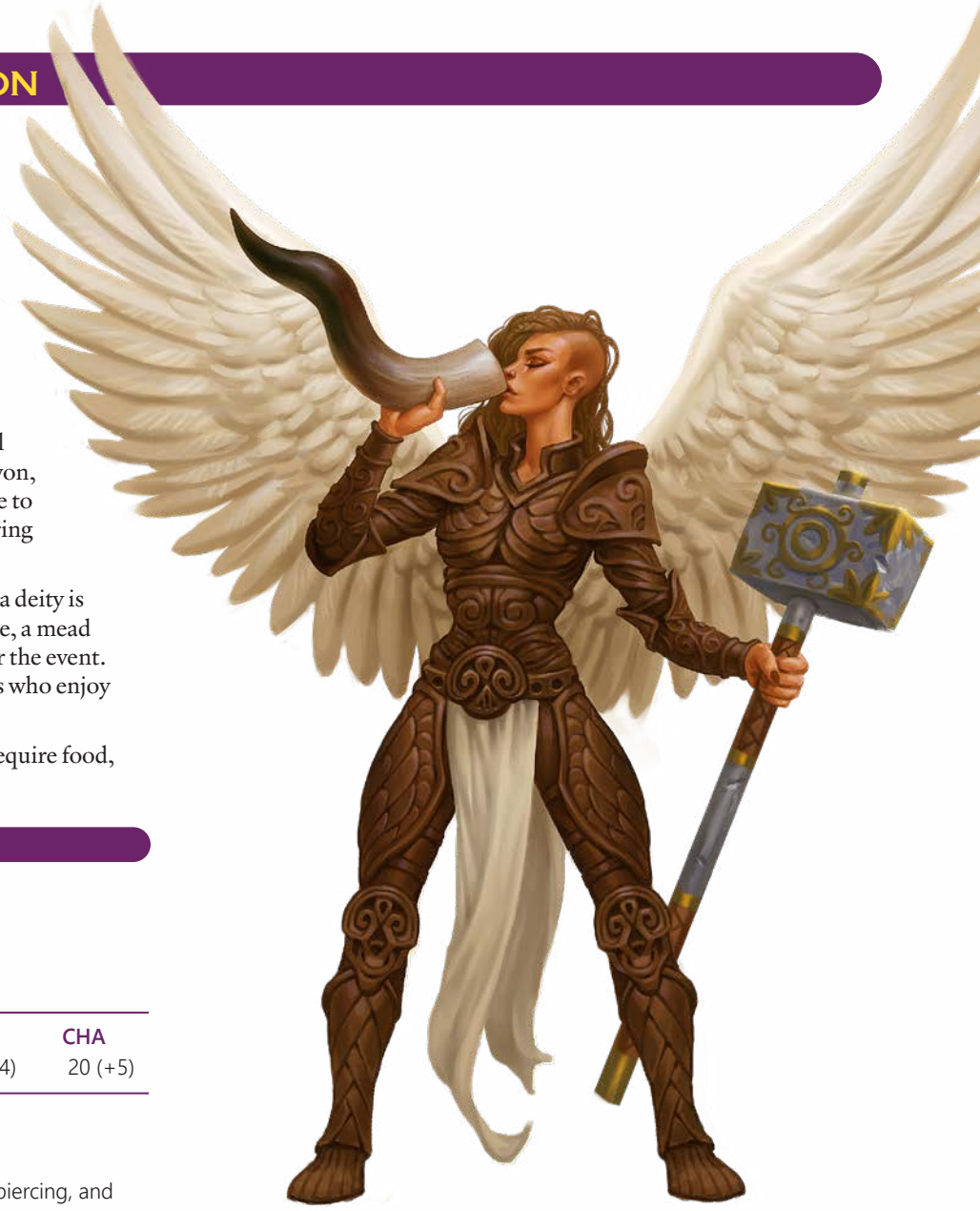
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be cursed for 1 minute. While cursed, the target can't regain hit points or benefit from an angel's Healing Touch action. The curse can be lifted early by a *remove curse* spell or similar magic.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 18 (4d8) fire damage.

Change Shape. The angelic enforcer magically polymorphs into a humanoid or a lion that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the enforcer's choice).

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

Angel, Mead Archon



An amber-skinned angelic figure clad in leather armor spreads its white wings as it takes a long pull from an enormous drinking horn.

Mead archons are the emissaries of deities who enjoy battle and strong drink.

Fight Hard, Party Harder. Mead archons are good-natured, bombastic warriors who inspire others in battle with their bravery and feats of strength. In times of desperation, a god sends these archons to bolster the ranks of mortal soldiers who serve the deity's cause. If the day is won, mead archons relish staying on the Material Plane to celebrate, drinking ale, bellowing songs, and sharing stories of victory.

Divine Trainers. When a mortal champion of a deity is part of an athletic competition or important battle, a mead archon is often sent to help prepare the mortal for the event. Mead archons are tough but encouraging trainers who enjoy celebrating wins and drinking away losses.

Immortal Nature. The mead archon doesn't require food, drink, or sleep.

MEAD ARCHON

Medium celestial, chaotic good

Armor Class 14 (leather armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Con +5, Wis +6, Cha +7
Skills Athletics +7
Damage Resistances poison, radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 60 ft.
Challenge 4 (1,100 XP)

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

Magic Weapons. The mead archon's weapon attacks are magical.

Innate Spellcasting. The mead archon's spellcasting ability is Charisma (spell save DC 15). The archon can innately cast the following spells, requiring only verbal components:

1/day each: *aid, enhance ability, lesser restoration, protection from poison, zone of truth*

Actions

Multiattack. The mead archon makes two melee attacks. Alternatively, it can use its Radiant Bolt twice. It can use its Drunken Touch in place of one melee attack.

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

Radiant Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) radiant damage.

Drunken Touch. The mead archon touches a creature within 5 feet of it. The creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. If a creature poisoned this way takes damage, it can repeat the saving throw, ending the condition on a success.

Create Potion of Healing (1/Day). The mead archon touches a container containing 1 pint of alcohol and turns it into a potion of healing. If the potion is not consumed within 24 hours, it reverts back to its original form.

Divine Guzzle (Recharge 4–6). The mead archon drinks a pint of alcohol and chooses one of the following effects:

- The archon belches fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
- The archon has advantage on attack rolls and saving throws until the end of its next turn.
- The archon regains 10 hit points.

Angel, Uridimmu

This tall, muscular humanoid has bronze skin and the wings of a hawk. Its head is that of a majestic hunting hound with the teeth and reddish-gold mane of a lion, and it holds a flaming mace in its hands.

Bastard Sons of Chaos. The first uridimmus were the illegitimate offspring of a demon lord and an unknown entity of chaos and were soundly defeated by a powerful deity of law. After their defeat, the uridimmus chose to serve the god as guardians of the heavenly realm. The tainted origin of uridimmus manifests in the chaotic mass of fire, lightning, and radiance that clings to the heads of their maces.

Tainted Servants of Law. Uridimmus are tireless guardians, and most are tasked with guarding the portals into the lawful planes. Some also serve the deities directly as bodyguards or lead groups of lesser celestials in battle. While uridimmus are unwavering and steadfast guardians, they are also completely merciless in combat and not above making examples out of trespassers. This tendency sometimes causes friction between the urdimmu and other angels, like planetars, who claim that the souls of uridimmus are still tainted with evil.

Immortal Nature. An uridimmu doesn't require food, drink, or sleep.

URIDIMMU

Large celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 150 (12d10 + 84)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	24 (+7)	14 (+2)	18 (+4)	21 (+5)

Saving Throws Con +12, Wis +9, Cha +10
Skills Insight +14, Perception +9
Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 90 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 14 (11,500 XP)

Chaos Mace. The uridimmu's attacks with its mace are magical. When the uridimmu hits with its mace, the mace deals an extra 4d8 fire, lightning, or radiant damage (included in the attack). The uridimmu chooses the type of damage when making the attack.

Heroic Aura. Each friendly creature within 20 feet of the uridimmu can't be charmed or frightened. In addition, when a friendly creature within 20 feet of the uridimmu makes an attack roll or a saving throw, it can roll a d4 and add the result to the attack roll or saving throw. The uridimmu's aura doesn't work in the area of an *antimagic field* spell or while in a temple, shrine, or other structure dedicated to a chaotic deity.

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

Innate Spellcasting. The uridimmu's spellcasting ability is Charisma (spell save DC 18). The uridimmu can innately cast the following spells, requiring no material components:

At will: *detect evil and good, light, protection from evil and good*
3/day each: *dispel magic, glyph of warding, lightning bolt*
1/day each: *flame strike, heal, wall of fire*

Actions

Multiattack. The uridimmu makes three attacks: one with its bite and two with its mace.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 18 (4d8) fire, lightning, or radiant damage.

Heavenly Roar (Recharge 5–6). The uridimmu can unleash a powerful roar imbued with divine power in a 30-foot cone. A target caught within this cone must make a DC 18 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Fiends have disadvantage on this saving throw.

Animal Lords

While humanoids have vast pantheons and divine figures of every stripe, the animals of the world have much simpler forms of faith. Among each species there is always one paragon that embodies the animal spirit in a humanoid form, the better to speak to others and represent the animals in celestial councils.

The animal lords first appear in the *Creature Codex*. Two additional animal lords are presented here: the Queen of Scorpions, an exiled animal lord who manipulates the mortal world through a complex network of thieves and spies from her desert home, and the Toad King, a burgeoning animal lord who seeks apotheosis by sending brave heroes on complex quests.

Queen of Scorpions

The unearthly beauty of this woman is marred by her sinister eyes and the large scorpion tail rising up behind her head.

Exiled Lord. Known as Chelamma by the nearby locals, the Queen of Scorpions was once a powerful member of the animal lords, until her appetites for blood and murder led to her exile. This punishment is an affront to her pride, and she plots revenge against the other animal lords and anyone they hold dear.

Mistress of Poison. The Queen of Scorpions resides in an ancient desert temple carved in the side of a stone cliff. The temple is a complex network of canyons filled with scorpions, spiders, and shrouded cultists. Assassin's guilds, thieves' dens, and other underworld organizations rely on the Queen of Scorpions for the deadliest poisons and most potent acids. She operates her shipments of poisons via her shrouded cultists and a network of go-betweens. Only a select few of her customers are aware of the true identity of their supplier.

Murderer of Monarchs. The long exile imposed on the Queen of Scorpions turned her lust for murder into a dangerous addiction. She delights in seducing nobles, kings, and queens with promises of power or magic and slowly poisoning them to watch her prey wither to death. Her delight often gets the better of her as she lingers over a dying person just a little too long, leaving her dangerously close to being caught. The other animal lords believe it is only a matter of time before her luck runs out.

Regional Effects

The presence of the Queen of Scorpions warps the region containing her temple, which creates one or more of the following effects:

- The area within 5 miles of the temple attracts spiders and scorpions of all sizes. The Queen of Scorpions can choose to see or hear through the senses of any arachnid in this area and can speak through it while doing so.
- Arachnids within 5 miles of the Queen of Scorpions' temple have advantage on all Dexterity (Stealth) checks made to hide.

- The Queen of Scorpions leaves no physical evidence of her passage when within 1 mile of her temple unless she wishes to. In addition, creatures and plants native to her domain don't cause her harm or cost her extra movement when she moves through the area.

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

QUEEN OF SCORPIONS

Medium fey (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	18 (+4)	16 (+3)	18 (+4)

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

Skills Arcana +8, Deception +8, Perception +7, Persuasion +8, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

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

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Arachnid Passivism. No scorpion or spider can willingly attack the Queen of Scorpions. They can be forced to do so through magical means.

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

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

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

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

Shapechanger. The Queen of Scorpions can use her action to polymorph into a Huge giant scorpion, a Medium human woman of unearthly beauty, or back into her true Medium, scorpion-tailed humanoid form. Her statistics, other than her size, are the same in each form—with the exception that only her scorpion and true forms retain her climbing and burrowing speeds. Any equipment she is wearing or carrying transforms with her. She reverts to her true form if she dies.

Speak with Arachnids. The Queen of Scorpions can communicate with scorpions and spiders as if they shared a language.

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

Innate Spellcasting. The Queen of Scorpions' innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *pass without trace, poison spray*

3/day each: *giant insect* (scorpions and spiders only), *ray of enfeeblement*

1/day each: *etherealness, eyebite, freedom of movement*

ACTIONS

Multiattack. In human form, the Queen of Scorpions makes two scimitar attacks. In scorpion form, she makes three attacks: two with her claws and one with her sting. In her true form, she makes three attacks: one with her sting and two with her scimitar.

Claw (Scorpion Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 17). While in scorpion form, the Queen has two claws, each of which can grapple only one target.

Scimitar (Humanoid or True Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 3 (1d6) poison damage.

Sting (Scorpion or True Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Acidic Bile (Recharge 5–6). The Queen of Scorpions spews acid from her mouth in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (10d8) acid damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

- **At Will Spell.** The Queen of Scorpions casts one of her at will spells.
- **Burrow (Scorpion or True Form Only).** The Queen of Scorpions moves up to her burrowing speed without provoking opportunity attacks.
- **Scimitar (Costs 2 Actions; Humanoid or True Form Only).** The Queen of Scorpions makes one scimitar attack.

Toad King

This human-sized toad has an enormous head and expressive onyx eyes. His broad smile, accentuated by wrinkles and warts, complements his regal bearing and attire.

King of Frogs. All amphibians respect the Toad King, but frogs and toads follow his orders. He lives among them in swampy areas and often adds his voice to their croaking choruses.

Fairy-tale Nobility. Comporting himself with dignity, the Toad King enjoys pretending to be a prince or king cursed to take a toad's form. He spins a grand tale about witches or fey enchanters and convinces listeners to undertake elaborate quests to break the curse. He is generous with castings of *heroism* to aid those who agree to do his bidding, but he often insists on casting *geas* to ensure compliance. The Toad King hints at rewards but tries not to promise anything specific. If he does guarantee a reward, he is obligated to make good on his promise if his pawns succeed.

On the Cusp of Legend. The Toad King has not quite achieved status equivalent to other animal lords. However, he expects he will undergo apotheosis when he convinces a hero or group of heroes to complete a grand adventure on his behalf.

TOAD KING

Medium fey (shapechanger), neutral

Armor Class 15

Hit Points 150 (20d8 + 60)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +9, Con +7, Cha +9

Skills Acrobatics +9, Deception +9, History +7, Insight +5, Nature +7, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned
Senses darkvision 120 ft., passive Perception 11
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Amphibious. The Toad King can breathe air and water.

Anuran Passivism. No frogs or toads can willingly attack the Toad King. They can be forced to do so through magical means.

Feint. As a bonus action before taking an action to attack, the Toad King can attempt to feint an opponent within 5 feet of him. The target must succeed on a DC 17 Wisdom saving throw, or the Toad King has advantage on his next attack.

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

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

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

Royal Croak. As a bonus action, the Toad King croaks at a frog or toad within 30 feet of him. If the target can hear him, it can make one weapon attack as a reaction against any creature that has attacked the Toad King since the end of his previous turn.

Shapechanger. The Toad King can use his action to polymorph into a Large emerald frog, a Medium male human, or back into his true Medium bipedal toad form. His statistics, other than his size, are the same in each form—with the exception that only his true and frog forms retain his swimming speed. Any equipment he is wearing or carrying transforms with him. He reverts to his true form if he dies.

Speak with Frogs and Toads. The Toad King can communicate with frogs and toads as if they shared a language.

Standing Leap. The Toad King's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

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

At will: *heroism, suggestion*
3/day each: *expeditious retreat, grease*
1/day each: *geas, water walk*

ACTIONS

Multiattack. In frog form, the Toad King makes two bite attacks. In humanoid form, he makes three rapier attacks. In his true form, he makes three attacks: one with his bite and two with his rapier.

Bite (Frog Form and True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, the Toad King can automatically hit the target with his bite, and he can't make bite attacks against other targets. When the Toad King moves, any Medium or smaller target he is grappling moves with him.

Rapier (Human and True Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

REACTIONS

Parry (Human and True Form Only). The Toad King adds 4 to his AC against one melee attack that would hit him. To do so, the Toad King must see the attacker and be wielding a melee weapon.

THE TOAD KING'S QUESTS

The Toad King enjoys sending adventurers on elaborate quests to cure his "curse," often spinning tales of his woeful plight wrought at the hands of evil fey or witches. Here are some example quests for particularly helpful adventurers:

- Retrieve the warty nose of a green hag who lives deep in the swamp, then burn it in the remains of a yowler (see page 380). The Toad King must inhale the rotten perfume.
- Collect a dozen thornless roses from the cursed forest and sprinkle the petals in an ellipse around the Toad King at midnight on the night of a full moon.
- Bathe a false gemstone from an arachnocrat (see page 102) in the molten saliva of a hoard drake (see page 122), then place the glistening jewel on the Toad King's forehead.
- Obtain a gallon of water once inhabited by a crinaea (see page 74). The water must be freely given and free of poison, and the Toad King must bathe in it for 24 hours.
- Soak the feather of a lymarien (see page 248) in the tears of guardian naga. The Toad King must consume the tear-soaked feather before the next crescent moon.
- Bring the Toad King a cloak of winter wolf fur held together by a clasp made from a haleshi's (see page 191) clam. The clam must have been used by the haleshi at least once to magically transport itself and others.
- The Toad King must consume a potion made of basilisk eyes, pixie dust, and holy water. The potion must be frozen by an ice bogie (see page 209) before consumption.
- Weave a crown made of hair from a sea hag, an orphan of the black (see page 286), and a mountain nymph (see page 272), then place the crown on the Toad King's head.
- Coat an acorn in a paste made from ashes left in an ashen custodian's (see page 29) wake and plant it in the soil of the Toad King's home. The first seed the tree bears will cure the Toad King.

Animated Bearskin Rug

A shaggy rug made from the skin of a bear suddenly rises up like a billowing sheet. The head snaps its jaws and the whole thing lunges forward, flat and threatening.

Animated bearskin rugs are exactly what their name suggests: bearskin rugs given life by magic.

Inn Protection. Inns and hunting lodges in remote locations often hire mages to make animated bearskin rugs. The rugs serve as seemingly harmless decorations that can instantly turn into guardians to drive away burglars, or into bouncers to break up bar fights.

Bearserk. There are rare cases of animated bearskin rugs suddenly going berserk and refusing to follow the commands of their masters. It is unknown what triggers such violence in the constructs. Berserk rugs need to be put down swiftly, as they attack any creature they notice.

Construct Nature. An animated bearskin rug doesn't require air, food, drink, or sleep.

ANIMATED BEARSKIN RUG

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 20 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 4 (1,100 XP)

Antimagic Susceptibility. The bearskin rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the bearskin rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the bearskin rug remains motionless, it is indistinguishable from a normal bearskin rug.

Actions

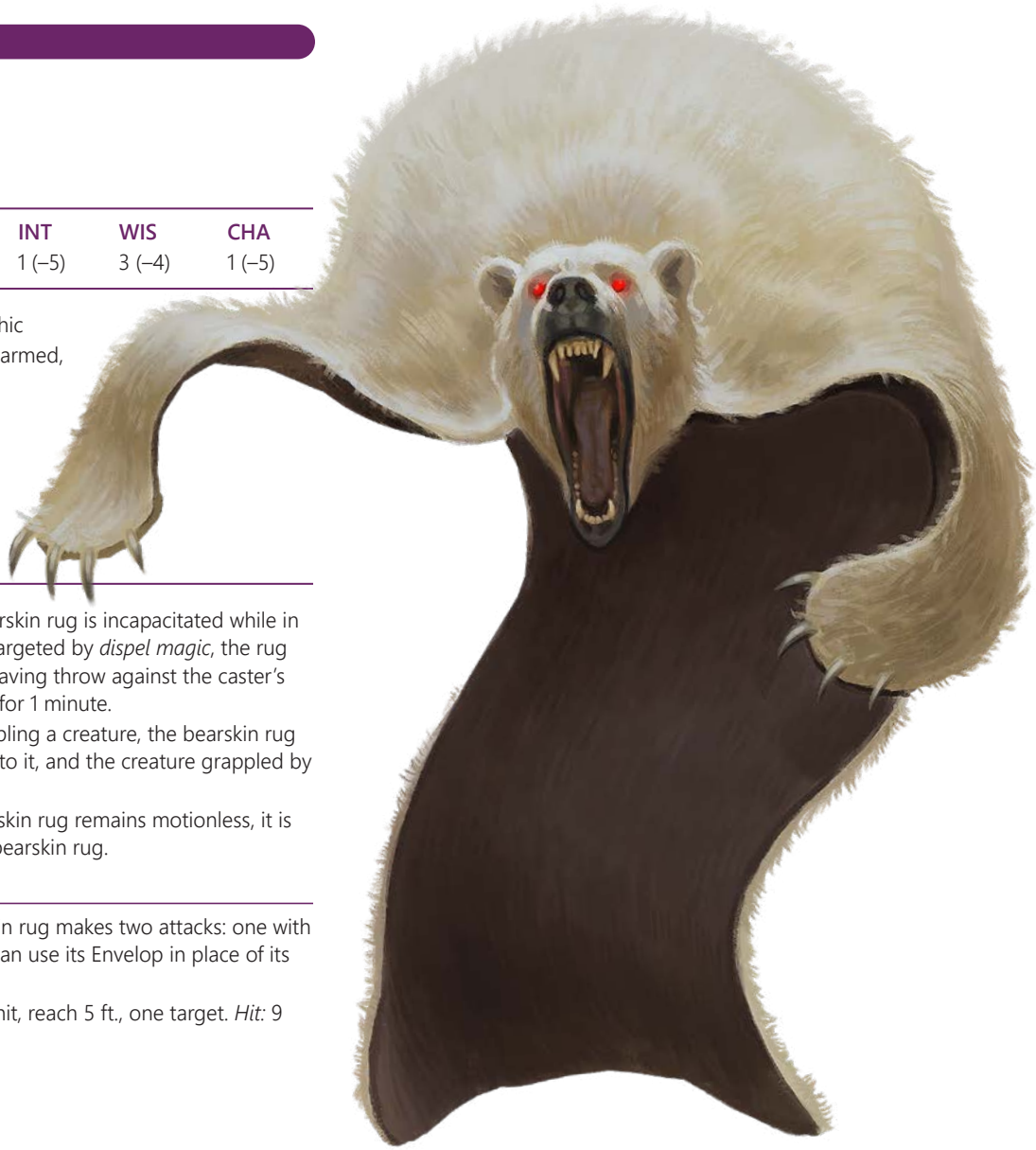
Multiattack. The animated bearskin rug makes two attacks: one with its bite and one with its claws. It can use its Envelop in place of its claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

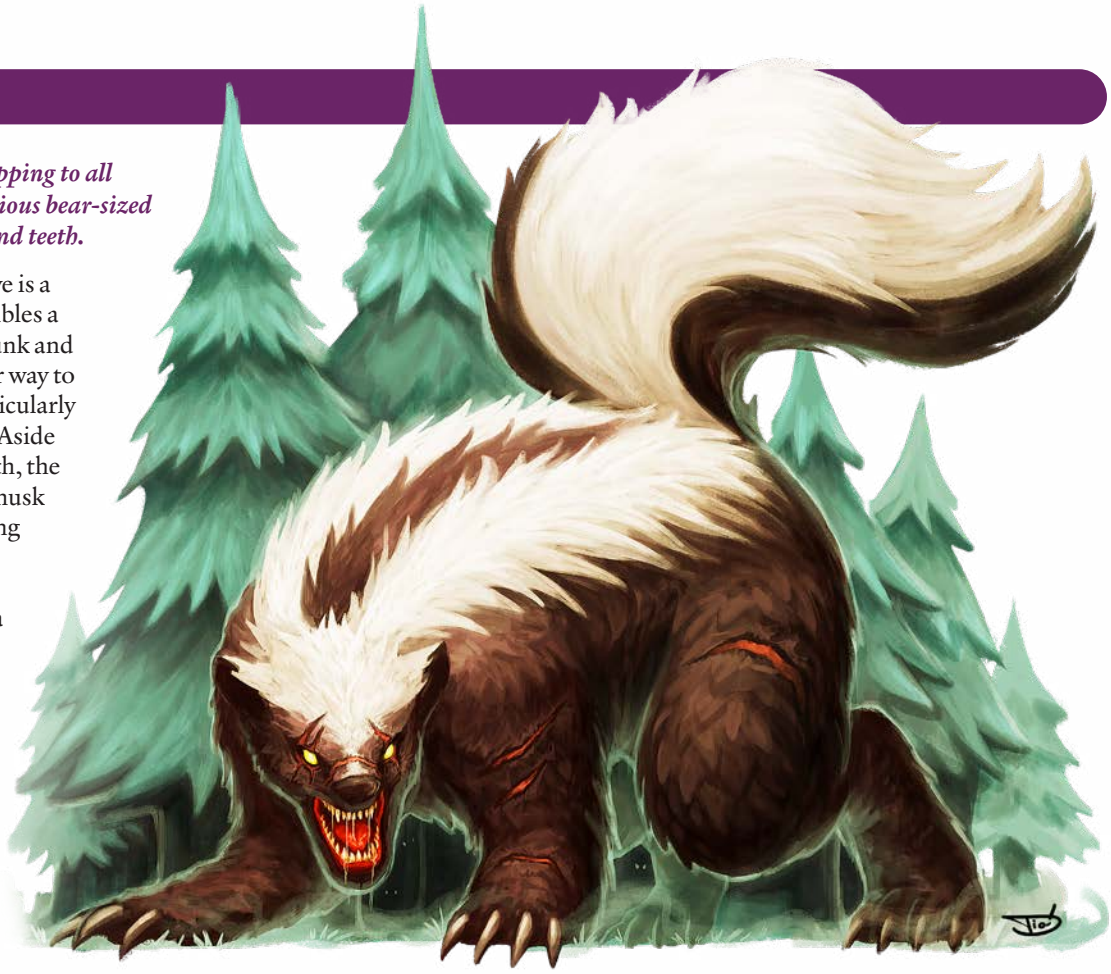
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target not grappled by the bearskin rug. *Hit:* 11 (2d6 + 4) slashing damage.

Envelop. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escaped DC 14). Until this grapple ends, the target is restrained, and the rug can't envelop another target.

Menacing Roar (Recharge 6). The bearskin rug lets out a hideous, supernatural howl. Each creature within 20 feet of the rug that can hear the roar must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature frightened this way must spend its turns trying to move as far away from the rug as it can. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. At the end of each of its turns and when it takes damage, the creature can repeat the saving throw, ending the effect on itself on a success.



Aniwye



The ogre shifts and contorts, dropping to all fours as it takes the form of a vicious bear-sized skunk with razor-sharp claws and teeth.

Noxious Terrors. The aniwye is a magical monstrosity that resembles a cross between an enormous skunk and a wolverine. They go out of their way to hunt humans and gnomes, particularly those tied to the natural world. Aside from their savage claws and teeth, the aniwye can also spray a deadly musk at opponents, the poison burning the eyes and lungs of those who inhale it. Aniwye also use this musk to mark their territory—a tree trunk or boulder covered in fresh musk is a sure sign an aniwye is not far away.

Unsubtle Shapeshifters. Aniwye can shapeshift into an ogre or giant, but this transformation is unstable and conspicuous. An aniwye in ogre or giant form is most often recognized by its horrible body odor and the white stripe running through its otherwise black hair. Unlike many natural shapeshifters, aniwye are unable to use these forms to deceive others for long or to ingratiate themselves into the communities of humanoids or giants. In spite of this, the aniwye's shapeshifting often allows it to get close enough to humanoids to strike with its deadly spray.

Hunting Comrades. While aniwye do not get along with most creatures, they have been known to ally with predators that share their passion for human flesh, such as wampus cats (*Tome of Beasts*, p. 405), gulons (*Creature Codex*, p. 212), and manticores. Rarely, a group of aniwye will band together to take over an area, decimating the region of life and covering everything in their fetid stench.

ANIWYE

Large monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft. (burrow 20 ft., climb 20 ft. in skunk form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (–1)	14 (+2)	9 (–1)

Skills Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant
Challenge 5 (1,800 XP)

Shapechanger. The aniwye can use its action to polymorph into a Large ogre or Huge hill giant, or back into its true form, which is a skunk-like monstrosity. Its statistics, other than its size, are the same in each form, with the exception that only the aniwye's skunk form retains its burrowing and climbing speeds. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Unstable Form. If the aniwye takes 30 or more points of damage on a single turn while in ogre or giant form, it can immediately shift to its skunk form.

Actions

Multiattack. In ogre or giant form, the aniwye makes two slam attacks. In skunk form, it makes three attacks: one with its bite and two with its claws.

Slam (Giant or Ogre Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Bite (Skunk Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw (Skunk Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Rock (Giant Form Only). *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Deadly Musk (Recharge 5–6; Skunk Form Only). The aniwye releases a cloud of highly poisonous musk from its tail in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 24 (7d6) poison damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Anzu

A giant raptor roars out its fury in spouts of fire and scalding water while lightning crackles through its feathers.

Territorial. Anzu are fierce and territorial predators, claiming ranges along the edges of deserts, wide grasslands, or high mountains. Extremely long-lived, they mate for life, producing two or three eggs every decade.

Elemental Birthright. Offspring of a wind god or primordial wind spirit, anzu are the personification of the south wind, lightning, and the driving monsoon. Uniquely tied to the elements of fire, water, and wind, they react poorly to weather-altering magic.

ANZU

Large monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	7 (–2)	15 (+2)	10 (+0)

Skills Perception +6
Damage Resistance fire, lightning
Senses darkvision 90 ft., passive Perception 16
Languages Common, Primordial
Challenge 9 (5,000 XP)

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

Actions

Multiattack. The anzu makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) lightning damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The anzu uses one of the following breath weapons:

- Fire Breath. The anzu exhales fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.
- Water Breath. The anzu exhales a wave of water in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 38 (11d6) bludgeoning damage and is pushed up to 30 feet away from the anzu and knocked prone. On a success, a creature takes half as much damage and isn't pushed or knocked prone.

Lightning Relocation. The anzu teleports up to 60 feet to an unoccupied space it can see. When it does, it briefly transforms into a bolt of lightning, flashes upwards, then crashes down unharmed at its destination. Each creature within 5 feet of the anzu's starting location or destination must succeed on a DC 16 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one. A creature within 5 feet of both locations makes this saving throw only once.

ANZU IN MIDGARD

In the Midgard campaign setting, anzu are the children of the windlord Khamsin the South, and many anzu guard the escarpment along the eastern side of the Chelamite Mountains. Others can be found on the Rothenian Plains and in the grasslands of the far East.

Apaxrusl

Thick desert grit encrusts a decayed form as it stalks forward, clouds of biting sand flitting about at its behest.

Apaxrusl, or sand drudges, are created through dark rituals that merge a corpse with desert sand.

Soul Infusion. The rituals used to create an apaxrusl call for infusing damned souls into the sand, and would-be creators regularly make bargains with demons to acquire this unique component. Oftentimes, the deal goes poorly for the creator, leaving the resulting apaxrusl to wander the desert without a master.

Abyssal Intelligence. The damned souls filling the apaxrusl give it intelligence, but its constructed form keeps it loyal, making it a valuable asset to its creator. Necromancers often create apaxrusl to lead small groups of undead on specific tasks, confident in the construct's ability to execute orders and lead the undead while away from the direct control of the necromancer.

Construct Nature. The apaxrusl doesn't require air, food, drink, or sleep.

APAXRUSL

Medium construct, neutral

Armor Class 13 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	9 (−1)	6 (−2)	7 (−2)

Skills Stealth +3
Damage Vulnerabilities thunder
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 8
Languages Abyssal and one language of its creator
Challenge 3 (700 XP)

Earth Glide. The apaxrusl can burrow through nonmagical, unworked earth and stone. While doing so, the apaxrusl doesn't disturb the material it moves through.

Fiendish Construct. The apaxrusl's sand is infused with the souls of the damned. Its type is fiend in addition to construct when determining the effects of features such as a paladin's Divine Smite or a ranger's Primeval Awareness.

Actions

Multiattack. The apaxrusl makes two slam attacks. If both attacks hit the same creature, the target is blinded for 1 minute or until it uses an action to wipe its eyes.

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

Fiery Sands (Recharge 5–6). Sand whips violently around the apaxrusl. Each creature within 10 feet of the apaxrusl must make a DC 13 Constitution saving throw, taking 10 (3d6) slashing damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Shifting Sands. The apaxrusl can shift the flowing sands of its body to avoid harm. When the apaxrusl takes damage, roll a d12. Reduce the damage it takes by the number rolled.

Ash Phoenix

A massive raptor made of ash and shadow screeches as it dives, its eyes like glowing coals. Impossibly, it stops its dive mere feet from the ground, and its powerful wings whip up ash that carries the chill of the grave.

Ash phoenixes are the animated ashes of mass funerary pyres, which seek the eradication of all life around their birth pyres.

Cremated Birth. For an ash phoenix to be created, a group of humanoids must be burned in a mass pyre in an area tainted with necrotic energy, and the blood of a magical avian, such as an august rooster (see page 33) or firebird (*Tome of Beasts*, p. 201), must be mixed into the pyre as it smolders. Necromancers often follow the armies of warring nations in secret, with the blood of a magical bird in hand, for the chance to create such powerful undead. Unfortunately for the necromancers who create them, ash phoenixes are nearly impossible to control, often leaving the creator as the phoenix's first victim.

Disturbed Souls. The creation of the ash phoenix disrupts the natural passage of souls into the afterlife, infusing the phoenix with the angry spirits. The presence of these spirits gives the ash phoenix some level of intelligence but also drives it to seek vengeance against all living creatures. Ash phoenixes never stray more than a few miles from their birthplace and are reborn in those same ashes each time they are slain. To end an ash phoenix's reign in a region, the original site where it was created must be purified and the souls properly put to rest, usually through performing burial rites and casting the *hallow* spell at the site.

Undead Nature. The ash phoenix doesn't require air, food, drink, or sleep.

ASH PHOENIX

Large undead, neutral evil

Armor Class 15
Hit Points 105 (14d10 + 28)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	8 (–1)	14 (+2)	9 (–1)

Saving Throws Wis +5
Skills Perception +5, Stealth +8
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

False Appearance. While the ash phoenix hovers and remains motionless, except for drifting on air currents, it is indistinguishable from a normal cloud of ash and smoke.

Rejuvenation. If the ash phoenix's birth site hasn't been purified by holy rites, a destroyed ash phoenix gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of its birth site.

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

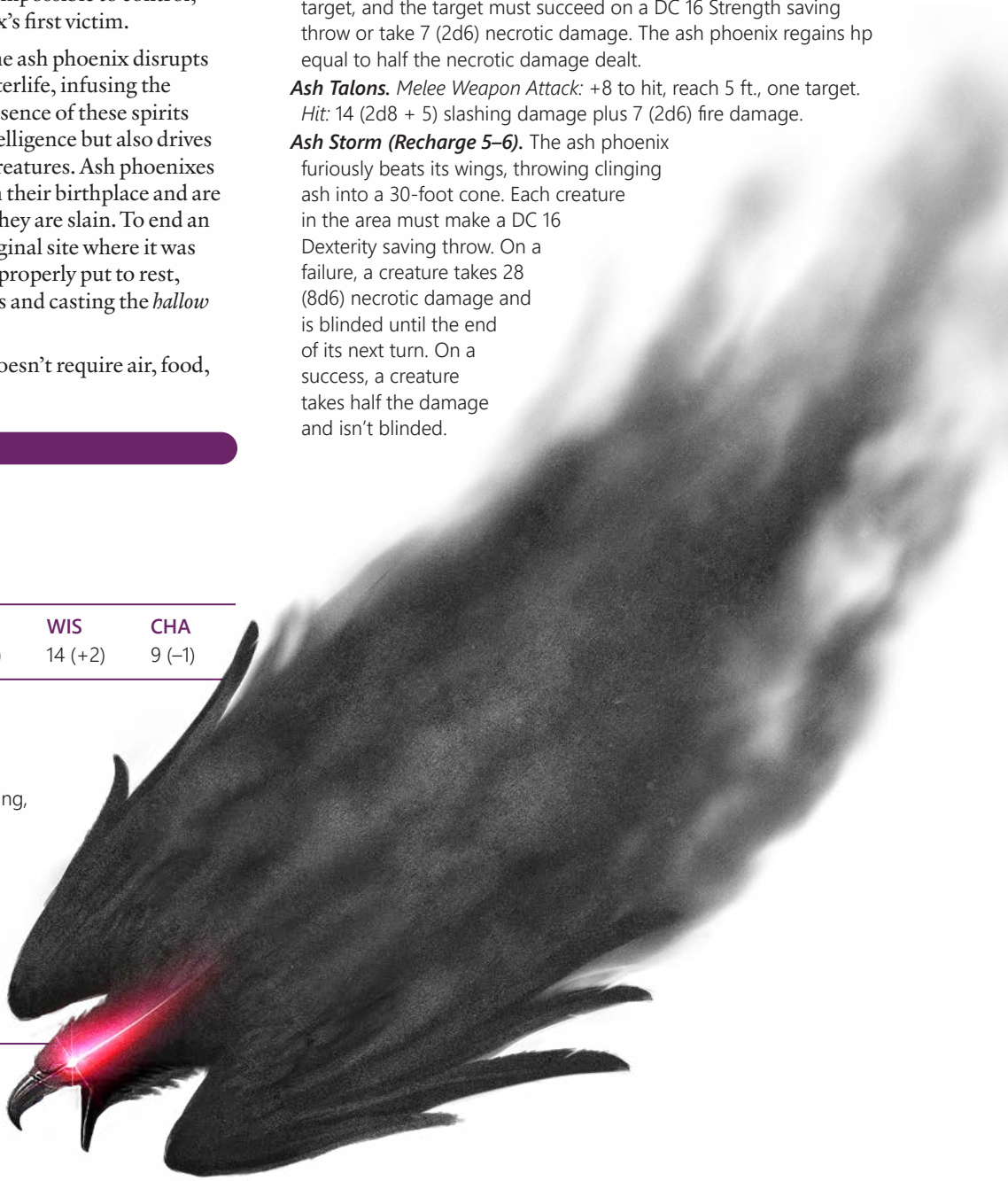
Wind Weakness. While in an area of strong wind (at least 20 miles per hour), the ash phoenix has disadvantage on attack rolls and ability checks.

Actions

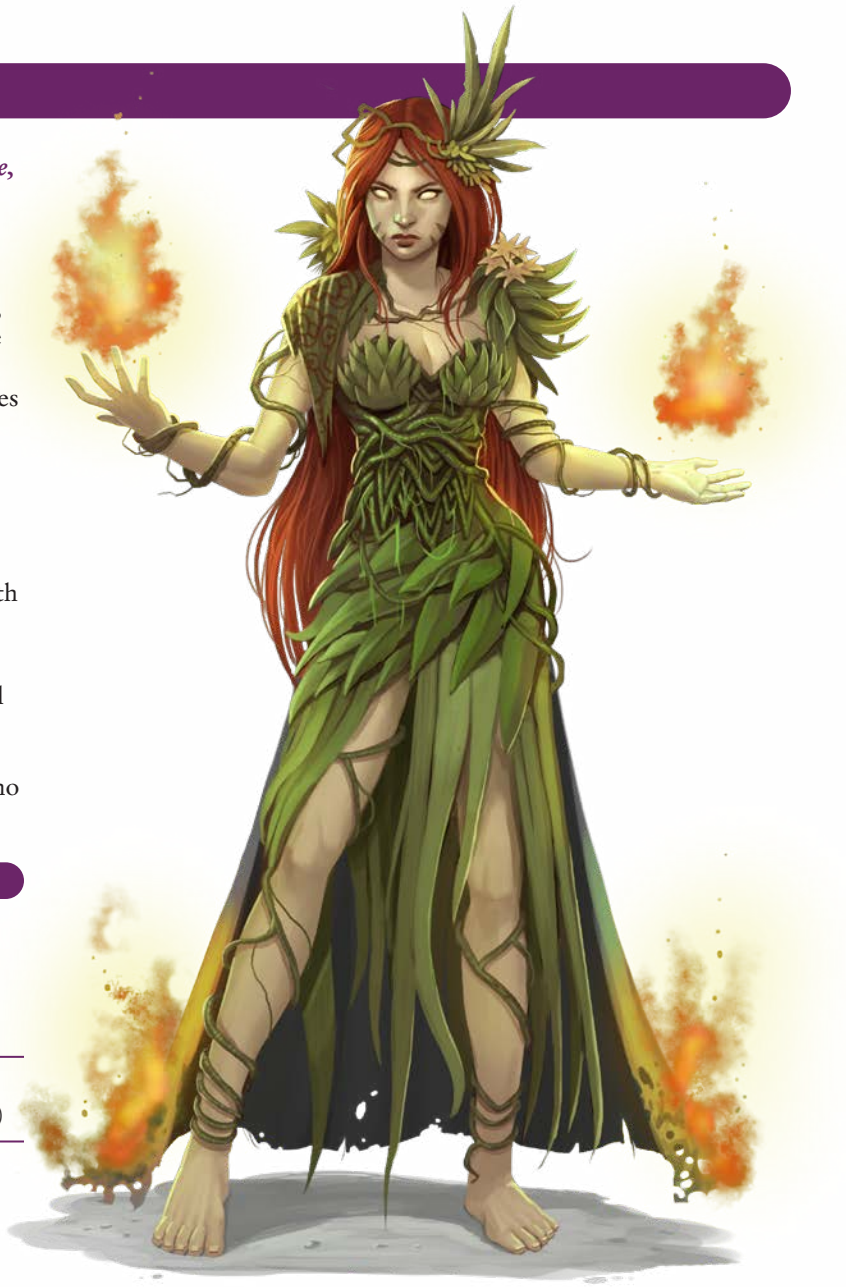
Multiattack. The ash phoenix makes two ash talon attacks. If both attacks hit the same target, the phoenix plunges its beak into the target, and the target must succeed on a DC 16 Strength saving throw or take 7 (2d6) necrotic damage. The ash phoenix regains hp equal to half the necrotic damage dealt.

Ash Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) fire damage.

Ash Storm (Recharge 5–6). The ash phoenix furiously beats its wings, throwing clinging ash into a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 28 (8d6) necrotic damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.



Ashen Custodian



A fire-haired woman with ashen skin gently touches a dying tree, igniting it and the surrounding undergrowth.

Wardens of Wildfire. This beautiful fey with fiery hair and ashen skin wears a cloak of soot as she treads the forests of the world. The ashen custodian cleanses forests with flames, allowing them to grow anew and maintaining the natural cycle of death and rebirth. Though ashen custodians primarily live solitary lives, forest drakes (*Creature Codex*, p. 128) are sometimes found in their company or service. The drakes enjoy acting as intermediaries between a forest's ashen custodian and local druid circles.

Life from the Ashes. Ashen custodians are born out of the fallen forms of dryads who lost their trees to wildfires. The custodians emerge from the ashes of their charred mothers with new purpose.

Double-Edged Fire. Ashen custodians set fires to cleanse old growth forests and allow new growth, but they do not revel in forest fires. An ashen custodian is just as likely to prevent a forest fire as she is to set one. The ashen custodian values the role of fire in a forest's life cycle and severely punishes those who start or prevent fires outside of this cycle.

ASHEN CUSTODIAN

Medium fey, neutral

Armor Class 15

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Con +4

Skills Nature +5, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 6 (2,300 XP)

Fire Controller. As a bonus action, the ashen custodian can create or extinguish a nonmagical fire in a 5-foot cube within 30 feet of her, or she can expand an existing fire within 30 feet of her by 5 feet in one direction. If she creates or expands a fire, the target location must have suitable fuel for the fire, such as paper or wood. If the ashen custodian targets a fire elemental with this trait, the fire elemental has advantage (expanded) or disadvantage (extinguished) on attack rolls until the end of its next turn.

Forest Cleanser. When the ashen custodian hits a plant or plant creature with her Cleansing Strike, the target takes an extra 2d8 fire damage.

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

Warming Presence. When a hostile creature starts its turn within 10 feet of the ashen custodian, the creature must succeed on a DC 15 Constitution saving throw or take 3 (1d6) fire damage. When a friendly creature within 10 feet of the ashen custodian regains hp, the creature regains an extra 1d6 hp.

Innate Spellcasting. The ashen custodian's innate spellcasting ability is Charisma (spell save DC 15). The ashen custodian can innately cast the following spells, requiring no material components:

At will: *druidcraft, produce flame*

3/day each: *burning hands, cure wounds, flame blade, fog cloud*

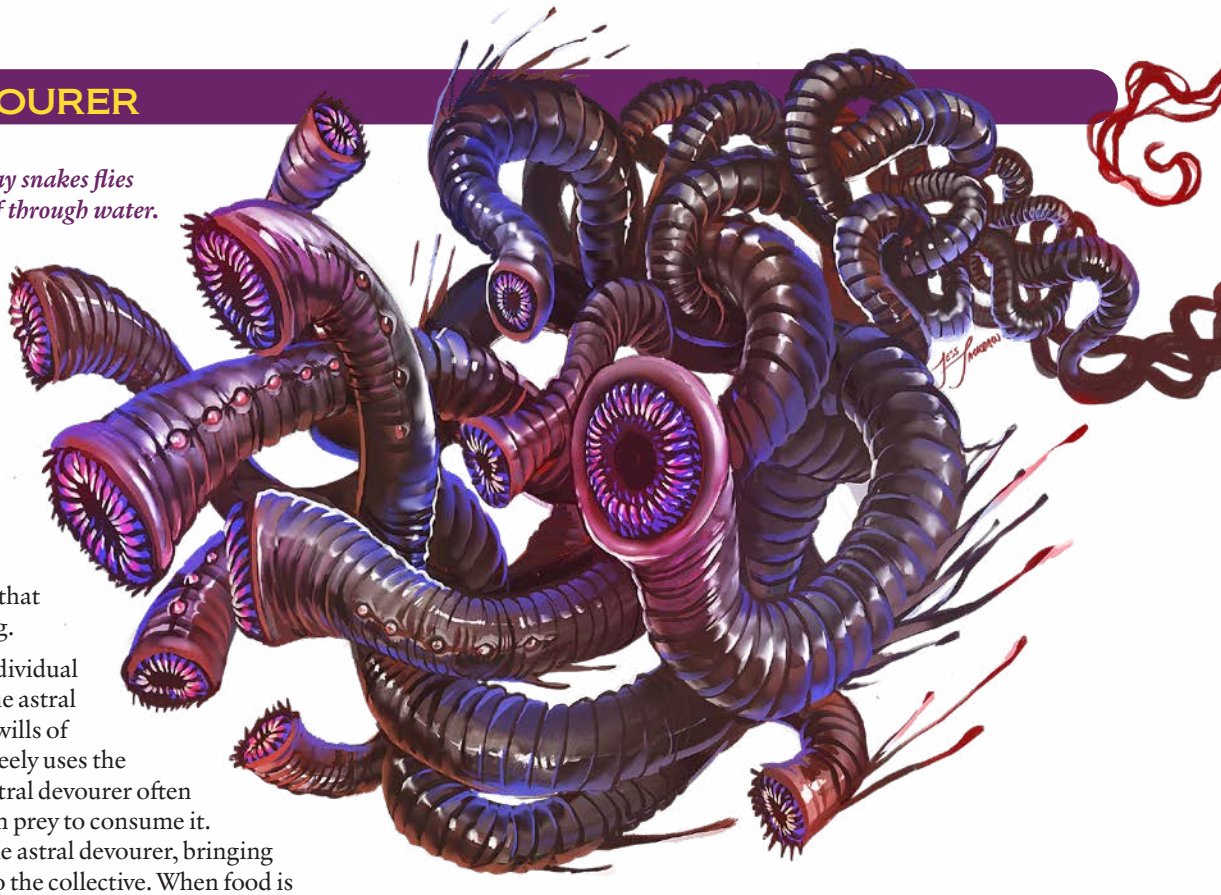
1/day each: *conjure elemental* (fire elemental only), *wall of fire*

Actions

Multiattack. The ashen custodian makes two cleansing strike attacks.

Cleansing Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Astral Devourer



A swarm of strange, faceless gray snakes flies through the air—wingless, as if through water. Their mouths are rasping irises of gnashing fangs, and the sides of each snake are lined with milky, unblinking eyes.

When enough serpents on the Astral Plane gather, they form a collective creature called an astral devourer. The astral devourer has a hive mind made up of all the minds of its component creatures and possesses a great cunning that makes it more adept at hunting.

All for the Whole. The individual astral serpents that make up the astral devourer have no thoughts or wills of their own, and the collective freely uses the individuals as weapons. The astral devourer often flings serpents at hard-to-reach prey to consume it. The flung serpents return to the astral devourer, bringing the consumed life force back to the collective. When food is particularly scarce or the devourer is in danger, it can split into subgroups of the main collective, feeding the individuals while keeping the whole safely dispersed.

Planar Hunters. Hunger constantly drives astral devourers. They love the taste of sentient planar travelers, and they roam the multiverse, favoring desolate landscapes. Reports indicate they're adept at finding portals between worlds and relentlessly hunt prey through these portals.

ASTRAL DEVOURER

Medium swarm of Tiny aberrations, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +6, Int +5

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech, Void Speech

Challenge 8 (3,900 XP)

Collective Mind. The astral devourer's individual serpents are connected via a hive mind. It can telepathically communicate with any of its individual serpents within 1 mile of it, and it can't be surprised.

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

Swarm. The astral devourer can occupy another creature's space and vice versa, and the devourer can move through any opening large enough for a Tiny serpent. Except via Serpent Spray and Recombine, the astral devourer can't regain hp or gain temporary hp.

ACTIONS

Multiattack. The astral devourer makes two melee attacks.

Hungering Serpents. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer, plus 14 (4d6) poison damage.

Serpent Spray (Recharge 6). The astral devourer flings biting astral serpents outward. Each creature within 20 feet of the astral devourer must make a DC 16 Dexterity saving throw, taking 14 (4d6) piercing damage and 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. The astral devourer regains hp equal to the single highest amount of piercing damage dealt by this spray.

REACTIONS

Divide. When an astral devourer that is Small or larger takes bludgeoning, piercing, or slashing damage, it can split into two new astral devourers if it has at least 10 hp. Each new devourer has hp equal to half the original creature, rounded down. New astral devourers are one size smaller than the original. While within 1 mile of each other, the new astral devourers share one collective mind.

Recombine. When one or more astral devourers that are Small or smaller and share a collective mind are within 5 feet of each other, they can combine into a new astral devourer. The new astral devourer is one size larger than the largest original creature, and it has hp equal to the combined total of the original creatures. The new astral devourer's hp can't exceed the normal hp maximum of a Medium astral devourer.

Astri

Human hands sit at the ends of the raccoon-headed creature's four short legs. It flicks its banded tail as it turns toward cries for help, setting its vivid blue eyes on those in need.

Good Samaritans. Astri range the badlands and deserts of the Material Plane, seeking opportunities to assist lost and dying travelers. When an astri encounters people in distress, it works to grant them the assistance they need—be it food, healing, or a safe place to rest—and remains until they no longer require its help.

Bringers of Hope. When they aren't helping individuals or small groups, astri quietly watch over villages in their territories. They keep the surroundings clear of threats, aerate the soil, and dig out wells in places with limited access to clean water. Astri become quite fond of the settlements under their protection and take pride in the residents' successes.

Enemies of Greed. Mercenary behavior offends the sensibilities of astri, but they understand many people have strong selfish streaks. Astri counter this selfishness by magically enforcing the desire to help others. Before an astri assists an intelligent creature, it asks the creature to promise to do good deeds over the next few weeks. If a creature won't make the promise, the astri still assists, but the creature must contend with the *geas* that may be attached to the helping hand.

ASTRI

Small celestial, chaotic good

Armor Class 15

Hit Points 112 (15d6 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +6, Cha +8

Skills Perception +6, Stealth +8, Survival +9

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

Condition Immunities charmed, exhaustion

Senses darkvision 90 ft., passive Perception 16

Languages Common, telepathy 120 ft.

Challenge 8 (3,900 XP)

Enforce Good Deeds. A creature that has received assistance, such as food or healing, from the astri must succeed on a DC 16 Wisdom saving throw or be affected by the *geas* spell for 30 days. While under the geas, the affected creature must assist nonhostile creatures suffering from injury or exhaustion by alleviating the injury or exhaustion.

Helping Hand. The astri can take the Help action as a bonus action on each of its turns.

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

Magic Weapons. The astri's weapon attacks are magical.

Innate Spellcasting. The astri's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The astri can cast the following spells, requiring no material components:

At will: *create or destroy water, detect poison and disease, produce flame, purify food and drink*

3/day each: *bless, create food and water, lesser restoration*

1/day each: *remove curse*

Actions

Multiattack. The astri makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) radiant damage.

Healing Touch (3/Day). The astri touches another creature. The target magically regains 14 (3d8 + 1) hit points and is freed from any disease, poison, blindness, or deafness.

Reactions

Defensive Counter. When a creature within 5 feet of the astri makes an attack against a creature other than the astri, the astri can bite the attacker. To do so, the astri must be able to see the attacker.

ASTRI IN MIDGARD

Astri sightings are most common in the Wasted West. The celestials are known to the dust goblins of the wastes, especially members of the Maimed Ones and Scarlet Rovers who skirmish with them.

Astri are also known in the Southlands. They are particularly active in the Crescent Desert, where most of the small villages and settlements have been adopted by the benevolent creatures. Astri are treated as divine messengers of Aten by some Southlands tribes who leave gifts of sweetmeat and cream for them.

Attercroppe

Emerging from the water with barely a ripple is a slender, serpentine creature with human arms and a wicked grin on its wide, lizard-like mouth. The creature is no more than a foot long and has pale green skin and blood-red eyes.

Ophidian Fey. While attercroppes have a vaguely snakelike appearance, they are not cold-blooded creatures and have nothing but disdain for true snakes and reptilian creatures like lizardfolk and nagas. They hate other creatures just as much and despise everything that is beautiful and pure in the world.

Poisonous Fey. Attercroppes radiate supernatural poison from their bodies. While their poisonous aura cannot harm living creatures directly, it is remarkably good at poisoning fresh sources of drinking water, such as wells and ponds. Rivers, streams, and lakes are usually too large for a single attercroppe to poison, but several attercroppes working together can poison a larger body of still or slow-moving water.

Fey Enemies. Water-dwelling fey, such as kappa (*Creature Codex*, p. 234) and lorelei (*Tome of Beasts*, p. 279), and many forest-dwelling fey, such as dryads, hate attercroppes with a passion and seek to slay the horrid creatures whenever possible, even going so far as to team up to wipe out an attercroppe nest. Because of this, attercroppes are never encountered with other types of fey. Their only allies are evil monstrosities and aberrations with a tolerance for poison and a lust for destruction.

Egg-Laying Fey. Attercroppes are hermaphrodites and reproduce by laying eggs. They typically lay hundreds of eggs at a time, the eggs hatching after a few days, when the young attercroppes are abandoned by their parents. Young attercroppes resemble tiny green worms for their first year of life, until they develop their poisonous aura and magical abilities. Few attercroppes survive to adulthood, but those that do become a blight on the natural world.

ATTERCROPPE

Tiny fey, chaotic evil

Armor Class 14
Hit Points 21 (6d4 + 6)
Speed 20 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	12 (+1)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +6
Skills Acrobatics +6, Perception +5, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Sylvan
Challenge 1/2 (100 XP)

Poisonous Aura. The attercroppe radiates an aura of insidious poison that slowly pollutes any water source. in which it immerses itself. Each hour the attercroppe is fully immersed in water, its aura transforms up to 10 gallons of the water into a deadly poison. A creature that drinks this poisoned water must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 hour.

Water Invisibility. While fully immersed in water, the attercroppe is invisible. If it attacks, it becomes visible until the start of its next turn. The attercroppe can suppress this invisibility until the start of its next turn as a bonus action.

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

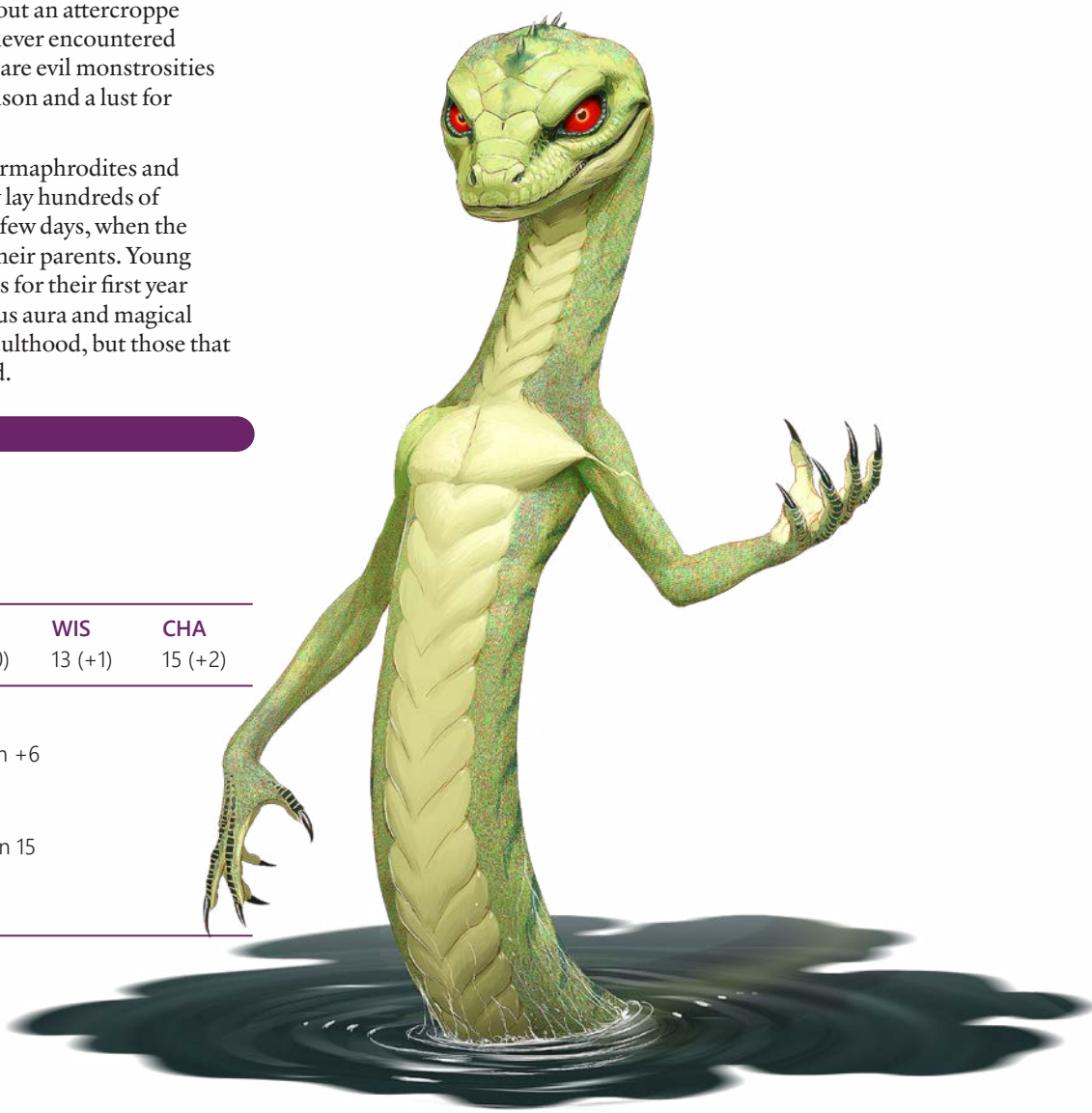
At will: *poison spray*

3/day each: *create or destroy water, fog cloud*

1/day each: *misty step, suggestion*

ACTIONS

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



August Rooster

An amalgam of various bird species crows proudly as it hops forward.

Chimeric Avian. The body of an august rooster is nearly human-sized with the head of a pheasant, the body of a perching duck, the tail of a peacock, the legs of a heron, the beak of a parrot, and the wings of a swallow. There is wide variation among specimens of this hybrid, however, with different creators replacing portions of the creature depending on the material they have on hand during the creation process. Most august roosters are created entirely of avian material, though specimens evidencing snake necks, turtle shells, and stag bodies have been encountered. Once created, an august rooster can reproduce with any species of bird, which usually results in an exotic-looking example of the bird. Only three percent of eggs fertilized or laid by an august rooster hatch into another august rooster. An august rooster fused by magic is full grown at creation, while one that hatches naturally grows to adulthood over the span of six to eight months.

Selfish and Self-serving. August roosters display the basest instincts of their creators, and they have the mental faculties and temperament of a spoiled, malicious child. Their sole concern is their own comfort, and they use their natural gifts to force nearby humanoids to tend to their wants and needs. Young august roosters are brazen about their collections of servants, often working the servants to exhaustion with constant demands. More mature individuals have a strong sense of self-preservation and have their servants see to their needs only when they know it will not raise suspicion.

AUGUST ROOSTER

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	8 (–1)	7 (–2)	18 (+4)

Damage Resistances psychic
Condition Immunities charmed
Senses passive Perception 8
Languages Common
Challenge 4 (1,100 XP)

Aura of Subservience. A beast or humanoid that ends its turn within 30 feet of the august rooster and can see or hear it must succeed on a DC 14 Wisdom saving throw or be charmed for 1 day. A charmed creature that moves more than 100 feet away from the august rooster ceases to be charmed. If the august rooster requests that a charmed creature do more than tend to the creature's own needs, pay devotion to the august rooster, or bring the rooster food and gifts, the charmed creature can make a new saving throw with advantage. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the august rooster's Aura of Subservience for 24 hours.

Dive Bomb. If the august rooster is flying and moves at least 20 feet straight toward a target and then hits it with a talon attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

Jumper. The august rooster can fly up to 40 feet on its turn, but it must start and end its movement on a solid surface such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage.

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

At will: *dancing lights, mage hand, message, vicious mockery*
3/day each: *bane, charm person, hideous laughter*
1/day each: *healing word, hold person*

Actions

Multiattack. The august rooster makes two talon attacks.

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

Aurora Horribilis

A ribbon of light flies just above the ground, its gleam flickering in and out of view as it emits a discordant tune.

Hidden Among Polar Lights. Though auroras horribilis can manifest anywhere on a world, they prefer to dance and sing within naturally-occurring auroras. When they notice admirers of boreal lights, they descend from the sky to share their songs. Unfortunately, they are unaware of the bewilderment their songs invoke in listeners and are subsequently surprised by hostile action toward them.

Terrible Harbinger. While an aurora's direct effects on most creatures is cause for alarm, the aurora's presence is typically a prelude to something worse. Auroras tend to attach themselves to the forefront of a wave of devastation wrought by unknowable beings. Given the nature of such beings, auroras can precede the beings by days or even centuries.

Lessons from the Void. Because auroras horribilis travel with ancient beings from the Void, they hear many secrets about the universe, which they incorporate into their songs. An inability to understand the incomprehensible knowledge contained in their songs often induces madness in their listeners. This makes the auroras valuable to apocalypse cults welcoming the beings they herald, as well as to the desperate who seek to avert the coming catastrophe.

AURORA HORRIBILIS

Large aberration, chaotic neutral

Armor Class 15

Hit Points 119 (14d10 + 42)

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

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	17 (+3)	7 (–2)	14 (+2)	21 (+5)

Saving Throws Wis +5, Cha +8

Skills Acrobatics +8, Performance +8

Damage Vulnerabilities force

Damage Immunities cold, psychic, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., passive Perception 12

Languages Void Speech

Challenge 9 (5,000 XP)

Incorporeal Movement. The aurora horribilis can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Reality Adjacent. The aurora horribilis does not fully exist in physical space. If the aurora is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

In addition, attack rolls against it have disadvantage. A creature with truesight doesn't have disadvantage on its attack rolls, but if that creature looks at the aurora, it must succeed on a DC 16 Wisdom saving throw or be incapacitated with a speed of 0 for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

This trait is disrupted while the aurora is incapacitated or has a speed of 0.

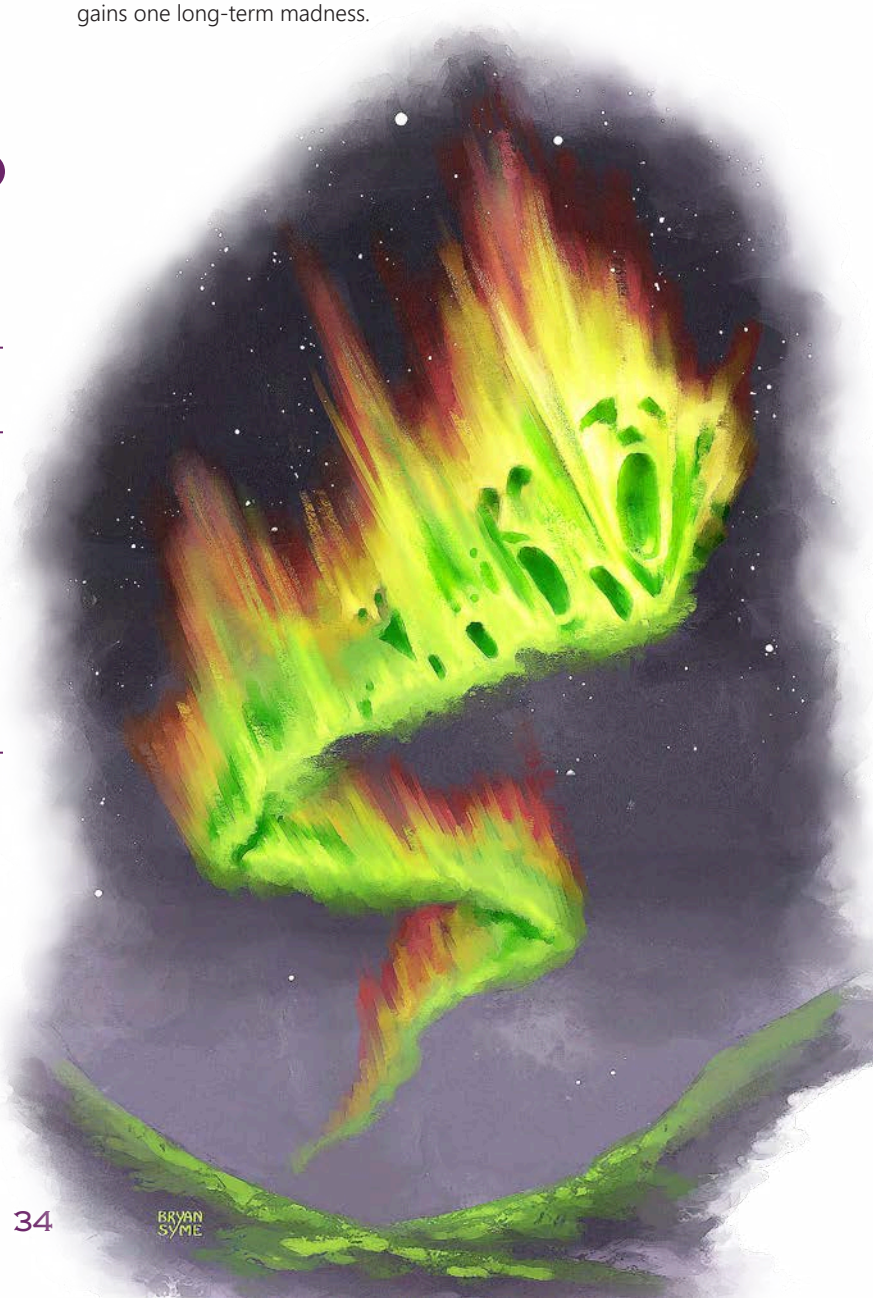
ACTIONS

Multiattack. The aurora horribilis makes two blistering touch attacks.

Blistering Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) cold damage plus 10 (3d6) radiant damage.

Void Song. The aurora horribilis creates a dissonant song. Each creature within 100 feet of the aurora that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. This song has no effect on constructs, undead, or creatures that can speak or understand Void Speech. The aurora must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the aurora is incapacitated.

While charmed by the aurora, the target suffers the effects of the *confusion* spell and hums along with the maddening tune. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to this aurora's song for the next 24 hours. A target that stays charmed by the aurora's song for more than 1 minute gains one long-term madness.



Avalanche Screamer

Ice shards scrape together as this creature moves on its many icicle-like legs. The ice making up much of its body parts to reveal several toothy maws, and a scream erupts from deep within the creature.

Primordial Beings. Avalanche screamers were apex predators when the world was younger and covered in ice. As the world thawed, avalanche screamers fled to mountain peaks and polar regions to hunt smaller prey. Avalanche screamer lairs contain a jumble of bones from their victims but have no other commonalities.

Devious Hunter. A versatile predator, the avalanche screamer can attack its prey from the ground beneath or from cliffs and trees above. It prefers to pick off its victims one at a time, grabbing stragglers at the back of a group and killing them before returning to the group. When it must face multiple foes simultaneously, it uses its scream to inflict harm on as many targets as possible. In unstable areas, the sound can cause avalanches, which the avalanche screamer rides out unscathed. It then uses its ability to detect vibrations to locate survivors, tunnel its way toward them, and devour them.

Summer Hibernation. Because avalanche screamers become lethargic and vulnerable in warmer temperatures, they hide themselves during the brief summers in their mountaintop and polar habitats. In preparation for their summer slumbers, they aggressively hunt prey, fattening themselves or stockpiling in their lairs. As a precaution against hunters that might follow them to their lairs, avalanche screamers often collect their food from miles away and tunnel through the ground to leave no tracks. Those who manage to track the creatures and hope to easily dispatch them while they are sluggish find avalanche screamers quickly shake their torpor to defend themselves.

AVALANCHE SCREAMER

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	19 (+4)	5 (–3)	12 (+1)	8 (–1)

Saving Throws Wis +4
Skills Athletics +7, Stealth +5
Damage Resistances cold
Damage Immunities bludgeoning, thunder
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Snow Camouflage. The avalanche screamer has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The avalanche screamer makes three attacks: one with its bite and two with its legs.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) thunder damage.

Leg. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the avalanche screamer scores a critical hit against a creature that is Medium or smaller, the creature is impaled on the screamer's leg and grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 3 (1d6) piercing damage at the start of each of its turns. The avalanche screamer can impale up to four creatures. If it has at least one creature impaled, it can't move. If it has four creatures impaled, it can't make leg attacks. It can release all impaled creatures as a bonus action.

Scream (Recharge 5–6). The avalanche screamer shrieks thunderously in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 27 (6d8) thunder damage and is deafened for 1 hour. On a success, a creature takes half as much damage and isn't deafened.

Aviere

A small bird with a fiery belly perches on the shoulder of the temple's acolyte, singing a divine song.

Avieres are fiery songbirds created by good deities and sent to holy sites on the Material Plane as protectors and teachers. They innately know the tenets of their deities and encourage those around them to uphold the tenets. They dislike leaving the area they were sent to tend, but they sometimes venture out to heal or evangelize passersby.

Songbirds. Locations containing avieres are always filled with beautiful music, as they sing the hymns of their deities at all hours of the day. In doing so, they heal and uplift their surroundings, leading to healthier flora and fauna and calmer weather in the area.

Temple Assistants. Avieres in temples spend most days aiding the temple's priests and priestesses, especially in coaching acolytes or those new to the faith. They take great pleasure in assisting scribes who are writing their deity's teachings, acting as a light source while singing the teachings to the scribes.

AVIERE

Tiny celestial, any good

Armor Class 12
Hit Points 17 (5d4 + 5)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Performance +6, Religion +4
Damage Resistances radiant
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Celestial, Common, telepathy 60 ft.
Challenge 1/2 (100 XP)

Divine Rejuvenation. An aviere that dies collapses into a pile of ash. Each day the pile of ash is within 1 mile of a holy site of its deity or a worshiper of its deity, it has a 75 percent chance of returning to life, regaining all its hit points and becoming active again. This chance increases to 100 percent if a worshiper of the aviere's deity prays over the aviere's ashes at dawn. If unholy water is sprinkled on the aviere's ashes, the aviere can't return to life, except through a *wish* spell or divine will.

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

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

Magic Weapons. The aviere's weapon attacks are magical.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 4 (1d8) fire damage.

Song of Life. The aviere sings a song against death. The aviere chooses one creature it can see within 30 feet of it that has 0 hp and isn't an undead or a construct. The creature becomes stable.

Song of Healing (1/Day). The aviere sings a song of healing. The aviere chooses one creature within 60 feet of it. If the creature can hear the aviere's song and isn't an undead or a construct, it regains 1d4 hp.

AVIERE FAMILIARS

Some aviere are willing to serve good-aligned spellcasters as a familiar. Such aviere have the following trait.

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

Avulzor

A horrid-looking bipedal creature with cracked, leathery skin and long arms and legs—ending in wicked, flensing talons—rears up. A trio of unblinking purple eyes is situated in the monster's chest, and its neck ends in a nest of lamprey-like heads. It wears a kilt of humanoid bones that rattles unnervingly as it moves.

Horrors from Beyond Reality. Avulzors are hideous aberrations native to a dimension inundated with necrotic energy. There they weave plans for dominating the other planes of existence, launching expeditionary forces into other worlds to kidnap humanoids for experimentation, steal useful magical devices, or destroy perceived threats. Their reasons for doing so are largely unknown, yet they despise all other living creatures.

Masters of Bone. While avulzors hate all life, they have a disturbingly accurate understanding of humanoid anatomy and use this knowledge to grant their undead constructs extra power. They can also shape bone as if it were putty, transforming an ogre's pelvis into a usable chair or a dwarf's teeth and ribs into a complex musical instrument. While they find undead creatures like skeletons and zombies useful tools, they have no real love for intelligent undead, such as wights and vampires, and only tolerate the creatures when necessary to further their own goals.

AVULZOR

Large aberration, lawful evil

Armor Class 17 (bone kilt)
Hit Points 135 (18d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Cha +5
Skills Arcana +7, Insight +6, Intimidation +8, Medicine +6, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Condition Immunities paralyzed, stunned
Senses darkvision 90 ft., passive Perception 16
Languages Common, Deep Speech, Void Speech
Challenge 8 (3,900 XP)

Bone Shaping. The avulzor can shape bones with its touch, altering the appearance, function, size, and density of bone to match its needs. It can't use this trait to alter the bones of a living creature, but it can otherwise alter any bone it touches that isn't being worn or carried. In addition, as a bonus action, the avulzor can touch any skeleton it created with its Animate Bones action and grant the target one of the following benefits until the end of the target's next turn:

- Armor Class increases by 2
- Reach increases by 5 feet
- Melee weapon attacks deal an extra 1d4 damage of the weapon's type.
- Speed increases by 10 feet.

Bone Kilt. The avulzor wears a kilt made out of the bones of the many humanoids it has slain. The kilt increases the avulzor's Armor Class by 3. If lost, the avulzor can create a new bone kilt with ample bones and 1 hour of work.

The avulzor can use its Animate Bones as a bonus action if it targets the bone kilt. Doing so creates 1 skeleton of CR 2 or lower, but the avulzor subsequently reduces its Armor Class by 3.

Turning Defiance. Friendly undead within 30 feet of the avulzor have advantage on saving throws against effects that turn undead.

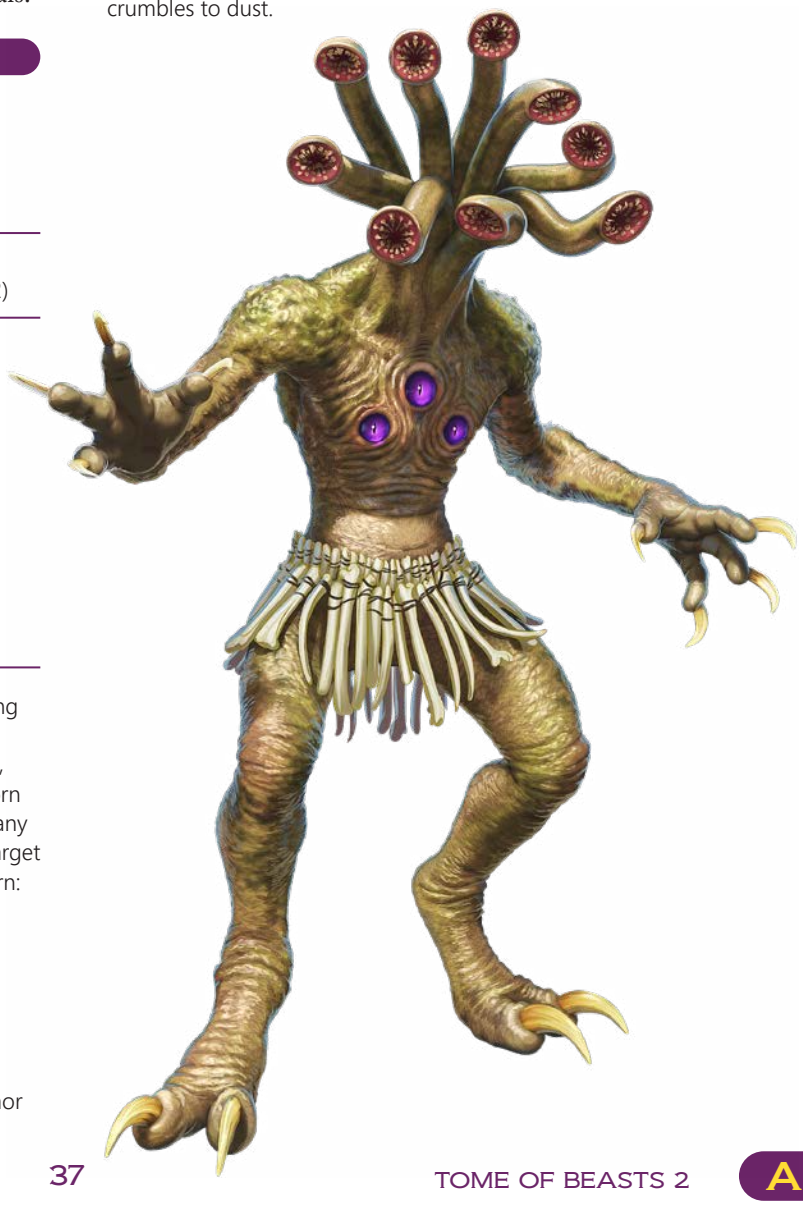
Actions

Multiattack. The avulzor makes two claw attacks and two synchronized bite attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Synchronized Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage.

Animate Bones (Recharge 5–6). The avulzor creates a skeleton out of a pile of bones or a the corpse of a Large or smaller creature within 10 feet of it. The skeleton is under the control of the avulzor, obeying the avulzor's mental commands, and uses the statistics of a CR 1 or lower skeleton of your choice. The avulzor can control up to three skeletons at one time. If the avulzor creates a skeleton while it already has three under its control, the oldest skeleton crumbles to dust.



Barometz

This creature resembles a large horned goat covered in thick green moss. A vine trails from the beast's udder to a nearby tree. The creature smells of fresh bread and floral grapes.

Born of Fruit. The barometz is a strange plant-like monster that arises spontaneously from a normal fruit tree, some say as the result of ancient druidic magic or fey meddling. A fruit tree bearing a barometz grows an unusually large fruit that soon drops from the tree and bursts open to reveal the goat-like creature. The barometz remains attached to its parent plant by a vine and spends its life clearing the area around the fruit tree of weeds and other noxious plants.

A Feast for Kings. The flesh of a barometz is considered a delicacy by almost all humanoids and giants, and few barometz survive for long once they are discovered by a band of trollkin hunters or foraging hill giants. Elves and other woodland humanoids have attempted to breed barometz, without success. The creature does not reproduce naturally and the methods by which they appear are still unknown.

BAROMETZ

Large plant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (–3)	16 (+3)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Sylvan but can't speak
Challenge 6 (2,300 XP)

Fruit of the Land. When a barometz dies, its body sprouts a myriad of nourishing fruits and vegetables. If a creature spends 10 minutes consuming the produce, it gains the benefits of a *heroes' feast* spell for 8 hours. If the feast isn't consumed within 1 hour, it disintegrates into a mound of dirt and dried leaves.

Parent Vine. The barometz is attached to a nearby tree by a thick vine that is between 50 and 100 feet long. The vine has AC 13, 20 hp, and resistance to all damage except for slashing damage. If this vine is severed, the barometz loses its Regeneration trait and suffers one level of exhaustion per hour until it dies.

Regeneration. The barometz regains 5 hit points at the start of its turn. This regeneration can only be halted if the barometz's parent vine is severed, whereupon it loses this trait. The barometz dies only if it starts its turn with 0 hit points and doesn't regenerate.

Wildland Runner. Difficult terrain composed of forest underbrush, bushes, or vines doesn't cost the barometz extra movement. In addition, the barometz can pass through magical and nonmagical plants without being slowed by them and without taking damage from them, including plants that are magically created or manipulated, such as those produced by the *entangle* and *wall of thorns* spells.

Actions

Multiattack. The barometz makes two attacks: one with its gore and one with its hooves.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Beetles

Many types of beetles inhabit the world, and, depending on the location and culture, they are used as food, companions, or beasts of burden by its people.

Forest Beetles. Giant bombardier beetles lurk on the forest floor. A placid herbivore content to go about its business, the beetle has a powerful defense mechanism in the form of a boiling liquid it can spray to scald would-be predators as it makes its escape.

Arctic Beetles. Giant snow beetles are carrion-eating beetles that inhabit the coldest parts of the world. They collect snow into large balls for use against their enemies, for protection for their lairs, and to house their eggs. When food is abundant, they pack extra carrion into snowballs, saving the food for later or for feeding freshly hatched larvae. When attacked, giant snow beetles fling any snowballs on-hand that don't contain their young, often splattering attackers with frozen, rotten meat.

Underworld Beetles. Lantern and sniffer beetles live in the Underworld and feast primarily on the fungus that grows in the darkest caverns. The glow of the lantern beetle's abdomen is from the digestion of bioluminescent fungus, which reacts with the beetle's gut to make the glow. Both lantern and sniffer beetles are docile, and they're often trained by denizens of the Underworld as mobile light sources or for detecting particular scents.

Companions and Familiars. Forest rangers often train bombardier beetles as companions, valuing the beetle's spray for its ability to deter beasts without setting fire to the forest. Lantern and sniffer beetles can be called to serve a spellcaster via the *find familiar* spell. The lantern beetle is a popular choice among junior wizards seeking a light source for late-night studying. The sniffer beetle sees a variety of uses on the surface world, with its most common use being as the eyes and nose for wizards with limited vision.

GIANT BOMBARDIER BEETLE

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Saving Throws Con +4
Damage Resistances fire
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Actions

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

Spray. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

GIANT SNOW BEETLE

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	1 (–5)	10 (+0)	4 (–3)

Skills Athletics +5, Stealth +2
Damage Resistances cold
Senses tremorsense 30 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Snowball Concealment. The giant snow beetle has advantage on Dexterity (Stealth) checks to hide if it is within 10 feet of a Large or larger snowball. It can attempt to hide even if another creature can see it clearly.

Snowball Roll. The giant snow beetle can spend 1 minute to roll up a ball of snow equal to its size.

ACTIONS

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Rotten Snowball Shove (Recharge 6). The giant snow beetle tosses one of its carrion-filled snowballs at a point it can see within 20 feet of it. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw. On a failure, a target takes 7 (2d6) bludgeoning damage and becomes poisoned for 1 minute. On a success, a target takes half the damage and isn't poisoned. A poisoned creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Snowball Shove. The giant snow beetle tosses one of its rolled snowballs at a point it can see within 20 feet of it. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw. On a failure, a target takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, a target takes half the damage and isn't knocked prone.

LANTERN BEETLE

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 2 (1d4)
Speed 30 ft., climb 10 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	12 (+1)	10 (+0)	1 (–5)	7 (–2)	3 (–4)

Senses passive Perception 8
Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When it dies, its body continues to glow for another 6 hours.

ACTIONS

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

SNIFFER BEETLE

Small beast, unaligned

Armor Class 12 (natural armor)
Hit Points 5 (1d6 + 2)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +5
Senses darkvision 30 ft., passive Perception 15
Languages —
Challenge 1/8 (25 XP)

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

ACTIONS

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

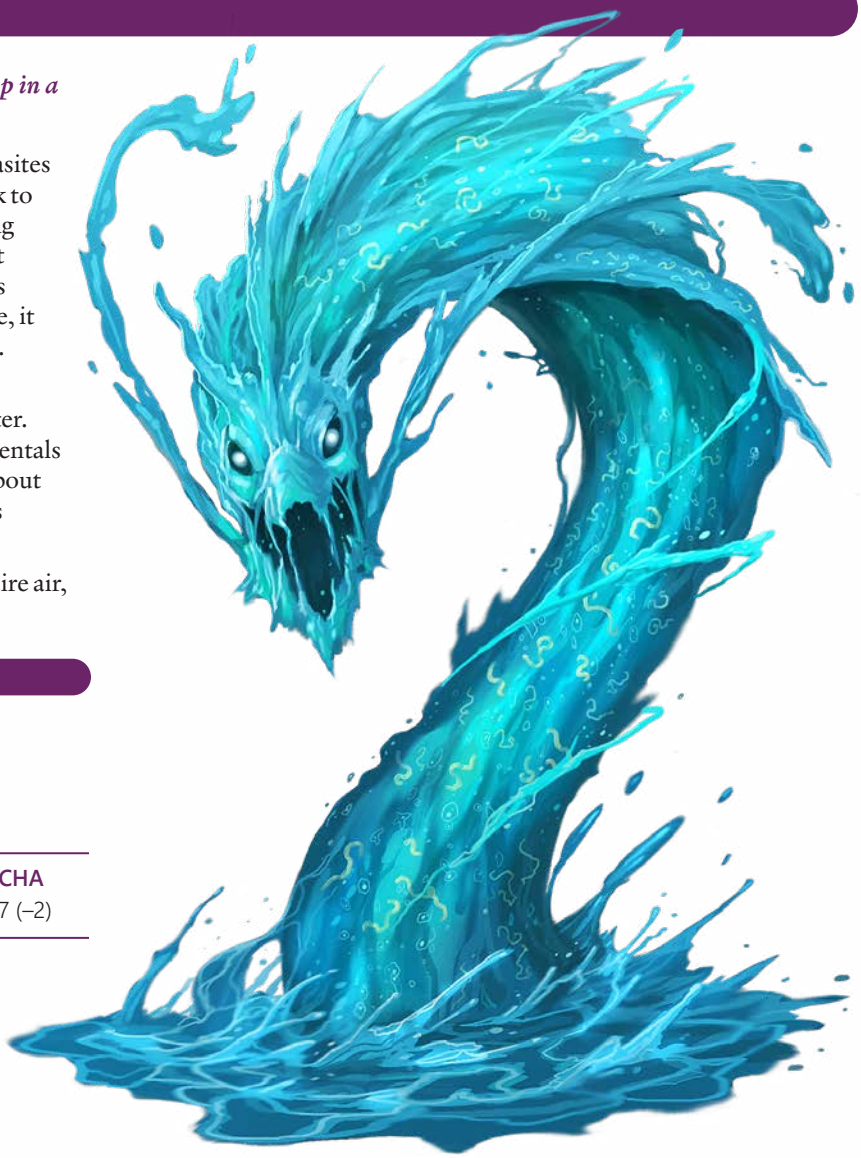
Befouled Weird

Water filled with algae, worms, and other detritus rises up in a serpentine form. It reeks of stagnation and rot.

Corrupted Water Elementals. When aquatic parasites invade a water elemental, they take control of it and seek to propagate. The host becomes a befouled weird, providing protection and an ideal environment for the parasites. It prefers warm, marshy environments where the parasites are more at home. While the weird can carry any parasite, it most commonly acts as a host for brain-eating amoebas.

Exiles to the Material Plane. Water elementals prevent befouled weirds from infesting the Plane of Water. Otherwise, the tainted creatures infuse pure water elementals with their parasites. Water elementals knowledgeable about such things equate a plague of befouled weirds to ghouls infecting and turning humanoids into ghouls.

Elemental Nature. The befouled weird doesn't require air, food, drink, or sleep.



BEFOULED WEIRD

Medium elemental, neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (–3)	12 (+1)	7 (–2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Aquan
Challenge 5 (1,800 XP)

Freeze. If the befouled weird takes cold damage, it partially freezes. Its speed is reduced by 10 feet until the end of its next turn.

Parasitic Amoebas. A creature other than the weird that becomes infected with parasitic amoebas becomes vulnerable to necrotic damage. At the end of each long rest, the diseased creature must succeed on a DC 13 Constitution saving throw or its Intelligence score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Intelligence to 0, the creature dies. If a water elemental dies in this way, its body becomes a befouled weird 1d4 hours later. The disease lasts until removed by the *lesser restoration* spell or similar magic.

Unclean. If a creature targets the weird with the *lesser restoration* spell, requiring a successful melee spell attack roll, the weird takes 9 (2d8) radiant damage and can't infect targets with parasitic amoebas for 1 minute.

Water Form. The befouled weird can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The befouled weird makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become infected with parasitic amoebas (see the Parasitic Amoebas trait).

Drown in Filth (Recharge 4–6). A creature in the befouled weird's space must make a DC 13 Strength saving throw. On a failure, the target takes 10 (2d6 + 3) bludgeoning damage and 7 (2d6) necrotic damage, and, if it is Medium or smaller, it is grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the weird's space.

At the start of each of the weird's turns, the grappled target takes 10 (2d6 + 3) bludgeoning damage and 7 (2d6) necrotic damage, and it must make a DC 13 Constitution saving throw or become infected with parasitic amoebas. A creature within 5 feet of the weird can pull the target out of it by taking an action to make a DC 13 Strength check and succeeding.

Black Crier

This skeletal figure is dressed in the style of a town crier. It carries an elaborate silver bell in its bony hands, and its skull gleams white in the moonlight.

Heralds of Calamity. The black crier is an undead that appears hours, days, or even months before a great catastrophe. The larger the catastrophe, the earlier the black crier appears.

Servants of Fate. Black criers are not malicious or vengeful undead and exist to warn of coming danger. They defend themselves if attacked but don't pursue fleeing opponents.

Mute Messengers. Despite their name, black criers cannot speak; instead, they use cryptic hand gestures or other mysterious signs to warn people of the impending calamity.

Undead Nature. A black crier doesn't require air, food, drink, or sleep.

Portents of Disaster

A black crier is always accompanied by signs of impending disaster. The crier isn't affected or targeted by these portents, but it otherwise has no control over them. The portents appear within a black crier's bound region (see the Bound by Calamity trait) and can be one or more of the following, becoming more frequent as the date of the catastrophe approaches:

- Swarms of rats or insects appear, destroying crops, eating food stores, and spreading disease.
- The ground in the region experiences minor tremors, lasting 1d6 minutes.
- Thunderstorms, blizzards, and tornadoes plague the region, lasting 1d6 hours.
- Natural water sources in the region turn the color of blood for 1d4 hours. The water is safe to drink, and the change in color has no adverse effect on local flora and fauna.

Black Crier

Medium undead, neutral

Armor Class 16 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	11 (+0)	20 (+5)	12 (+1)

Saving Throws Dex +8, Int +4, Wis +9
Skills History +4, Perception +9, Performance +9, Religion +4
Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 15
Languages understands all languages but can't speak
Challenge 11 (7,200 XP)

Bound by Calamity. The black crier is bound to a region where a major catastrophe will happen. This region can be of any size but is never smaller than 1 square mile. If the crier leaves this region, it loses its Rejuvenation trait and Crier's Lament action. It permanently dies if it remains outside of its bound region for more than 24 hours.

Rejuvenation. If it dies within its bound region before the catastrophe it heralds happens, the black crier returns to life in 1d6 days and regains all its hp. The black crier dies after the catastrophe ends and doesn't rejuvenate. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The black crier uses its Bell Toll. It then makes two melee attacks.

Bell. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) bludgeoning damage plus 14 (4d6) necrotic damage.

Bell Toll. The black crier targets one creature it can see within 60 feet of it. The creature must make a DC 17 Wisdom saving throw. On a failure, the target takes 14 (4d6) necrotic damage and is frightened until the end of its next turn. On a success, the target takes half the damage and isn't frightened. If the saving throw fails by 5 or more, the target suffers one level of exhaustion.

Crier's Lament (1/Day). The black crier unleashes a devastating peal of anguish and rage in a 30-foot cone. Each creature in the area must make a DC 16 Charisma saving throw. On a failure, a creature drops to 0 hp. On a success, a creature takes 21 (6d6) psychic damage and is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bleakheart

A humanoid in blurred gray tones settles in the shadowed corner of a dimly-lit room and disappears from view.

Poor Players. Some people are driven to perform. They crave the adulation of their peers, the attention of strangers, the promise of fame and the immortality it brings. Unfortunately, not every such artist has the talent and perseverance to succeed. Whenever a minstrel flees a stage pelted by rotting produce and ends their life in despair, or an actor's alcoholism leads them to an early grave after a scathing review, a bleakheart is born. Once a bleakheart rises, it seeks to spread hopelessness and create new bleakhearts.

Walking Shadows. Bleakhearts exist on the fringes of the societies where they once lived. When they are not skulking in the dark, the citizenry ignores them as they would any other drifter. They linger around taverns, theaters, and other places the living visit for entertainment. Sometimes the sight and sound of merriment rouses the bleakhearts from cold despair to hot rage. The resulting carnage invariably leads to the destruction of the originating bleakheart and the creation of several new ones.

Familiar Faces. A bleakheart gains grim satisfaction in causing distress to the living, especially those who have recently experienced joy. By day, they lurk in deeply shadowed areas of settlements, usually around places of entertainment, and skim the thoughts of passersby. When a bleakheart detects someone who is elated, it follows them home for further observation. While its victim sleeps, the bleakheart probes their mind, causing the victim nightmares about the subject of their happiness. Once the victim awakens, its joy turned to pain, the bleakheart disguises itself as the personage who once brought the victim joy and reveals itself. Even while magically disguised, a bleakheart appears disquietingly out of focus.

Undead Nature. A bleakheart doesn't require air, food, drink, or sleep.

BLEAKHEART

Medium undead, neutral evil

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Persuasion +5, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

Indiscernible in Shadows. While in dim light or darkness, the bleakheart is invisible.

Silent Entry (3/Day). As a bonus action, the bleakheart can silently unlock a door within 10 feet of it that is held shut by a mundane lock. If a door has multiple locks, only one is unlocked per use of this trait.

Sunlight Weakness. While in sunlight, the bleakheart has disadvantage on attack rolls, ability checks, and saving throws.

Innate Spellcasting. The bleakheart's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, minor illusion*
3/day each: *disguise self*

Actions

Disheartening Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage.

Steal Joy (Recharge 5–6). Each creature of the bleakheart's choice that is within 20 feet of the bleakheart and aware of it must succeed on a DC 13 Wisdom saving throw or its Charisma score is reduced by 1d4. A creature that has taken psychic damage from the bleakheart's Disheartening Touch within the last minute has disadvantage on this saving throw. A creature that has its Charisma reduced to 0 ends its life at the earliest opportunity, and a new bleakheart rises from its corpse 1d4 hours later. Otherwise, the Charisma reduction lasts until the target finishes a long rest.

Bloodsapper

This hairless, dog-like creature has pale skin, an enormous bladder underneath its throat, and a conical head with two deep-set, black eyes. A long, thick red tongue, ending in a hollow spike, flicks from its shrew-like mouth.

Ravenous Blood Eaters. The bloodsapper is a vampiric creature with an unrelenting thirst for blood. While it can drink the blood of animals and wild beasts, it vastly prefers the blood of sapient bipedal creatures, such as giants and humanoids. When it catches prey, it uses its long, spiked tongue to impale and drain them until they are little more than husks. Due to its appetite, the bloodsapper frequently comes into conflict with other creatures reliant on blood such as stirges, vampires, and chupacabras (*Creature Codex*, p. 63), though it usually retreats if outmatched or outnumbered by its opponents.

Strange Dogs. Because of their dog-like bodies and propensity to form into packs when hunting large numbers of prey, bloodsappers are frequently confused with evil canids like worgs and hell hounds, despite their clearly aberrant nature. Some believe bloodsappers were artificially created by an aboleth scientist, vampire mage, or similar entity, or that the creatures originated from beyond the stars or another realm of existence entirely.

BLOODSAPPER

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft., climb 20 ft.

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

Saving Throws Con +5
Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages understands Common but can't speak
Challenge 3 (700 XP)

Blood Scent. A bloodsapper can smell blood within 240 feet of it. It can determine whether the blood is fresh or old and what type of creature shed the blood. In addition, the bloodsapper has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track a creature that doesn't have all its hp.

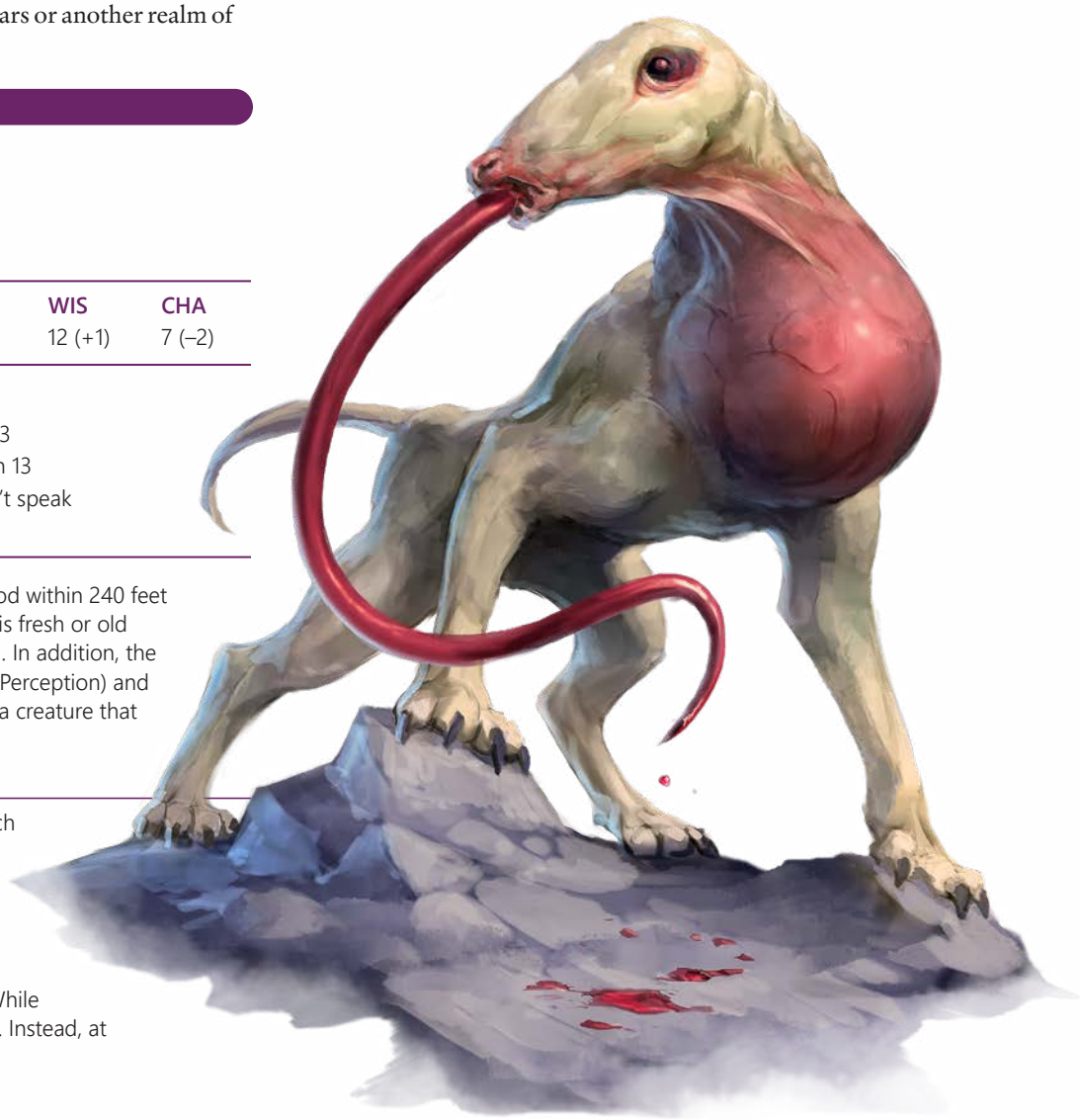
Actions

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

Draining Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the bloodsapper attaches to the target. While attached, the bloodsapper doesn't attack. Instead, at the start of each of the bloodsapper's turns, the target loses 12 (2d8 + 3) hp due to blood loss. The bloodsapper can detach itself from a target by spending 5 feet of its movement, which it does once it has drained 25 hp from the target or the target dies. A creature, including the target, can take its action to detach the bloodsapper's tongue by succeeding on a DC 14 Strength check. Alternatively, the bloodsapper's tongue can be attacked and severed (AC 12; hp 20). The bloodsapper regrows a severed tongue when it completes a long rest or when it reduces a creature to 0 hp.

Bloody Breath (Recharge Special). The bloodsapper can expel a 15-foot cone of acrid gas and blood from its bladder. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) acid damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once a bloodsapper uses its Bloody Breath, it can't use Bloody Breath again until it has drained at least 25 hp of blood from a creature.



Bloodstone Sentinel

A humanoid statue made of green stone streaked with red steps forward, its long, curved claws reaching out. Its face is blank of features except two deep eye sockets that drip fresh blood like tears.

Evil cults exsanguinate sacrifices over specially prepared bloodstone statues, infusing the life force of the victims into the rock and granting it life. These sentinels are driven to see more blood spilled, whether by their own hands, those of their masters, or even those of their enemies.

Blood Calls Blood. The blood infused into the sentinel perpetually leaks out, a representation of the agony that created the construct. This agony pulls on nearby creatures, drawing out vital fluids and ripping minor wounds into great injuries. The sentinel stores this blood inside itself, and the red veins in its stone become more prevalent the more blood it stores.

Mindless Fury. Those who create bloodstone sentinels invariably see power through the spilling of blood and utilize the construct to spread their faith. Some blood cults use the sentinels as mobile containers for the primary component of their profane rituals.

Construct Nature. A bloodstone sentinel doesn't require air, food, drink, or sleep.

BLOODSTONE SENTINEL

Large construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (11d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	18 (+4)	8 (–1)	10 (+0)	16 (+3)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creators but can't speak

Challenge 8 (3,900 XP)

Blood Lure. When a creature within 10 feet of the sentinel that isn't an undead or a construct takes piercing or slashing damage, it must succeed on a DC 15 Constitution saving throw or take an extra 7 (2d6) damage of that type. The sentinel's Blood Reservoir increases by an amount equal to the extra damage dealt.

Blood Reservoir. The bloodstone sentinel absorbs blood that is spilled nearby into itself. This reservoir of blood grows when a creature takes extra damage from the sentinel's Blood Lure trait. The Blood Reservoir can't exceed the sentinel's hp maximum. As a bonus action, the sentinel can reduce the Blood Reservoir by 10 to cause one of the following effects:

- ***Empower Blood.*** A friendly creature within 30 feet of the sentinel that isn't an undead or a construct has advantage on its next weapon attack roll.
- ***Inspire Fury.*** A creature of the sentinel's choice within 30 feet of the sentinel must succeed on a DC 15 Charisma saving throw or immediately use its reaction to move up to its speed and make one melee weapon attack against its nearest ally. If no ally is near enough to move to and attack, the target attacks the nearest creature that isn't the bloodstone sentinel. If no creature other than the sentinel is near enough to move to and attack, the target stalks off in a random direction, seeking a target for its fury.
- ***Sustain.*** A nonhostile undead creature within 30 feet of the sentinel that must eat or drink, such as a ghoul or vampire, regains 10 hit points.

Actions

Multiattack. The bloodstone sentinel makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bloodstone Sentinels in Midgard

Cults of Marena often create and use bloodstone sentinels to house blood for the cult's blood mages.

Blood Magic. As a bonus action, a spellcaster casting a blood magic spell (see Deep Magic for 5th Edition) while within 5 feet of the bloodstone sentinel can use blood from the sentinel's reservoir to cast the spell without expending a spell slot. To do so, the spellcaster reduces the sentinel's Blood Reservoir by 10 for each level of the spell cast. Casting a cantrip reduces the reservoir by 5 instead.

Boneshard Wraith

A vaguely humanoid form appears, dim and hazy amid the constant swirl of wind-wracked grit and tainted dust of the magical wasteland.

Contorted and broken, the boneshard wraith is a ghostly horror, haphazardly assembled from mismatched bones and grave-scavenged shards. Shattered eye sockets burn with the black, icy glow of eternal madness and the spiteful hunger of the Void.

Undead Nature. A boneshard wraith doesn't require air, food, drink, or sleep.

BONESHARD WRAITH

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 15 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	8 (−2)

Skills Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; piercing, bludgeoning, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages any languages it knew in life, Void Speech

Challenge 12 (8,400 XP)

Incorporeal Movement. The boneshard wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Multiattack. The wraith makes two spectral claw attacks. If both attacks damage the same creature, the target must make a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 21 (4d8 + 3) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or suffer 1 level of exhaustion. A creature can suffer no more than 2 levels of exhaustion from the wraith's Spectral Claws.

Boneshard Cyclone (Recharge 5–6). The wraith chooses a creature it can see within 60 feet of it. The target must make a DC 16 Strength saving throw. On a failure, a creature takes 20 (3d12) slashing damage and 27 (6d8) necrotic damage and is enveloped in a whirlwind of sharp bone fragments for 1 minute or until the wraith dies. On a success, a creature takes half the damage and isn't enveloped. While enveloped, a creature is blinded and deafened and takes 18 (4d8) necrotic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature dies while enveloped, it rises as a boneshard wraith on the next new moon unless it is restored to life or the *bless* spell is cast on the remains.

BONESHARD WRAITHS IN MIDGARD

In the wake of the Battle of Flensing Gulch and the defeat of the last of Caelmarath's Indomitables by a summoned boneshard tempest, the nearly innumerable dead arose to haunt the area as boneshard wraiths, a form of undead creature only truly encountered in the Wasted West. The Bonewraith goblin tribe worships these creatures and sends their elders out to be consumed and transformed by them.

Bonespitter

A massive worm bursts through the ground, its body covered in bony protrusions.

Bonespitters are bone-covered predators that live in the soft soil of grassy plains.

Bones of Victims. Bonespitters have unique digestive systems. When a bonespitter consumes another creature, the acid in the worm's stomach dissolves all of the prey's tissue and leaves only bones behind. The bones become part of the bonespitter's defenses, poking through its skin like sharp hair follicles. Other bones are stored in muscular sacks in the bonespitter's mouth, waiting to be unleashed on unsuspecting prey.

BONESPITTER

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (–2)	21 (+5)	3 (–4)	10 (+0)	5 (–3)

Saving Throws Con +10
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 13 (10,000 XP)

Bony Body. A creature that starts its turn or enters a space within 5 feet of the bonespitter must succeed on a DC 18 Dexterity saving throw or take 16 (3d10) piercing damage.

Actions

Multiattack. The bonespitter makes two attacks: one with its bite and one with its bone spike.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the bonespitter. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bonespitter, and it takes 17 (5d6) acid damage at the start of each of the bonespitter's turns. An undead creature made of mostly bones, such as a skeleton, is immune to this acid damage.

If the bonespitter takes 30 damage or more on a single turn from a creature inside it, the bonespitter must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bonespitter. If the bonespitter dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Bone Spike. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage, and, if the target is a Large or smaller creature, it is knocked prone, pinned to the ground by the spike, and restrained. As an action, the restrained creature or a creature within 5 feet of it can make a DC 18 Strength check, removing the spike and ending the condition on a success. The spike can also be attacked and destroyed (AC 12; hp 15; vulnerability to bludgeoning damage; immunity to poison and psychic damage).

Shard Spray (Recharge 5–6). The bonespitter exhales a 60-foot cone of bone shards. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much on a successful one. If a Large or smaller creature fails this saving throw, it is also knocked prone, pinned to the ground by a shard, and restrained. As an action, the restrained creature or a creature within 5 feet of it can make a DC 18 Strength check, removing the shard and ending the condition on a success. The shard can also be attacked and destroyed (AC 12; hp 15; vulnerability to bludgeoning damage; immunity to poison and psychic damage).

Boreas' Chosen

The humanoid's piercing blue eyes lock on their target as it charges forward with bloodlust. Bloodcurdling battle cries and flying spears follow the berserker's charge.

Regardless of what type of prior life they led, any humanoid can become one of Boreas' (*Tome of Beasts*, p. 42) chosen. Some humanoids are born with runic symbols designating them as creatures blessed by the North Wind, but most must undergo several trials before the first wintry rune scrawls itself into their flesh. The trials include surviving the highest mountain peaks in the dead of winter, defeating a frost giant in single combat, and crafting a spear out of the fang or claw of an icy beast. Even then, Boreas may deny his favor.

Blood and Weapons of Ice. A humanoid chosen by Boreas goes through a transformation to become more like its patron. Its blood freezes into ice, and its weapons become forever rimed.

Blessed and Loyal. Humanoids chosen by Boreas further his goals, protect his holy sites, spread winter wherever they walk, and honor the North Wind with every fallen foe.

BOREAS' CHOSEN

Medium humanoid (any race), chaotic evil

Armor Class 15 (leather armor, shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	8 (–1)	14 (+2	10 (+0)

Skills Athletics +6, Intimidation +3, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened
Senses passive Perception 12
Languages Common, Giant
Challenge 7 (2,900 XP)

Frozen Blood. A creature that hits the chosen with a melee attack while within 5 feet of it takes 4 (1d8) cold damage.

Ice Runes. The chosen's weapon attacks are magical. When the chosen hits with any weapon, the weapon deals an extra 2d8 cold damage (included in the attack).

Ice Walk. The chosen 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 it extra movement.

Actions

Multiattack. Boreas' chosen makes two ice spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 9 (2d8) cold damage.

Breath of the North Wind. (Recharge 5–6). Boreas' chosen exhales freezing breath in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 28 (8d6) cold damage and its speed is reduced by 10 feet until the end of its next turn. On a success, a creature takes half the damage and its speed isn't reduced. A creature that fails the saving throw by 5 or more is petrified in ice until the end of its next turn instead.

Brachyura Shambler

The vaguely humanoid creature has an oblong head with a pair of deep-set black eyes, a pair of antennae, and grasping mandibles. The creature is covered in a chitinous shell that is deep red, almost black in color. As it moves, it makes a strange sound, as though it is asking unintelligible questions in gibberish.

Purveyors of Mud. Brachyura shamblers are foul, vaguely humanoid, semi-intelligent creatures that live in the mud and primarily eat carrion. They eat fresh kills when they can, but they find it easier to eat what is already dead. Because of their filthy living conditions and unsanitary diet, they carry disease, which they easily spread to those they encounter.

Related to the Sporous Crab. The brachyura often share living space with the sporous crab (see page 398) and are likely distantly related to them. The crabs are of much lower intelligence, leaving their relationship more like that of a master and pet. The crabs also support the brachyura when their lairs are attacked.

BRACHYURA SHAMBLER

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (−2)	12 (+1)	8 (−1)

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 11

Languages Brachyura

Challenge 4 (1,100 XP)

Puncturing Claws. A creature that starts its turn grappled by the brachyura shambler must succeed on a DC 13 Strength saving throw or take 7 (2d6) piercing damage.

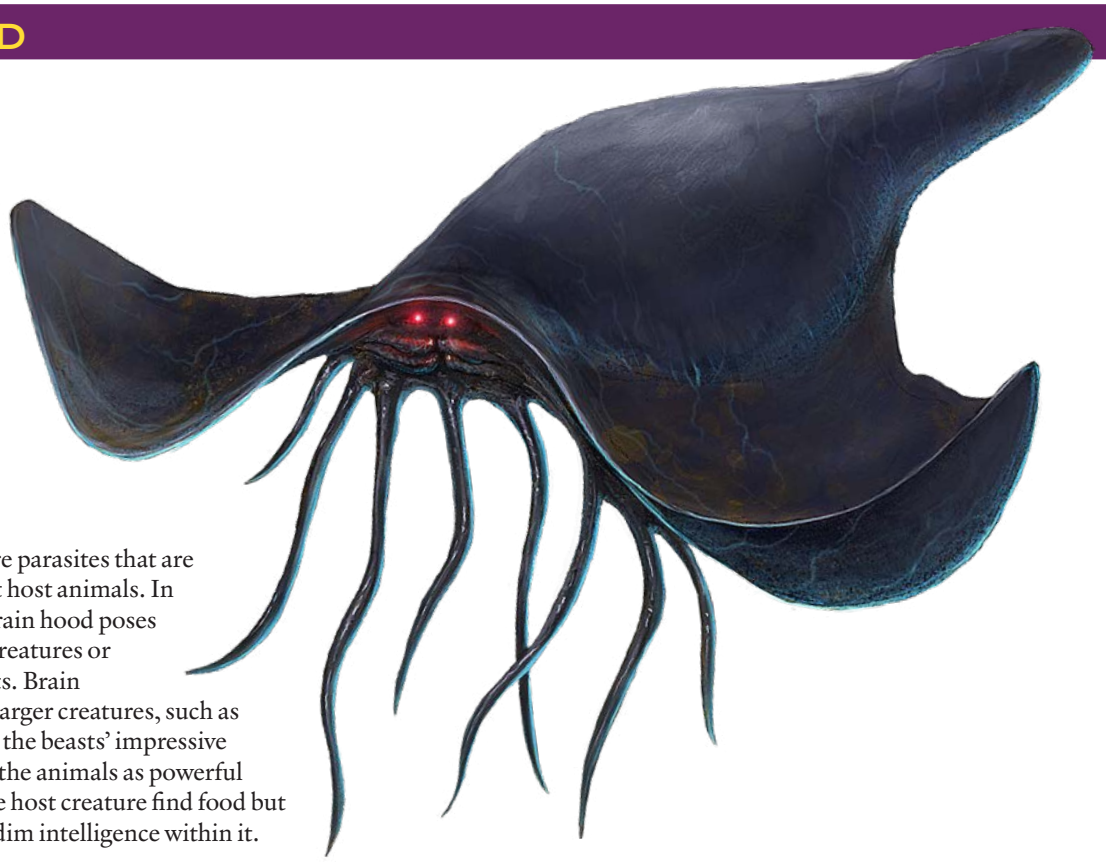
Actions

Multiattack. The brachyura shambler makes two claw attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13). Until this grapple ends, the target is restrained.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) piercing damage.

Diseased Spit. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one creature. *Hit:* 7 (2d4 + 2) acid damage. The creature must succeed on a DC 11 Constitution saving throw or contract sewer plague. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hp from spending Hit Dice and no hp from finishing a long rest. At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by 1 level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Brain Hood



A bear with the top of its head covered in a strange, slick, black substance looks around with purpose.

Parasitic. Brain hoods are parasites that are rarely encountered without host animals. In fact, outside of its host, a brain hood poses little danger to intelligent creatures or creatures who are not beasts. Brain hoods prefer to bond with larger creatures, such as bears or dire wolves, due to the beasts' impressive physical prowess. They use the animals as powerful physical vessels, helping the host creature find food but otherwise subjugating the dim intelligence within it.

Calculating. The brain hood is inherently evil and despises all living things that possess bodies of their own. They delight in using their beast forms to attack and kill humanoids, particularly if the humanoids are smaller or less powerful than their bonded beast.

Druidic Enemies. Given the unique nature of a brain hood's existence, some people mistake them for druids in beast form. Brain hoods often encourage this belief, sowing mistrust and discord between villagers and a local circle of druids. This practice, coupled with the brain hood's abominable treatment of beasts, drives druids to hunt down and destroy brain hoods. Traveling druids listen for stories of sudden, uncommonly aggressive animal attacks, knowing the cause could be a sign that a brain hood is in the area.

BRAIN HOOD

Tiny aberration, neutral evil

Armor Class 13

Hit Points 22 (5d4 + 10)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	16 (+3)	14 (+2)	17 (+3)	15 (+2)	10 (+0)

Saving Throws Dex +5

Damage Resistances bludgeoning

Condition Immunities prone

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

Languages Common, telepathy 60 ft.

Challenge 1/2 (100 XP)

Merge with Beast. If the brain hood successfully hits a beast with an Intelligence of 3 or lower with its Slam attack, it latches onto the beast's head and attempts to take control of the creature. The target must succeed on a DC 14 Intelligence saving throw or become bonded with the brain hood, losing all control of its body to the brain hood. While bonded in this way, the brain hood's statistics are replaced by the statistics of the beast, including the beast's hit points and Hit Dice, but the brain hood retains its alignment, personality, Intelligence, Wisdom, and Charisma scores, along with its Speak with Beasts trait. In addition, the brain hood retains its ability to cast spells. The brain hood can't be targeted specifically while bonded with a creature. It can detach itself from the creature and end the bond by spending 5 feet of its movement. If the bonded creature is reduced to 0 hit points, the brain hood is ejected from it and appears in an unoccupied space within 5 feet of the creature.

Speak with Beasts. While merged with a beast, the brain hood can communicate with beasts of the same type as if they shared a language.

Innate Spellcasting (Psionics). The brain hood's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The brain hood can innately cast the following spells, requiring no components:

At will: *acid splash, chill touch, firebolt, ray of frost, shocking grasp*

3/day each: *detect magic, magic missile, sleep*

1/day each: *blur, burning hands, hold person*

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a beast, the brain hood can attempt to take control of it (see the Merge with Beast trait).

Brimstone Locusthound

This creature is a disturbing combination of wolf and locust, and the smoke it exhales hovers thickly around it. Fur surrounds its locust head, and long, insectoid legs extend from its canine body.

Unnatural Origin. Brimstone locusthounds are the result of magical experimentation. Scholars are uncertain if the experiment went terribly wrong or if the creatures turned out as originally intended. The wizards who created them have been dead for thousands of years, allowing theories—and the wizards' creations—to run wild ever since.

Migrating Packs. Brimstone locusthounds build their nests below ground, in caves, or in buried ruins. They are migratory omnivores, and they prefer areas where fungi and small prey are plentiful.

Though less caring for each other than most canines, brimstone locusthounds often form packs to rear young and when food is plentiful. However, when food becomes scarce, a pack of locusthounds tears itself apart, cannibalizing its weakest members, and the survivors scatter to the wind.

BRIMSTONE LOCUSTHOUND

Medium monstrosity, neutral

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	3 (-4)	9 (-1)	6 (-2)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Smoky Aura. The brimstone locusthound emits a dense, choking smoke within 10 feet of itself. Each non-brimstone locusthound creature that enters the smoke or starts its turn in the smoke must succeed on a DC 13 Constitution saving throw or be blinded until the end of its turn. On a successful saving throw, the creature is immune to the locusthound's Smoky Aura for 24 hours. At the start of each of its turns, the locusthound chooses whether this aura is active. The smoke is nonmagical and can be dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

Smoky Haze. When the brimstone locusthound is targeted by a ranged weapon attack or a spell that requires a ranged attack roll, roll a d6. On a 4 or 5, the attacker has disadvantage on the attack roll. On a 6, the attack misses the locusthound, disappearing into the smoke surrounding it.

ACTIONS

Multiattack. The brimstone locusthound makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

Sticky Spittle. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) acid damage, and the target must succeed on a DC 13 Dexterity saving throw or be restrained until the end of its next turn.

Broodmother of Leng

A bloated purple spider the size of a castle gate, covered in gold, jewels, and its chittering young, lumbers forward.

Deep in the bowels of the cursed land of Leng, the spiders of Leng (*Tome of Beasts*, p. 365) vie for the gaze of the rare broodmothers.

War Upon the World. All spiders that reside in Leng hate humanoids with seething passion. Each broodmother looks upon her brood not as children, but as a personal army that shall one day wipe all humanoids from the face of the Material Plane.

Champion Suitors. Spiders of Leng often bring treasures or captives back to the broodmother's cavern to prove their worth as a mate and help grow the broodmother's army. If a spider's campaign is deemed worthy, the spider is eaten, its life force and magical talents passing on to the next generation germinating within the broodmother. If a spider is unworthy, it is killed and dropped into the depths of the broodmother's caverns.

Dangerous, Sparkling Caverns. The caverns of the broodmothers hold generations of treasures brought by their many suitors. Though broodmothers love their hoards, their love for themselves and their brood outweighs their ancient greed. Broodmothers often have a great many spiders of Leng protecting their caverns, usually offspring still too young to join the broodmother's armies or suitors serving as guardians until the broodmother is ready to hatch another brood.

BROODMOTHER OF LENG

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 161 (17d12 + 51)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	17 (+3)	10 (+0)	10 (+0)

Saving Throws Dex +6, Con +9, Int +7
Skills Intimidation +4, Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, poisoned, unconscious
Senses darkvision 240 ft., passive Perception 14
Languages Common, Void Speech
Challenge 11 (7,200 XP)

Brood Leader. Spiders of Leng and swarms of spiderlings have advantage on attack rolls against creatures within 30 feet of the broodmother who have attacked or damaged the broodmother within the last minute.

Eldritch Understanding. A broodmother of Leng can read and use any scroll.

Poisonous Blood. A creature that hits the broodmother with a melee attack while within 5 feet of her takes 7 (2d6) poison damage. The creature must succeed a DC 15 Dexterity saving throw or also be poisoned until the end of its next turn.

Innate Spellcasting. The broodmother of Leng's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *charm person, chill touch, comprehend languages, detect magic*
3/day each: *hold person, suggestion, thunderwave*
1/day each: *dream, legend lore, mislead, scrying*

Actions

Multiattack. The broodmother of Leng makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage plus 9 (2d8) poison damage.

Spit Venom. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 20 (4d8 + 2) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned and blinded until the end of its next turn.

Call Brood (1/Day). The broodmother spawns 2d4 swarms of spiderlings (treat as swarm of spiders). Alternatively, the broodmother can magically call 3d6 young spiders of Leng (treat as giant wolf spider) instead. The creatures arrive in 1d4 rounds, acting as allies of the broodmother and obeying her spoken commands. The creatures remain for 1 hour, until the broodmother dies, or until the broodmother dismisses them as a bonus action.

Reactions

Protect the Future. When a creature the broodmother can see attacks her, she can call on a spider of Leng within 5 feet of her to protect her. The spider of Leng becomes the target of the attack instead.

Bulbous Violet

An enormous deep purple flower pushes forward on its vines, which are covered in throbbing black protrusions. As it moves, a single protrusion bursts open, spraying a green, sizzling substance all over the forest floor.

Meat Drinkers. Bulbous violets are carnivorous plants. The black growths that cover their vines are filled with acid and pop on impact, dissolving the violets' prey. The plants then stand in the remains and drink in the liquefied gore.

Migrating Predators. Bulbous violets travel in packs that follow warm weather. Although they can survive the cold, most of their prey disappears in the colder months, forcing the plants to travel for food. Sometimes these paths take the plants through farms where the plants attack livestock and people. If the violets find food, they stop their migration, hunting every morsel they can find before moving on. Violets can sense the nearby presence of creatures made of flesh. This magical ability guides their migration route and leads them into unexpected places.

Germinating in Gore. In order to grow, bulbous violet seeds need to be sown in ground that has been covered in the blood, entrails, and corpses of other creatures. When a pack of violets is ready to drop their seeds, they go into areas crowded with prey and begin killing all they can. They attack monster hideouts, animal herds, and even villages to provide enough sustenance for their seeds.

BULBOUS VIOLET

Medium plant, unaligned

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Acid Sacs. When the violet takes bludgeoning, piercing, or slashing damage, each creature within 5 feet of the violet must succeed on a DC 12 Dexterity saving throw or take 2 (1d4) acid damage.

False Appearance. While the violet remains motionless, it is indistinguishable from other large flowering plants.

Flesh Sense. The violet can pinpoint, by scent, the location of flesh-based creatures within 60 feet of it.

Actions

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) acid damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and takes 2 (1d4) acid damage at the start of each of its turns. The violet has two tendrils strong enough to grapple creatures; each can grapple only one target. If the acid damage reduces the target to 0 hp, the violet regains 7 (2d6) hp.

Butatsch

This horrific creature resembles an enormous, deflated cow's stomach, studded with thousands of glaring eyes awash with flame.

The Horror in the Lake. In certain deep, still lakes located in secluded valleys and mountain glens there lives the butatsch, a terrible monster from the subterranean reaches of the earth. It occasionally rises from the deep underwater caves in which it lives to slaughter and devour any creature that comes within its reach. The butatsch's amorphous body is easily as big as an elephant, and its countless eyes are frightening to behold. The butatsch burns or melts organic material before absorbing it and leaves nothing behind when it has finished eating.

Unsettling Morality. While the butatsch leaves a path of destruction wherever it goes, it is driven by a bizarre morality. It has been known to ignore and even protect weak or defenseless targets, such as farmers and cowherds, against other monsters and humanoids, slaughtering the weaker creatures' persecutors before vanishing back into the lake from which it came.

BUTATSCH

Gargantuan aberration, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Con +11, Wis +8
Skills Perception +13
Damage Resistances bludgeoning
Damage Immunities acid, fire
Condition Immunities grappled, paralyzed, prone, restrained
Senses truesight 120 ft., passive Perception 23
Languages Common, Deep Speech
Challenge 14 (11,500 XP)

Thousands of Eyes. The butatsch has advantage on Wisdom (Perception) checks that rely on sight and on saving throws against being blinded. In addition, if the butatsch isn't blinded, creatures attacking it can't benefit from traits and features that rely on a creature's allies distracting or surrounding the butatsch, such as the Pack Tactics or Sneak Attack traits.

Actions

Multiattack. The butatsch can use its Immolating Gaze. It then makes two slam attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 17), and the butatsch uses its Ingest on the target.

Immolating Gaze. The butatsch chooses up to three creatures it can see within 60 feet of it. Each target must make a DC 18 Dexterity saving throw. On a failure, a creature takes 10 (3d6) fire damage and is immolated. On a success, a creature takes half the damage and isn't immolated. Until a creature takes an action to smother the fire, the immolated target takes 7 (2d6) fire damage at the start of each of its turns. Water doesn't douse fires set by the butatsch's Immolating Gaze.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 7 (2d6) fire damage.

Ingest. The butatsch ingests a Large or smaller creature grappled by it, ending the grapple. While ingested, the target is blinded and restrained, it has total cover against attacks and other effects outside the butatsch, and it takes 17 (5d6) acid damage at the start of each of the butatsch's turns. A butatsch can have up to four Medium or smaller targets or up to two Large targets ingested at a time.

If the butatsch takes 30 damage or more on a single turn from an ingested creature, the butatsch must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all ingested creatures, which fall prone in a space within 10 feet of the butatsch. If the butatsch dies, an ingested creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Cadaver Sprite

The ground seems to crawl with tiny skeletal humanoids. Red pinpricks of baleful light emanate from empty eye sockets. The creatures have bony wings and tiny, vicious-looking teeth.

Punished Fey. Cadaver sprites are the skeletal remains of sprites that have failed the fey courts. Some of them befriended non-fey and left the forest, others were simply too lazy to complete their duties, and many more were punished for dozens of other reasons. Whatever the case, the fey lords and ladies corrupt the bodies of the sprites so they can accomplish in death what they failed to do in life. As part of this corruption, the sprites' wings are reduced to bones, which removes their freedom to fly and forces them to stick to bushes and foliage. They typically band together and assault their opponents in large groups.

Retain Elements of Individuality. Unlike many forms of simple undead, cadaver sprites retain memories of their lives. These memories serve as a constant reminder of their failures. Those who associated with them in life consider them cursed or no longer recognize them. This inability to connect with those they once knew, combined with the compulsion to protect the forest and continue their previous duties, drives many cadaver sprites to madness.

Deathspeakers. For reasons known only to the sprites and the fey lords and ladies that created them, cadaver sprites are often found in areas occupied by deathspeakers (see page 82). Scholars speculate that they are naturally drawn together because of their penchant for trickery or because they recognize each other from their previous lives, but none know for sure.

Undead Nature. The cadaver sprite doesn't require air, food, drink, or sleep.

CADAVER SPRITE

Tiny undead, neutral evil

Armor Class 14
Hit Points 20 (8d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	8 (−1)

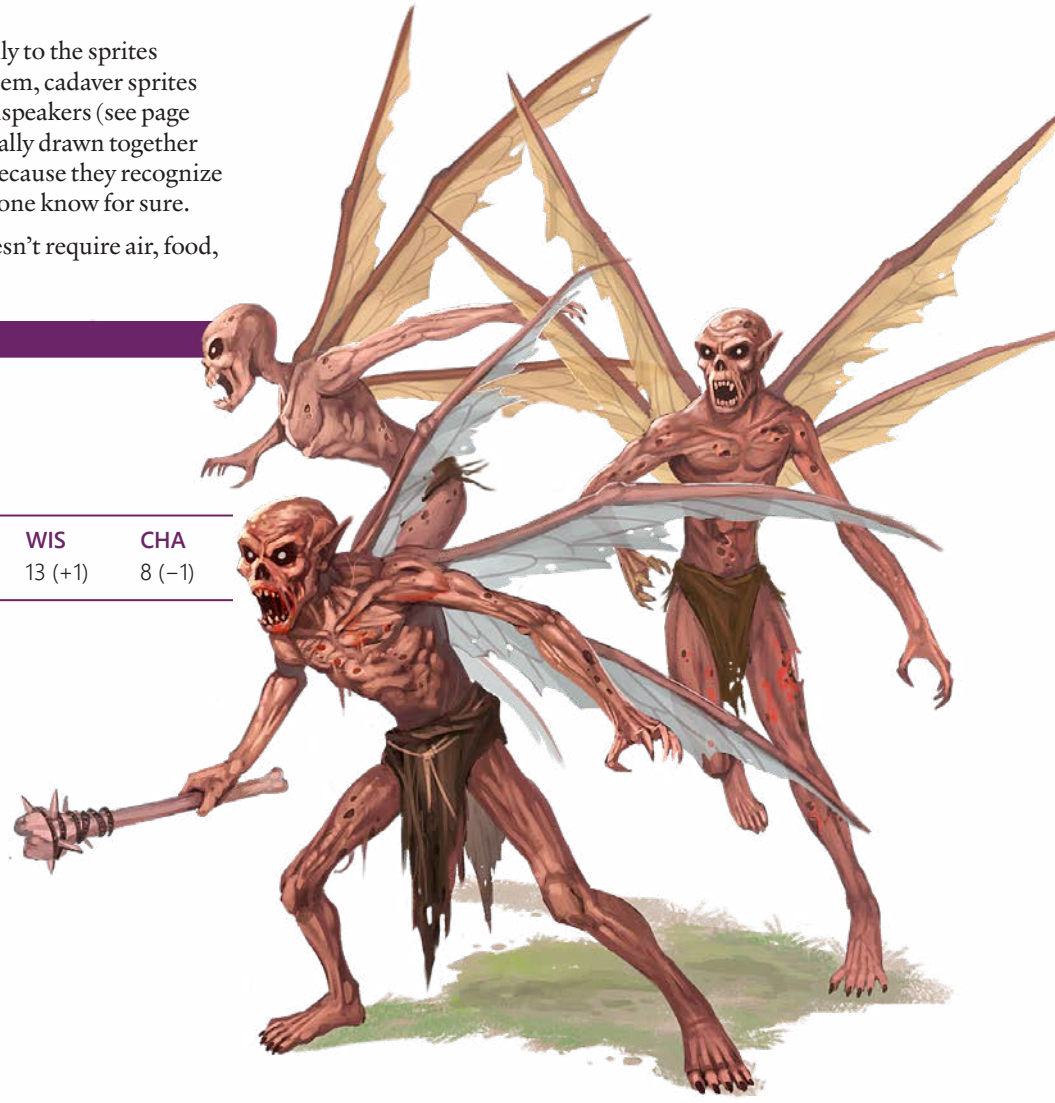
Skills Perception +3, Stealth +8
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

ACTIONS

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. The target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Corrupting Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 2 (1d4) necrotic damage, and the target must make a DC 12 Constitution saving throw or take 2 (1d4) necrotic damage at the start of its next turn.

Invisibility. The cadaver sprite magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.



Carnivorous Ship

The prow of the ship opens into a gigantic, tooth-filled maw, while humanoid-shaped blobs of flesh swarm over the rails.

Bribable. A giant cousin to the mimic, the carnivorous ship is a cunning hunter of the seas. Wise captains traveling through known carnivorous ship hunting grounds carry tithes and offerings to placate the creatures.

Solitary Ship Eaters. Carnivorous ships live and hunt alone. Though they prefer to consume wood, metal, rope, and cloth, they aren't above eating flesh and readily eat entire ships, crew and all. They reproduce asexually after a season of particularly successful hunts. Young carnivorous ships are about the size of rowboats and use the statistics of a mimic, except they also have one drone. As they age, they grow in size, eventually gaining more drones.

Drones. Carnivorous ships create vaguely humanoid drones from the flesh of their bodies. These drones are mindless and act under the mental direction of the carnivorous ship. From a distance, the drones appear to be a crew as they move about the deck of the carnivorous ship, but closer inspection reveals their true nature. When the carnivorous ship attacks another ship at sea, the drones swarm over the rails onto the target ship and take down the crew that would stop the carnivorous ship from enjoying its meal.

CARNIVOROUS SHIP

Gargantuan monstrosity (shapechanger), neutral

Armor Class 17 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (–2)	20 (+5)	7 (–2)	10 (+0)	14 (+2)

Skills Deception +12, Perception +5
Damage Immunities acid
Condition Immunities prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 13 (10,000 XP)

Amphibious. The carnivorous ship can breathe air and water.

Drones. Each day at dawn, the carnivorous ship produces up to 12 vaguely humanoid drones. Drones share a telepathic link with the carnivorous ship and are under its control. A drone uses the statistics of a zombie, except it can't be knocked prone while on the carnivorous ship and can attach itself to the ship as a reaction when the ship moves. The carnivorous ship can have no more than 12 drones under its control at one time.

Shapechanger. The carnivorous ship can use its action to polymorph into a Gargantuan ship (such as a galleon) or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

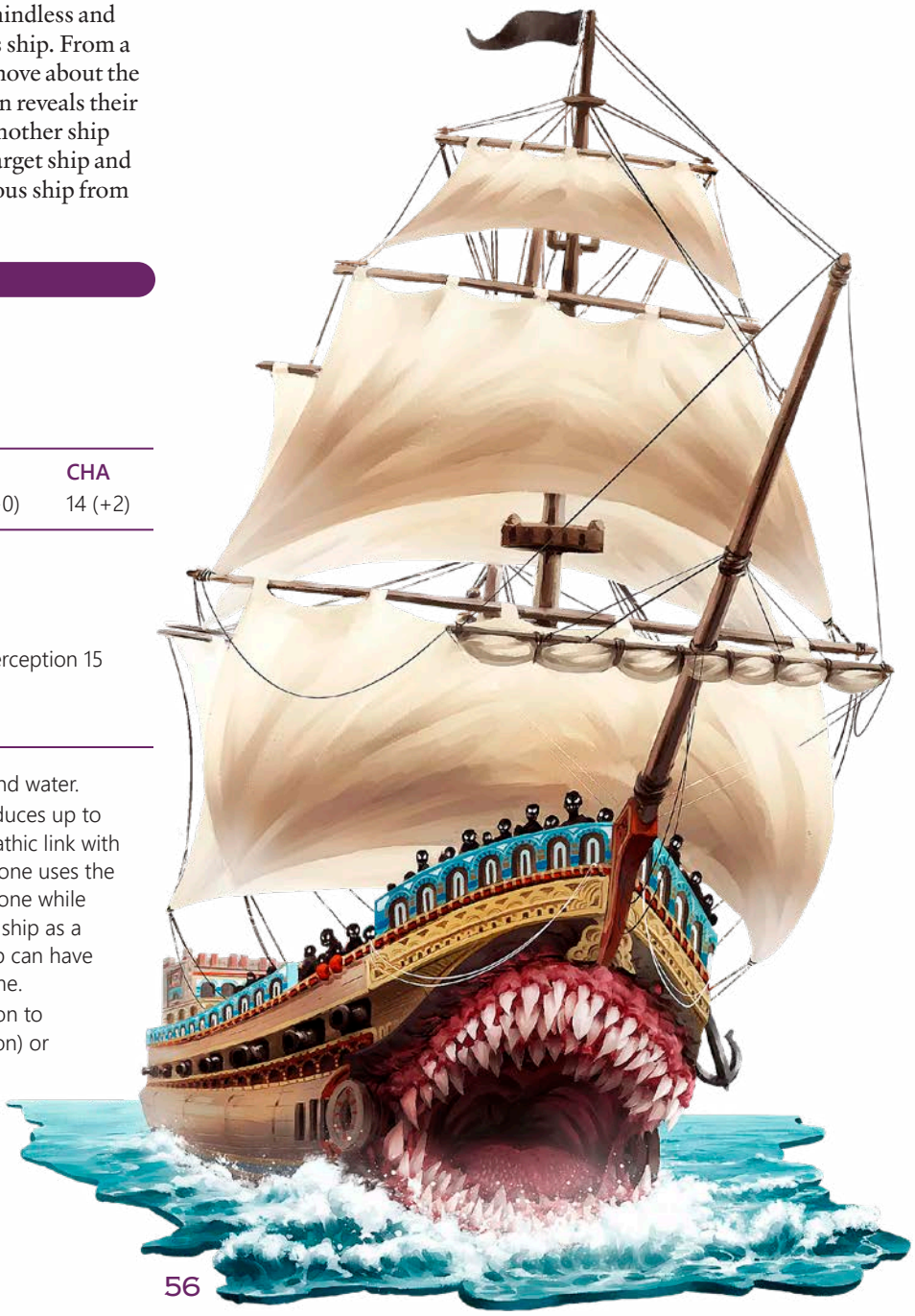
Multiattack. The carnivorous ship makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 18 (4d8) acid damage.

Spit Cannonballs. The carnivorous ship spits cannonball-like lumps of indigestible metal at up to three points it can see within 100 feet of it. Each creature within 5 feet of a point must make a DC 18 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

Surge. The carnivorous ship moves up to 400 feet in a straight line and can move through Huge and smaller objects as if they were difficult terrain. This movement doesn't provoke opportunity attacks.

If it moves through a Huge or smaller object, the object takes 55 (10d10) bludgeoning damage. If it moves through a ship, the ship's pilot can make a DC 15 Wisdom check using navigator's tools, halving the damage on a success.



Carnivorous Sod

What was a mere patch of green grass suddenly uproots itself and shows its true form: a flat, turtle-like creature with a wide maw filled with sharklike wooden teeth.

Grassland Ambushers. The carnivorous sod is a plant monster that disguises itself as a simple patch of grass until it is stepped on. It then uses its grass-like tendrils to trip a creature before biting with its vicious jaws. Carnivorous sods typically prey on small herbivores, such as deer and rabbits, that come to graze on their backs, but they have been known to attack just about anything that treads on them as long as the target is Medium or smaller. Sometimes dozens of carnivorous sods gather together to hunt, though this is due more to happenstance than planning on the part of the monsters.

Links to the Fey. Carnivorous sods begin their lives when a fey creature such as a pixie or sprite enchants or simply lays on a patch of grass; the grass soon animates as a plant creature called a stray sod. Stray sods are cultivated by fey to protect their dwellings and fey rings. Eventually, should a stray sod survive for more than a year and be fed a drop of blood, or have blood accidentally spilled on it, it transforms into a carnivorous sod. Once a carnivorous sod is born, it can reproduce naturally through budding, a process which can quickly infest an area with these dangerous creatures.

Keep Off the Turf. Grassland-dwelling humanoids like gnolls and nkosi (*Tome of Beasts*, p. 306) sometimes use carnivorous sods to guard their dwellings and encampments, keeping the sods moving along specific paths with the use of fences and trenches. Druids also use carnivorous sods as guardians, casting spells like *plant growth* on them to make them into formidable foes for any trespasser. Most notably, a treant may keep a carnivorous sod as a beloved pet.

CARNIVOROUS SOD

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (–2)	12 (+1)	2 (–4)	10 (+0)	3 (–4)

Damage Immunities poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

False Appearance. While the carnivorous sod remains motionless, it is indistinguishable from a normal patch of grass.

Spell Eater. If the carnivorous sod is in an area targeted by a spell that enhances plants in that area, such as the *entangle*, *plant growth*, and *spike growth* spells, the carnivorous sod absorbs the spell, ending it, and gains 10 temporary hp for each level of the spell it absorbed for 1 hour.

Tripping Grass. If the carnivorous sod didn't move on its previous turn and hits a target with its Grass Trip, it can make one attack with its bite as a bonus action.

ACTIONS

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

Grass Trip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target is knocked prone.

Catscratch

The small cat emits a horrific yowl as its body begins to bulge and swell. Within moments, a massive, veined humanoid covered in patches of fur stands in the cat's place, casting a mad gaze.

Not of This World. A catscratch comes from parts unknown. No one is quite sure of its source, but wherever domestic cats are found, these creatures appear. It is a hybrid monster, created when an aberrant virus infects a cat or cat-like humanoid.

Summoned by Rage. An infected cat doesn't transform until it becomes angry, leaving many communities unaware of the disease until it is too late. Once a cat is sufficiently upset, it swells to a massive size, turning into a catscratch intent on destroying everything in sight.

CATSCRATCH

Huge aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (−4)	12 (+1)	8 (−1)

Damage Immunities poison
Condition Immunities poisoned
Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

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

Nine Lives (Recharges after a Short or Long Rest). When the catscratch would be reduced to 0 hp, it instead drops to 9 hp.

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

Actions

Multiattack. The catscratch makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. A felid or feline humanoid that fails this saving throw contracts catscratch fugue (see sidebar).

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

Vomit (Recharge 5–6). The catscratch vomits poisonous bile in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save or half as much damage on a successful one. A felid or feline humanoid that fails this saving throw contracts catscratch fugue (see sidebar).

CATSCRATCH FUGUE

Catscratch fugue is a bacterial infection that only affects felids and feline humanoids. This infectious organism is carried by debris falling into the Material Plane from the Void and is transmitted either through contact with the crash site or by being bitten by a carrier.

Upon contact, the target must succeed on a DC 13 Constitution saving throw or become infected. Once the host is infected, catscratch fugue incubates inside it for 3 days. During this window, the victim's skin itches, and they are prone to violent mood swings. At the end of each long rest, the infected creature can repeat the saving throw, recovering from the disease on a success. A *lesser restoration* spell cast during the incubation time cures the disease.

After the third day, if the infection is still present, any negative emotion causes the victim to transform into a monstrous catscratch intent on destroying everything around it. Only a *wish* spell can cure a catscratch once it has transformed.

Chamrosh

This large sheepdog has luxuriant white-gold fur. A pair of broad wings stretches out from the creature's back, and its eyes are filled with an intelligent, silvery gleam.

Celestial Guard Dogs. Created from the souls of exceptionally faithful guards and retainers who selflessly sacrificed themselves to protect others, chamrosh are celestials that take the form of large sheepdogs with silver-gold fur and eagle-like wings. They are known for their ability to sniff out evil and for their steadfast nature, refusing to back down from a fight even in the face of overwhelming odds. Because of this quality, chamrosh are often used as guard beasts by other celestials, though they are never treated as simple pets by even the haughtiest of angels.

Roaming Defenders. When not employed by more powerful celestials as companions and guards, chamrosh gather in small packs to roam the planes of good, attacking any fiend or evil monster they come across. They also rescue lost or trapped mortals of good or neutral alignment, leading the mortals to a place of safety or to the nearest portal back to the Material Plane. Despite their appearance, chamrosh can speak and readily do so with mortals they rescue or celestials they serve or protect. .

Occasional Planar Travelers. Chamrosh rarely travel to the Material Plane, but when they do, it is usually for an important mission, such as to defend a holy relic or to aid a paladin on a divine quest. Since a chamrosh cannot change its form, such missions do not generally involve infiltration or deception, and when the task is finished, the chamrosh is quick to return to its normal duties.

CHAMROSH

Medium celestial, neutral good

Armor Class 14 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	8 (–1)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Insight +4, Perception +6, Survival +6
Damage Resistances fire, radiant
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, telepathy 60 ft.
Challenge 1 (200 XP)

Angelic Awareness. The chamrosh has advantage on Wisdom (Insight) checks to determine if a creature is lying or if a creature has an evil alignment.

Flyby. The chamrosh doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Smell. The chamrosh has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fearsome Bark (Recharge 5–6). The chamrosh lets out a high-pitched bark at a creature it can see within 30 feet of it. If the target is of evil alignment, it must make a DC 13 Wisdom saving throw. On a failure, the target takes 10 (3d6) psychic damage and is frightened until the end of its next turn. On a success, the target takes half the damage and isn't frightened. The bark has no effect on neutral or good-aligned creatures.

Healing Lick (2/Day). The chamrosh licks another creature. The target magically regains 10 (2d8 + 1) hp and is cured of the charmed, frightened, and poisoned conditions.

Chatterlome

When the oaken box is found on your stoop, run—for the box devil is soon to come.

Chatterlomes have featureless grey heads with large, round eyes, and their circular mouths are filled with needlelike teeth. They have misshapen torsos and short, bandy legs. Their most notable feature, though, is their four arms, which always wield woodworking tools.

Vengeance Seekers. Chatterlomes prey on scorned lovers, offering violent revenge for those who have been wronged. When a person calls upon the chatterlome, they soon receive an intricately carved oaken box with an obsidian inlay of a humanoid heart. Upon touching the box, the supplicant immediately knows that the box must be delivered to the home of the person who wronged the supplicant. When the victim opens the box, the chatterlome springs forth, claiming the heart of the victim and fulfilling the supplicant's request. Whether or not the box is opened, a chatterlome whose box has been delivered knows the location of the victim and tracks the person relentlessly. After the victim dies, the supplicant must then deliver the chatterlome's box to nine more victims or forfeit their own life. A string of deaths occurring shortly after victims received mysterious boxes is a sure sign that a chatterlome is in the area.

Box Devils. Chatterlomes are often called "box devils" due to their peculiar ability to magically travel between boxes and other enclosed, wooden objects. Though chatterlomes can travel between boxes, each chatterlome has its original box, created when it was summoned by a supplicant who was scorned. If the chatterlome's original box is destroyed, the chatterlome returns to the Hells, where it waits for another scorned lover to call it back to the Material Plane.

Servants of Retribution. Poena, the Duke of Retribution(see page 99), sometimes calls on chatterlomes when her vengeance requires a more subtle hand. Chatterlomes who serve Poena receive payment from her in the hearts and souls of their victims, leaving the supplicants alive and free of any obligations to the chatterlomes. The Duchess brings her full fury on chatterlomes who don't adhere to this stipulation.

CHATTERLOME

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Wis +5, Cha +3
Skills Perception +5, Stealth +7
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 7 (2,900 XP)

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

Actions

Multiattack. The chatterlome makes four chisel attacks.

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

Box Teleport. The chatterlome magically teleports up to 120 feet into a box, chest, wardrobe, or other wooden container with a lid or door. The chatterlome can hide inside the container as a bonus action after teleporting. If the chatterlome uses this action while inside a container, it can teleport into another container within range or it can teleport back to the Hells. If it teleports to the Hells, it can't return to the Material Plane until it is summoned.

Cherufe

A humanoid torso rises from a long, arthropod body made from overlapping plates of obsidian. The creature's face is twisted into a grimace of rage. Four arms ending in oversized fists jut from the torso. The creature's form radiates a red glow and a palpable heat as a fire rages within it.

Corrupted Keepers. The elemental anomaly that brings a lava keeper (see page 235) into the Material Plane is sometimes infused with material from the Lower Planes. As the keeper is pulled into the Material Plane, the lava that normally flows freely from it is instead trapped inside of it, and its form twists to resemble creatures from the Lower Planes. These twisted keepers are known as cherufes.

Harbingers of Ruin. The arrival of a cherufe is frequently the precursor to a devastating volcanic eruption or earthquake. Cherufe revel in the anxiety and fear humanoids feel in the face of such natural disasters, capitalizing on these feelings to their benefit.

Placated by Blood. Cherufe lair where populations are superstitious and allow these civilizations to worship them as gods of destruction. They amplify the fear and adulation of the populace with random acts of destruction. If the locals offer live sacrifices, the cherufe eagerly devour the offerings and cease their hostilities until they once again grow hungry or restless.

Elemental Nature. A cherufe doesn't require air, food, drink, or sleep.

CHERUFE

Huge elemental, chaotic evil

Armor Class 19 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	8 (–1)	14 (+2)	6 (–2)

Saving Throws Str +11, Con +10
Skills Perception +7
Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 17
Languages Ignan, Terran
Challenge 14 (11,500 XP)

Firewalker. When the cherufe is subjected to fire damage, its speed doubles until the end of its next turn, and it can Dash or Disengage as a bonus action on its next turn.

Internal Flame. A creature that touches the cherufe or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, the cherufe sheds dim light in a 30-foot radius.

Actions

Multiattack. The cherufe makes four slam attacks. Alternatively, it can throw two magma balls.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Magma Ball. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 11 (2d10) fire damage. Each creature within 5 feet of the target must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) fire damage.

Fissure. The cherufe opens a fissure in the ground within 120 feet of it that is 60 feet long, 10 feet wide, and 2d4 x 10 feet deep. Each creature standing on a spot where a fissure opens must succeed on a DC 18 Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse as if the structure was in the area of an earthquake spell.

The cherufe can have only one fissure open at a time. If it opens another, the previous fissure closes, shunting all creatures inside it to the surface.

Quake (Recharge 6). The cherufe slams its fists into the ground, shaking the terrain within 60 feet of it. Each creature standing on the ground in that area must make a DC 18 Dexterity saving throw. On a failure, the creature takes 45 (10d8) bludgeoning damage and is knocked prone. On a success, the creature takes half the damage and isn't knocked prone.

Chill Haunt

This ghostly humanoid's hands end in frozen claws. Water drips from the claws, freezing before it hits the ground.

Forlorn Spirits. Chill haunts arise from the corpses of humanoids that froze to death. While most chill haunts derive from those who died alone in the cold, stories tell of entire families or villages returning as chill haunts. Because of the intensity of their demise, chill haunts dread cold and flee when targeted by cold magic.

Hungry for Body Heat. The chill haunt's disdain for cold leads it to seek out warm buildings or open fires. While ambient heat or direct contact with fire diminishes its shivering and restores wounds it has received in combat, it craves heat from living creatures. Contact with the chill haunt sets off a deepening freeze in the victim, which is hard to reverse without the application of fire. The haunt comes into contact with living creatures to remember the feeling of warmth, and it does not care about the side effects of its touch. After it has drained the warmth from one creature, it immediately moves on to the next, ever-hungry.

Restless Undead. Destroying a chill haunt is only a temporary solution to the undead creature's depredations. Similar to a ghost, a destroyed chill haunt returns to unlife 24 hours after its demise, attaining eternal rest only after being slain under a specific set of circumstances. For most chill haunts, the surest way to eternal rest is by coaxing the haunt to a warm building where it can sit by a hearth and nestle in blankets or furs. Though physical objects normally pass through the spectral creature, such conditions allow the coverings to conform to the shape of the haunt's former body. Moments later, the haunt lets out a contented sigh and winks out of existence.

Undead Nature. A chill haunt doesn't require air, food, drink, or sleep.

CHILL HAUNT

Medium undead, neutral evil

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	14 (+2)	8 (–1)	16 (+3)	13 (+1)

Skills Acrobatics +5
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

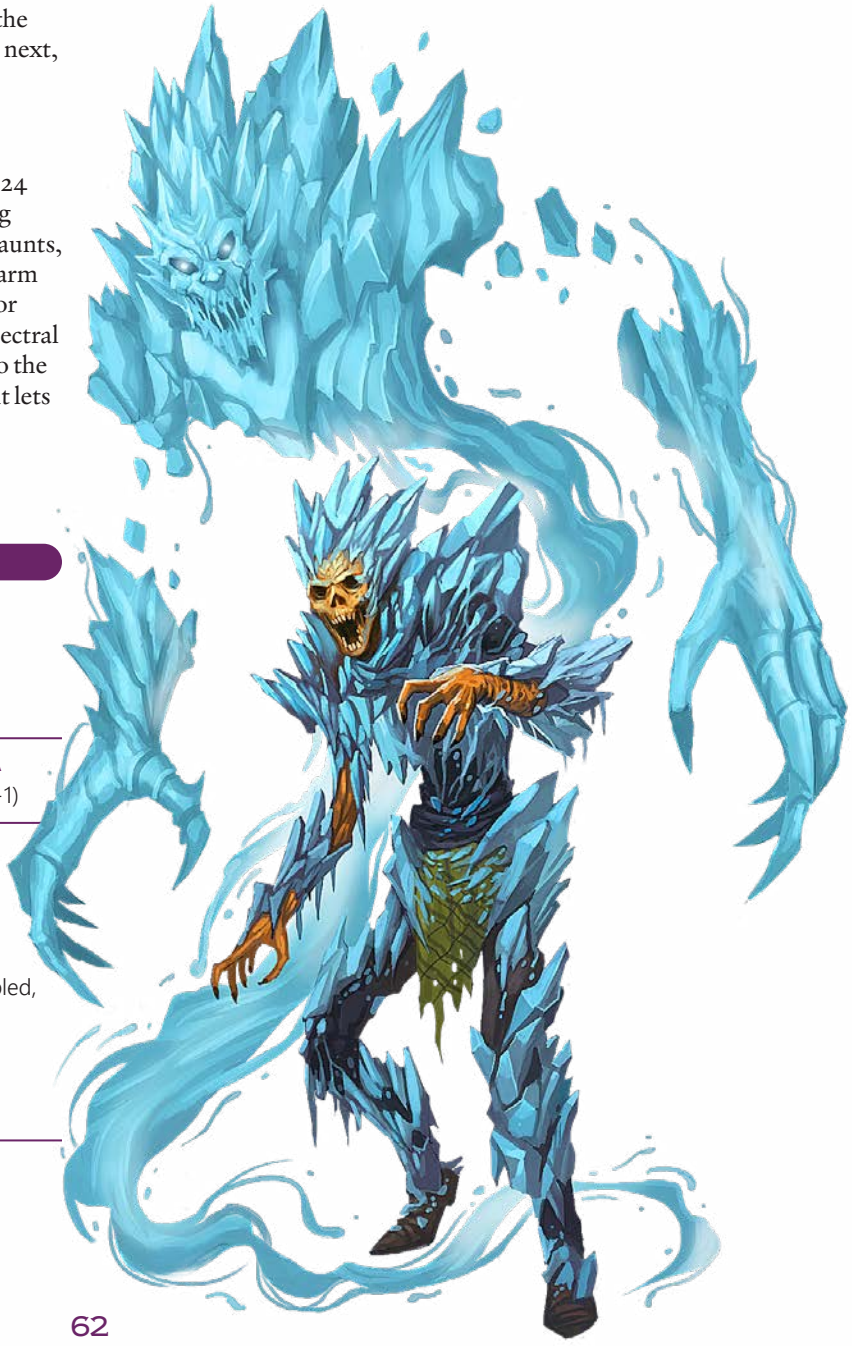
Cryophobia. Whenever the chill haunt is subjected to cold damage, it takes no damage, but it must succeed on a DC 13 Wisdom saving throw or become frightened of the source of the damage for 1 minute. This trait overrides the haunt's normal immunity to the frightened condition.

Fire Absorption. Whenever the chill haunt is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

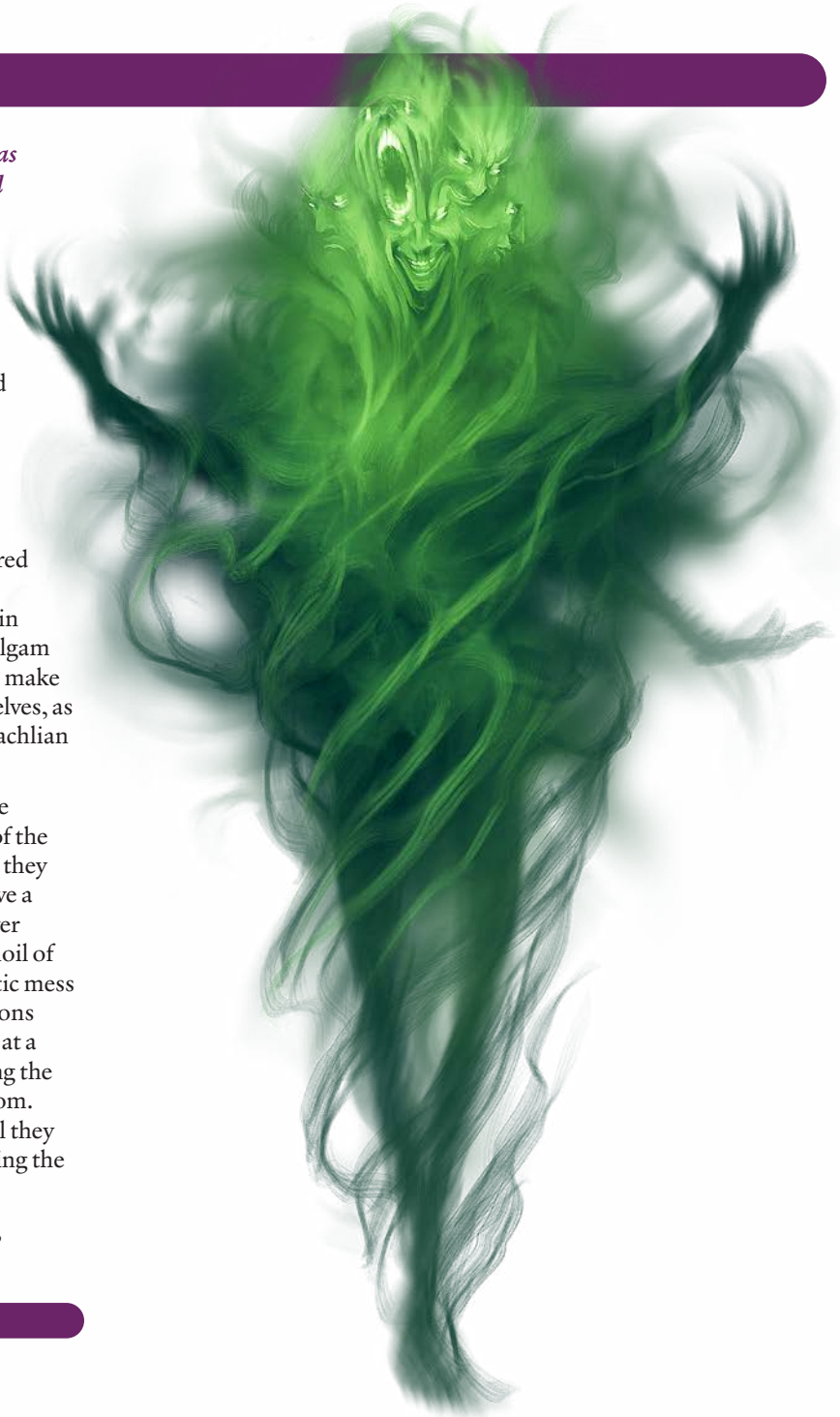
Incorporeal Movement. The chill haunt can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Shivering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) cold damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) cold damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target takes fire damage, the effect ends.



Chimeric Phantom



The vague outline of a tortured being flickers, appearing as though it may have once been human. Its face is composed of many faces, and its expressions shift rapidly from madness to anger to pain. Its features change from one moment to the next, resembling one person for a short time, then someone else, or an odd combination of several at the same time.

Recombined Spirits. Chimeric phantoms are created when intelligent creatures, most often humanoid, are consumed by a kachlian (see page 219). The kachlian keeps the pieces of the creatures' souls that it finds most valuable and discards the remainder. These discarded pieces of souls often combine into a single, ghost-like creature. Although the chimeric phantom retains fractured memories of the individuals it once was, none of these memories are fully realized, and no single partial soul is in control of the phantom. Chimeric phantoms are an amalgam of spirits and can be destroyed. However, the spirits that make up the phantom cannot be separated into their former selves, as core pieces of the original souls were consumed by the kachlian that created the phantom.

Insanity. Chimeric phantoms are destined to spend the remainder of their existence in a state of insanity. Each of the spirits fights to dominate the others to control the being they have become, though the spirits are doomed to never have a victor. Instead, the chimeric phantom is ruled by whatever emotion is strongest at that moment. The constant turmoil of its internal struggle leaves the chimeric phantom a chaotic mess of faces, voices, and body language that shift as its emotions change and as minor personalities take hold for seconds at a time. Its struggle is never-ending, permanently damaging the psyches of all the souls that make up the chimeric phantom. The fractured souls can never experience true peace until they have been completely destroyed, which requires destroying the chimeric phantom and the kachlian who made it.

Undead Nature. A phantom doesn't require air, food, drink, or sleep.

CHIMERIC PHANTOM

Medium undead, chaotic neutral

Armor Class 11

Hit Points 36 (8d8)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 11

Languages any languages its constituent souls knew in life

Challenge 2 (450 XP)

Frightening Madness. A chimeric phantom's madness unnerves those nearby. Any creature that starts its turn within 10 feet of the chimeric phantom must succeed on a DC 12 Wisdom saving throw or be frightened until the start of its next turn. On a successful saving throw, the creature is immune to the chimeric phantom's Frightening Madness for 24 hours.

Incorporeal Movement. The chimeric phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The chimeric phantom makes two Maddening Grasp attacks.

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

Chronomatic Enhancer

A giant clock walks on four insectoid legs. As a bolt of fire flies at a nearby humanoid, the clock creature's inner gears spin and the fire fizzles into a singe on the humanoid's cloak.

Chronomatic enhancers are constructs made by powerful spellcasters specializing in time-altering magic. Enhancers are protective guardians of their masters and powerful tools the spellcasters can utilize.

Time Construct. A chronomatic enhancer resembles a large clock with its inner workings clearly visible. It has four beetle-like legs and two arms. Intricate rune-like markings and glowing blue gems sparkle throughout the enhancer's interior. These magical runes allow the chronomatic enhancer to alter time around it in minor ways, aiding allies and hindering foes.

Construct Nature. The chronomatic enhancer doesn't require air, food, drink, or sleep.

CHRONOMATIC ENHANCER

Large construct, unaligned

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	9 (–1)	15 (+2)	5 (–3)

Saving Throws Dex +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 16
Languages understands the languages of its creator but can't speak
Challenge 12 (8,400 XP)

Delay. When damage is dealt to the chronomatic enhancer, the enhancer doesn't take the damage until its next turn. The enhancer must still make the appropriate saving throws, and it immediately suffers any extra effects of the damage, such as the speed-reducing effect of the *ray of frost* spell. Only the damage is delayed.

Immutable Form. The chronomatic enhancer is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The chronomatic enhancer can use its Time-Infused Gears. It then makes three slam attacks.

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

Time-Infused Gears. The chronomatic enhancer spins its time-infused gears, altering time near it. It can't affect itself with its gears. When activating its time-infused gears, it uses one of the following:

- Energizing Electricity. The chronomatic enhancer releases mild electricity into up to three creatures the enhancer can see within 30 feet of it. Each target has its speed doubled, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throws, and it gains an additional bonus action or reaction (target's choice) until the end of its next turn.
- Slowing Gas. The chronomatic enhancer releases a slowing gas, affecting up to three creatures it can see within 20 feet of it. Each target must make a DC 16 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can use either an action or a bonus action on its turn, but not both. These effects last until the end of the target's next turn.
- Stasis (Recharge 6). The chronomatic enhancer stops time for up to three creatures it can see within 30 feet of it. Each target must succeed on a DC 16 Constitution saving throw or be frozen in time until the end of its next turn. A creature frozen in time is treated as if it is petrified, except it isn't transformed into an inanimate substance and its weight doesn't increase.

REACTIONS

Alter Timeline. When a friendly creature within 15 feet of the chronomatic enhancer takes damage, the enhancer can modify time to protect the creature, changing all damage dice rolled to 1s.

Clockwork Archon

The air around this massive construct is filled with the sound of spinning gears and mechanisms. It spreads its metal wings and takes to the air in a roar of wind.

Servants of the Righteous. Clockwork archons are built to fight in the names of deities devoted to justice, battle, and glory. They stand as bulwarks upon the battlefields of the holy, offering a rallying point for paladins and crusaders. Churches that have the ability to manufacture clockwork archons guard the knowledge jealously, lest it fall into the hands of the unworthy.

Engines of War. Clockwork archons are deployed as support vehicles and weapons. A single archon can quickly reduce a small settlement's defenses to ruin, while groups of them can swiftly render fortified structures to rubble. Armies with clockwork archons at their disposal sometimes use them to move sensitive material and personnel into position.

Corruptible Constructs. On occasion, a clockwork archon is captured by the enemy. The followers of some evil gods, archdevils, and demon lords have determined methods of overwriting the construct's animating magic, turning the creature to their fell purposes. More than one community has had its cheer turn to dismay as the clockwork archon they freely allowed inside the walls disgorged enemy agents while attacking the structures and residents. More insidious cults use their clockwork archons to mask their true natures. They allow the common folk to believe they represent good faiths while they rot the community's moral fabric from the inside.

Construct Nature. A clockwork archon doesn't require air, food, drink, or sleep.

CLOCKWORK ARCHON

Gargantuan construct, unaligned

Armor Class 18 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (−1)	20 (+5)	7 (−2)	10 (+0)	10 (+0)

Saving Throws Con +9
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 13 (10,000 XP)

Armored Transport. The clockwork archon can carry up to six Medium or eight Small creatures inside its torso. Creatures inside the archon have total cover against attacks and other effects outside the archon. The two escape hatches sit in the torso and can each be opened as a bonus action, allowing creatures in or out of the archon.

Immutable Form. The clockwork archon is immune to any spell or effect that would alter its form.

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

Siege Monster. The clockwork archon deals double damage to objects and structures.

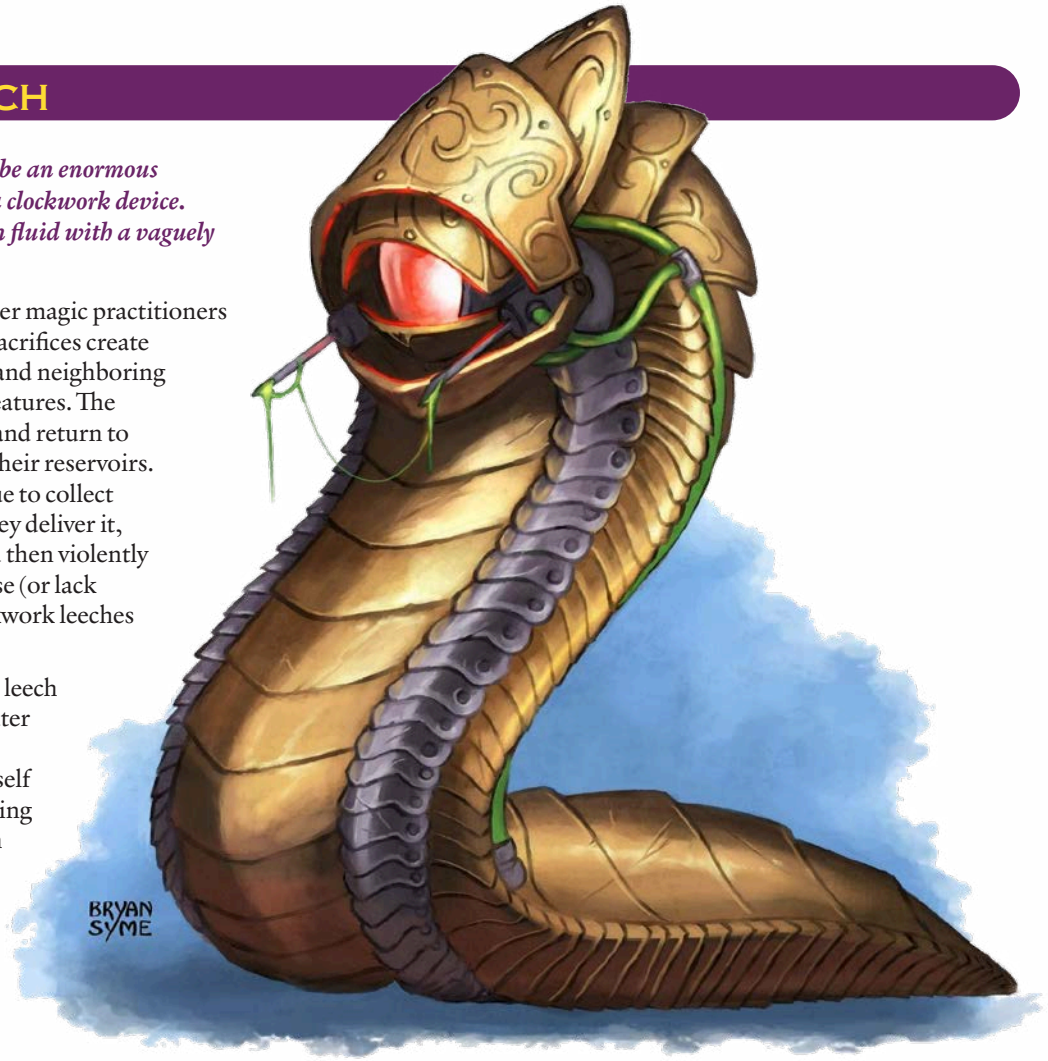
Actions

Multiattack. The clockwork archon makes two attacks with its transforming weapon.

Transforming Weapon. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning or slashing damage. As a bonus action, the archon can change its weapon from a sword to a hammer or vice versa, allowing it to change its damage between bludgeoning and slashing.

Fire from Heaven (Recharge 5–6). The clockwork archon unleashes a brilliant beam in a 90-foot line that is 10-feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 58 (13d8) radiant damage on a failed save, or half as much damage on a successful one.

Clockwork Leech



From a distance this creature appears to be an enormous leech. Closer observation reveals it to be a clockwork device. Blood stains its maw, which leaks a green fluid with a vaguely astringent odor.

Collectors of Blood. Hags and other magic practitioners who require blood for their rituals and sacrifices create clockwork leeches to scout marshlands and neighboring settlements for large groups of living creatures. The leeches are designed to extract their fill and return to their controllers, who access and drain their reservoirs. Autonomous clockwork leeches continue to collect blood, but, without masters to whom they deliver it, they go through cycles of draining blood then violently disgorging it. Regardless of their purpose (or lack thereof) for obtaining blood, most clockwork leeches retreat after getting their fill.

Waterproof Swimmer. A clockwork leech has layered copper plating that keeps water away from its inner mechanisms. These mechanisms allow the leech to propel itself through water. They can use this propelling undulation on land to make attacks with their "tails." Leeches that don't receive regular cleanings eventually turn green as the copper corrodes.

Unseen, Unheard, and Unfelt. The same plating that protects the clockwork leech's inner mechanisms also buffers noise from the gears. Its coloration allows it to blend in with marshland foliage and silty water. Finally, when it punctures a creature's skin, it releases a sedative to numb the wound, leaving the victim unaware of the injury and subsequent blood drain. The leech doesn't have an unlimited supply of the sedative, and a leech that hasn't undergone maintenance for a few weeks loses its Anesthetizing Bite trait. Because the leech must remain attached to its victim to drain its blood, it prefers to attack lone or sleeping targets.

Construct Nature. A clockwork leech doesn't require air, food, drink, or sleep.

CLOCKWORK LEECH

Medium construct, neutral

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	17 (+3)	3 (–4)	10 (+0)	7 (–2)

Skills Perception +2, Stealth +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Anesthetizing Bite. When the clockwork leech successfully bites a creature, the creature must succeed on a DC 13 Wisdom (Perception) check to notice the bite. If the leech remains attached to the target, the target can repeat this check at the start of each of its turns.

Immutable Form. The clockwork leech is immune to any spell or effect that would alter its form.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the clockwork leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the clockwork leech's turns, the target loses 5 (1d6 + 2) hp due to blood loss, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the leech's next turn.

The clockwork leech can detach itself by spending 5 feet of its movement. It does so after it drains 10 hp of blood from its target or the target dies. A creature, including the target, can use its action to detach the leech by succeeding on a DC 10 Strength check.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Clockwork Mantis

This large clockwork mantis is surprisingly nimble and fast, capable of taking down foes with a lethal flurry of serrated claws and bites.

These marvelous mechanical constructs were originally designed by the gnomish master engineer, Zook. Dreading that they were too powerful to be released into the world and fall into the wrong hands, he secreted them away. Whether they were released by a destruction-bent agent of chaos, or they somehow effected their own freedom, they are now a threat to any who cross their paths.

Uncontrollable and Invisible. In the past, Zook was able to control his machines, which were built to be invisible agents and protectors. But the creations outlived their creator. If the secret to controlling the creatures exists anywhere, it is within the heavily secured vaults Zook left behind.

Wanted by Gnomes. The existence of these wandering clockwork monsters creates a bad reputation for peaceful gnomish engineers. A few groups of gnomes specialize in tracking and destroying these clockwork creations. They claim to do it out of virtue, but rumors abound that they do it for rare parts or the possibility of tracking down old Zook's vault.

Construct Nature. The clockwork mantis doesn't require air, food, drink or sleep.

CLOCKWORK MANTIS

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	3 (–4)	15 (+2)	1 (–5)

Skills Perception +5, Stealth +7
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

Hobbling Strike. When the clockwork mantis makes a successful opportunity attack, the target's speed is reduced to 0 until the start of its next turn.

Immutable Form. The clockwork mantis is immune to any spell or effect that would alter its form.

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

Standing Leap. The clockwork mantis's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

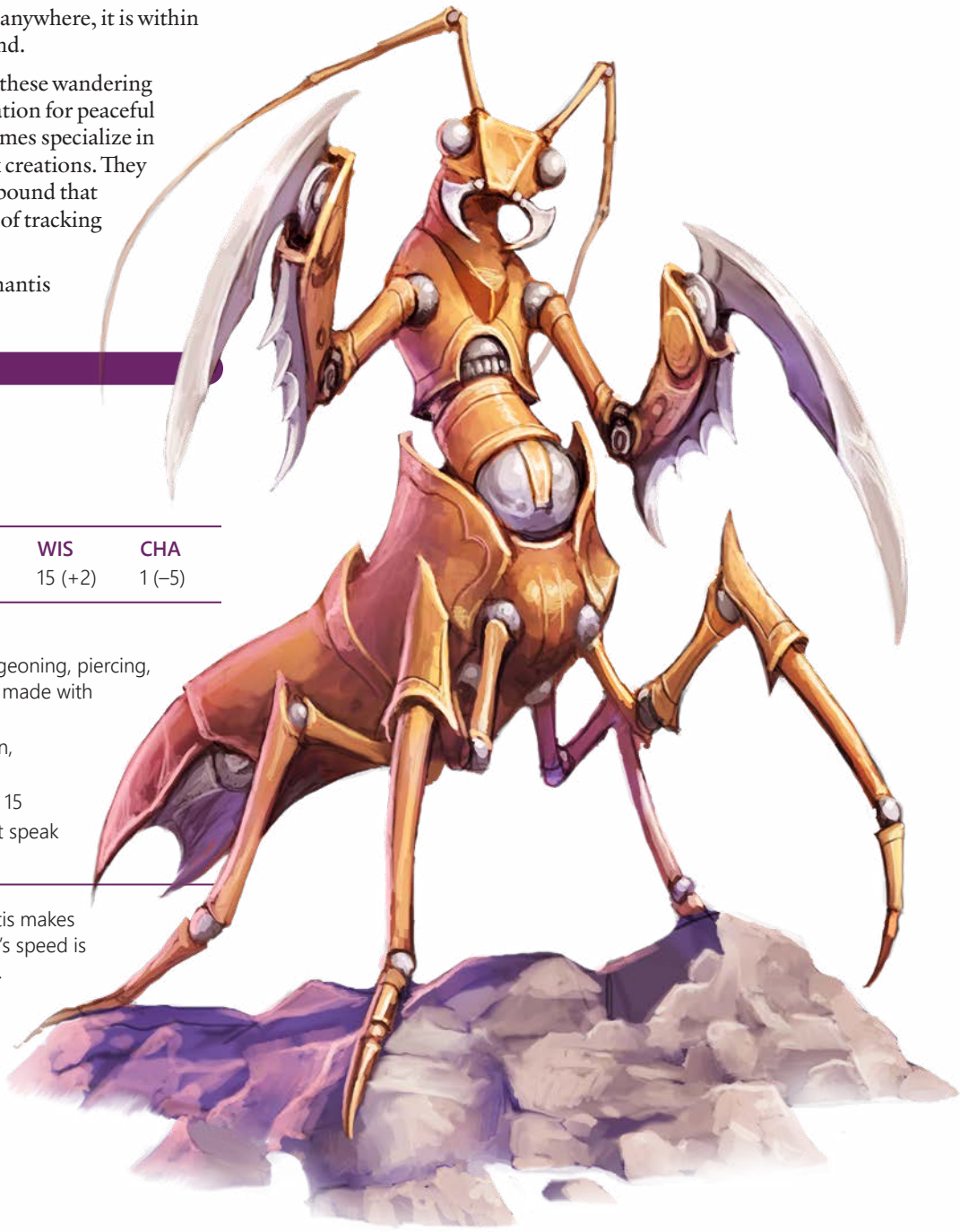
ACTIONS

Multiattack. The clockwork mantis makes two serrated blade attacks. If both attacks hit the same target, the mantis can make a bite attack against another target within range as a bonus action.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Invisibility. The clockwork mantis turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the mantis wears or carries is invisible with it.



Clockwork Tiger

The ticking of metal gears is all that hints at the presence of a pair of feline-shaped metal creatures. They are bronze and steel, with sharp metal teeth and razor claws.

Magical Origin. Clockwork tigers were invented as guardians in times now long forgotten. In spite of their age, they continue to serve their original purpose as guardians, protecting ancient ruins and new masters alike. The number of clockwork tigers in existence is slowly rising, leading many scholars to speculate on the reason. Some suspect the instructions for creating them were finally found, while others surmise a natural phenomenon unearthed a lost vault of clockwork tigers.

Found in Pairs. Clockwork tigers are almost always found in pairs and almost always guarding a spellcaster or magical object, which they consider their "ward." The tigers work in tandem to defeat threats and protect their wards, leaping in and out of combat. Their clockwork brains are capable of thought, but they are less interested in communication and wholly devoted to protecting their wards.

Construct Nature. A clockwork tiger doesn't require air, food, drink, or sleep.

CLOCKWORK TIGER

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	7 (–2)	10 (+0)	6 (–2)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The tiger is immune to any spell or effect that would alter its form.

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Reactive Guardian. The clockwork tiger has two reactions that can be used only for Deflecting Leap.

ACTIONS

Multiattack. The clockwork tiger makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

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

REACTIONS

Deflecting Leap. When the clockwork tiger's ward is the target of an attack the tiger can see, the tiger can move up to 10 feet toward its ward without provoking opportunity attacks. If it ends this movement within 5 feet of its ward, the tiger becomes the target of the attack instead.

Colláis

The colláis is a large, deer-like creature covered in thick, black fur. A great rack of antlers grows from its thick skull, in which prominent eye sockets display two red embers for eyes. The monster has no mouth; instead, a coarse beard grows in its place.

Summoned Protector. If a forest village is in danger, the villagers might perform a ritual sacrifice to summon a colláis. Once the ritual is complete, the creature appears in the branches of a nearby tree. It then stalks the village and its surroundings. A colláis returns to its home plane after 24 hours.

COLLÁIS

Large monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 40 ft.

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

Saving Throws Cha +5
Skills Intimidation +9, Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 17
Languages understands Common and Sylvan but can't speak
Challenge 10 (5,900 XP)

Impale and Toss. When the colláis hits a Medium or smaller creature with a gore attack, it can use a bonus action to impale and toss the creature. The target must succeed on a DC 16 Strength saving throw or take 11 (2d10) piercing damage and be flung up to 10 feet away from the colláis in a random direction and knocked prone.

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

Actions

Multiattack. The colláis makes one gore attack and two hooves attacks.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Cry of the Forest. The colláis sounds a dreadful and reverberating call. Each creature within 100 feet of the colláis that can hear the cry must succeed on a DC 16 Charisma saving throw or be frightened until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the colláis's Cry of the Forest for the next 24 hours. Forest-dwelling beasts and monstrosities with an Intelligence of 4 or lower automatically succeed or fail on this saving throw, the colláis's choice.

Conjoined Queen

The torso of a pale humanoid woman melds into the thorax of a massive insect. It moves about on six pointed legs, stabbing through stone and metal alike.

Born in Chaos. The first conjoined queen was created when cultists sacrificed a captured queen to their dark insectoid god. In a ritual of chaotic magic, the human queen and an insect queen were joined, forming a chitinous chrysalis from which the conjoined queen eventually emerged.

Rulers of the Many-Legged. A conjoined queen rules from a subterranean throne room, often in a burrow under the ruins of a fallen monarchy's castle. There she commands her insectoid host and sits atop a pile of incubating eggs.

Hungry for Power. The conjoined queen hungers for humanoid flesh but also for power. She seeks to rule and conquer humanoids and insects alike. Her armies consist of giant insects and the humanoids who ride them into battle.

CONJOINED QUEEN

Large monstrosity, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6
Skills Perception +6
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Common
Challenge 10 (5,900 XP)

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

Pheromones. A creature that starts its turn within 30 feet of the conjoined queen must succeed on a DC 14 Constitution saving throw or be charmed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While charmed, the creature drops anything it is holding and is stunned. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the conjoined queen's Pheromones for the next 24 hours.

Tunneler. The queen can burrow through solid rock at half her burrowing speed and leaves a 5-foot-diameter tunnel in her wake.

Spellcasting. The conjoined queen is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The queen has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, mage hand, prestidigitation, ray of frost*
1st Level (4 slots): *burning hands, magic missile, shield, thunderwave*
2nd Level (3 slots): *detect thoughts, misty step, web*
3rd Level (3 slots): *clairvoyance, counterspell, haste*
4th Level (3 slots): *banishment, confusion*
5th Level (1 slot): *insect plague*

ACTIONS

Multiattack. The conjoined queen makes two slam attacks and one sting attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 14 (4d6) poison damage.

Queen's Wrathful Clattering (1/Day). The conjoined queen clacks her long chitinous legs together, inciting rage in her allies. Each ally within 60 feet of the queen who can hear her has advantage on its next attack roll, and its speed is increased by 10 until the end of its next turn.

Corpse Worm

A large, bloated worm, its body the gray-white pallor of death and slicked with yellow mucus, crawls across a pile of corpses. As its dozens of legs propel it over the bodies, its fang-filled maw opens to reveal a second jaw that repeatedly bursts outward, slurping up chunks of flesh with each strike.

These creatures prowl deep caverns, seeking flesh to devour.

Eaters of the Dead. The corpse worm feeds primarily on death and decay, though it hunts and kills living prey it encounters if hungry. Corpse worms have a keen sense of smell that they can use to locate wounded prey or sources of carrion on which to feed.

Ignore the Unliving. While both the living and the dead are food for the corpse worm, it doesn't feed upon the undead. Unless attacked, the corpse worm ignores undead near it. Some intelligent undead tame and train corpse worms, using them as pets, guardians, or shock troops.

Slimy Eggs. Corpse worm eggs are about the size of a human head and are sheathed in a rubbery, translucent gray membrane. The eggs are deposited with a pungent, sticky, mustard-colored excretion, allowing them to be placed on walls or even ceilings.

CORPSE WORM

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	1 (–5)	12 (+1)	5 (–3)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

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

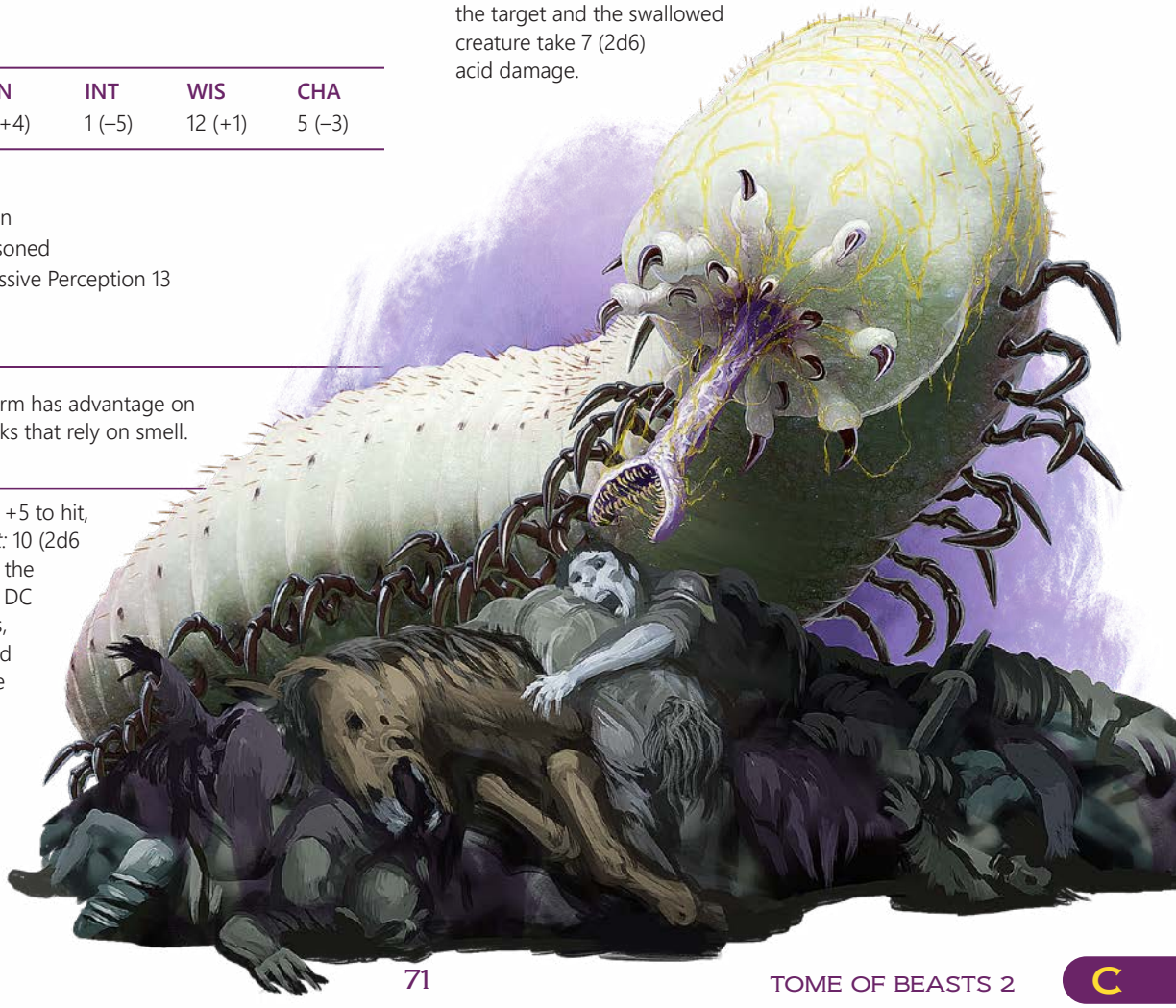
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the corpse worm can't bite another target or use its Regurgitate reaction. The target must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hp maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

Swallow. The corpse worm makes a bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and effects outside the corpse worm, and it takes 10 (3d6) acid damage at the start of each of the corpse worm's turns. The corpse worm can have only one creature swallowed at a time. If the corpse worm takes 20 damage or more on a single turn from the swallowed creature, the worm must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the worm. If the corpse worm dies, the target is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

REACTIONS

Regurgitate (Recharge 5–6). When a creature the corpse worm can see hits it with an attack while within 10 feet of it, the corpse worm regurgitates a portion of its stomach contents on the attacker. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the corpse worm has a swallowed creature when it uses this reaction, the worm must succeed on a DC 14 Constitution saving throw or also regurgitate the swallowed creature, which falls prone in a space within 5 feet of the target. If it regurgitates the swallowed creature, the target and the swallowed creature take 7 (2d6) acid damage.



Corrupted Pixie

A wrinkly, purple-skinned pixie with small black horns and bat wings flits about, chanting a violent song about harvesting organs.

Corrupted pixies are fey turned fiends who savor violence.

Corrupted by Hags. Hags sometimes capture pixies and torture them by forcing the tiny fey beings to watch the hags commit acts of depraved violence. These acts combined with the hags' magic drive the pixies mad, twisting their forms and turning them into corrupt versions of what they once were. The corrupted pixies become fiends that live to serve the hags who created them. Many of these pixies think of their creators as gods who exposed the world's true joys: murder, torture, and other evil acts.

Mischief Makers. Hags send corrupted pixies to cause mischief and chaos to punish their enemies, for their own entertainment, or as a distraction from the hags' more sinister schemes. The pixies delight in these tasks, often using their magic to make people harm one another and remaining invisible as long as they can. Corrupted pixies like to make the pain last as long as possible before their tricks satisfyingly result in another creature's death.

Destroy Beauty. Corrupted pixies take a special joy in destroying anything beautiful, be it a work of art, a garden, or the face of a handsome adventurer. The fiends sometimes become distracted from their hag-assigned tasks because the opportunity to mar something perfect is too good to pass up.

Restored by Pixie Dust. If a corrupted pixie is captured, it can be restored to its fey form. The captured pixie must be showered with pixie dust every day at sunrise for ten consecutive days. On the final day, the pixie reverts to its original form.

CORRUPTED PIXIE

Tiny fiend, chaotic evil

Armor Class 15
Hit Points 5 (2d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, Primordial, Sylvan
Challenge 1/2 (100 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *vicious mockery*

1/day each: *bestow curse, charm person, confusion, detect thoughts, dispel magic, fire bolt, hideous laughter, ray of enfeeblement, suggestion*

Actions

Confusion Touch. The pixie touches one creature. The target must succeed on a DC 12 Wisdom saving throw or use its reaction to make one melee attack against one of its allies within 5 feet. If it has no allies within 5 feet, the creature attacks itself.

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Crimson Shambler

The bloody corpse stands up, dripping a red slime. As each drop hits the ground, it splatters into little red spores.

The crimson shambler is an intermediary form of a hazardous slime mold found in deep caverns. It wanders the dark passageways, attacking any creatures it encounters to infect them with its spores.

Gruesome Appearance. The crimson shambler is a mobile plant, feeding off the remains of an infected creature. The overlay of red slime atop an ambulatory decomposing corpse is often mistaken as some type of undead creature. In actuality, the remains are animated by a slime mold, allowing it to hunt and infect other creatures until it finds a suitable place to spawn. Then it falls and becomes a new colony of crimson slime.

CRIMSON SHAMBLER

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (–5)	11 (+0)	5 (–3)

Damage Immunities acid, poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Eerie Resemblance. The crimson shambler resembles a bloody zombie. A creature that can see a crimson shambler must succeed on a DC 14 Intelligence (Nature or Religion) check to discern its true nature.

Spores. A creature that touches the shambler or hits it with an attack causes spores to spew out of the shambler in a 10-foot radius. Each creature in that area must succeed on a DC 10 Constitution saving throw or become diseased. Creatures immune to the poisoned condition are immune to this disease. The diseased creature's lungs fill with the spores, which kill the creature in a number of days equal to 1d10 + the creature's Constitution score, unless the disease is removed. One hour after infection, the creature becomes poisoned for the rest of the duration. After the creature dies, it rises as a crimson shambler, roaming for 1 week and attempting to infect any other creatures it encounters. At the end of the week, it collapses, its body fertilizing a new patch of crimson slime. A creature that succeeds on the saving throw is immune to the spores of all crimson shamblers and crimson slime for the next 24 hours.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) acid damage.

Slime Glob. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) acid damage and the target must succeed on a DC 12 Constitution saving throw or become infected with the shambler's spores (see the Spores trait).

ENVIRONMENTAL HAZARD: CRIMSON SLIME

This slime mold is bright red with darker blotches scattered over its surface. Crimson slime is usually encountered in warm, heavily forested areas or deep underground in areas full of living creatures for its spores. Crimson slime typically covers a 5-foot square. When a living creature moves within 10 feet of a crimson slime, the dark splotches on its surface burst and release spores in a 10-foot-radius around itself (see the crimson shambler's Spores trait for the effects of the spores). Ingestion of or physical contact with the crimson slime will also cause exposure to the spores. Crimson slime is immune to acid. Any effect that cures a disease or deals cold or fire damage destroys a path of crimson slime.

Crinaea

A beautiful figure made of water and plants steps from the lake and smiles.

Crinaea are nymph-like water fey that inhabit small bodies of water such as wells and fountains.

Water-bound Fey. Similar to dryads, crinaea are bound to a body of water which becomes their home and focal point. Unlike dryads, crinaea can choose to be bound to a water source and can change which water source they call home. A crinaea must submerge itself in its bound water source every day or suffer. As long as the water source stays pure and the crinaea never travels more than a mile from it, the crinaea can live indefinitely. If its home water source is ever dried up or destroyed, the crinaea quickly fades until it finds a new home or dies.

Friendly but Poisonous. One of the most gregarious fey, the crinaea enjoys long conversations with intelligent creatures. The crinaea is often well-versed in the goings-on around its home and happily shares such information with friendly creatures. It offers its pure water to those in need and those who are polite, but woe be unto those who anger the fey after having tasted its water, as the crinaea can poison any water taken from its home.

CRINAEA

Medium fey, neutral

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	17 (+3)

Skills Perception +3, Stealth +5
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Crinaea's Curse. The crinaea can sense water within 300 feet of it that was drawn from its bonded source within the last 24 hours. As a bonus action, the crinaea can poison up to 1 gallon of water within 300 feet of it that was drawn from its bonded source. This can even affect water that has been used to make another nonmagical substance, such as soup or tea, or water that was consumed within the last 30 minutes. The poison can affect a target through contact or ingestion. A creature subjected to this poison must make a DC 13 Constitution saving throw. On a failure, a creature takes 18 (4d8) poison damage and is poisoned for 1 hour. On a success, a creature takes half the damage and isn't poisoned.

Water-bound Form. The crinaea is bound to its water source. If the crinaea is separated from its water source for more than 24 hours, the crinaea gains 1 level of exhaustion. It gains an additional level of exhaustion for each day until it bonds with another water source or it dies. The crinaea can bond with a new water source and remove its levels of exhaustion by finishing a long rest while submerged in the new water source.

Watery Form. While fully immersed in water, the crinaea is invisible and it can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The crinaea's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *poison spray*
3/day each: *create water, purify food and drink (water only)*
1/day each: *disguise self, fog cloud, protection from poison*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) cold damage.

Crocotta

A human voice emanates from a lion-like hyena. As it speaks, its black tongue runs over the many teeth in its unnaturally wide mouth.

Disturbing Grin. The crocotta's mouth stretches back to its ears, allowing its powerful jaw to open unnaturally wide. In spite of its large mouth, the crocotta is able to perfectly mimic the sounds of humanoid voices. When hunting, it often mimics the sounds of a person in need, luring in a victim, then pounces on the victim when they investigate the sounds.

Dog Hater. The crocotta holds particular animosity toward dogs and attacks them before more obvious threats. Dogs innately understand this about crocotta and often purposefully distract an attacking crocotta to allow their humanoid families to escape.

Oracular Eyes. The gemstone eyes of the crocotta hold its prey captive when the crocotta is alive, but they grant visions of the future after its death. If a crocotta's eye is placed under a creature's tongue within five days of the crocotta's death, the creature experiences omens of the future similar to those produced by the *augury* spell.

CROCOTTA

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 50 ft.

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

Skills Perception +5, Stealth +4
Damage Resistance bludgeoning, piercing, and slashing from metal weapons
Condition Immunities blinded, charmed
Senses passive Perception 15
Languages Common
Challenge 3 (700 XP)

Mimicry. The crocotta can mimic animal sounds, humanoid voices, and even environmental sounds. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Paralyzing Gaze. When a creature that can see the crocotta's eyes starts its turn within 30 feet of the crocotta, the crocotta can force it to make a DC 13 Constitution saving throw if the crocotta isn't incapacitated and can see the creature. On a failed save, the creature is paralyzed until the start of its next turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the crocotta until the start of its next turn, when it can avert its eyes again. If it looks at the crocotta in the meantime, it must immediately make the save.

Canines are immune to the crocotta's Paralyzing Gaze, and canine-like humanoids, such as werewolves, have advantage on the saving throw.

Pounce. If the crocotta moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the crocotta can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

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

Cryoceros

This enormous, squat beast has a shaggy hide of ice. Two translucent horns protrude from its snout, the frontmost of which looks like a scimitar.

Elemental-Touched Rhino. A cryoceros resembles a woolly rhinoceros made of ice. Its thick, frozen hide protects the soft flesh at its core, and a layer of ice forms over its already formidable, keratinous horns. The creature's body is efficient at transferring warmth to its fleshy interior; fire still harms a cryoceros, but its icy form is not unduly damaged by fiery attacks. A cryoceros has a second stomach that stores ice it consumes. As a defense mechanism, the cryoceros can spew stinging, pulverized ice from this alternate stomach.

Slow Metabolisms. Cryoceroses survive on stunted grasses and other plants that thrive in the tundra, as well as ice and snow, to replenish their icy exteriors. Despite their size, they don't require a great deal of sustenance, and they conserve their energy by slowly grazing across frozen plains. Their ponderous movement fools the unwary into believing that distance equals safety. Indeed, cryoceroses endure much provocation before they decide to act, but they run at and spear or crush those who irritate them. Once their ire is up, they rarely give up pursuing the source of their anger; only by leaving their vast territories can one hope to escape them.

Cantankerous Mounts. Gentleness and a regular source of food temporarily earns the cryoceroses' trust, and patient humanoids can manage to train the creatures to accept riders. This works for convenience much more than for combat, since cryoceroses balk at fighting with loads on their backs. A cryoceros in combat with a rider either stands stock still until its rider dismounts or, worse, rolls over to throw its rider, often crushing the rider in the process. Because of this, most tribes who train cryoceroses use the creatures as beasts of burden rather than war mounts.

CRYOCEROS

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	3 (–4)	13 (+1)	8 (–1)

Skills Athletics +7
Damage Resistances bludgeoning, cold
Senses passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Snow Camouflage. The cryoceros has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Trampling Charge. If the cryoceros moves at least 20 feet straight toward a target and then hits it with its gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the cryoceros can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) cold damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Shards of Ice (Recharge 4–6). The cryoceros exhales razor-sharp ice in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) piercing damage on a failed save, or half as much on a successful one.

Crystalline Monolith

The cavern glitters with refracted light bouncing off thousands of crystals. A towering menhir of shimmering crystal dominates the center of the cavern.

Whether a rare evolution of silicate life or a wandering nomadic race from some alternate reality, crystalline monoliths are enigmatic beings found deep underground in caverns where giant crystals flourish and grow.

Crystal Gardens. Crystalline monoliths reside in areas of living crystal, these formations often growing to gigantic proportions, resembling the monolith itself. Some sages speculate that crystalline monoliths grow crystals to certain specifications, then use their magic to instill sentience in the crystals as a means of reproducing. Whether the gardens are for reproduction or some other mysterious purpose, the crystal monoliths are very protective of them. The environment of these gardens is often not comfortable for most humanoid life; the temperature may be extremely hot or cold, or the cavern may contain poisonous gases or even be partially-submerged in water.

Magical Philosophers. Crystalline monoliths prefer to spend their days in quiet contemplation. They tend their crystal gardens and meditate. If encountered by other intelligent creatures, they are generally open to exchanges of information and intellectual discussion. They prefer to communicate telepathically but can create sounds through vibrations that

mimic speech. Aggressive intruders are dealt with according to the level of threat they exhibit. If the crystalline monolith considers the intruders unlikely to cause it harm, it will often use its magic to misdirect opponents or lure them away from the garden. Should the intruders persist or show themselves to be dangerous, a crystalline monolith is not above using its magic to crush and destroy them. It is especially unforgiving to those that try to steal or damage crystals in its lair.

Crystalline Nature. A crystalline monolith doesn't require air, food, drink, or sleep.

A CRYSTALLINE MONOLITH'S LAIR

Crystalline monoliths lair in vast gardens of crystal in mountains or deep underground, often near areas of extreme temperature or geothermal activity. They harness the ambient magical energy in the crystals to defend themselves and repel intruders.

LAIR ACTIONS

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

- The crystalline monolith creates an illusory duplicate of itself in its space. The double moves or speaks according to the monolith's mental direction. Each time a creature targets the monolith with an attack, roll a d20 to determine whether the attack instead targets the duplicate. On a roll of 11 or higher, the attack hits and destroys the duplicate. A creature can use its action to make a DC 15 Intelligence (Investigation) check to determine which monolith is real. On a success, the creature identifies the illusion. The duplicate is intangible, but otherwise is identical to the monolith by sight, smell, or hearing. The duplicate lasts for 1 minute or until the monolith uses this lair action again.
- The crystalline monolith vibrates at a frequency that reverberates through the lair, causing the ground to tremble. Each creature on the ground within 60 feet of the monolith (except for the crystalline monolith itself) must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Magically-charged shards of crystal fire from the crystals in the lair, striking up to two targets within 60 feet of the crystalline monolith. The crystalline monolith makes one ranged attack roll (+3 to hit) against each target. On a hit, the target takes 2 (1d4) piercing damage and 2 (1d4) psychic damage.

CRYSTALLINE MONOLITH

Huge aberration, lawful neutral

Armor Class 15 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 0 ft., fly 30 ft. (hover)

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

Skills Arcana +7, History +7, Insight +6, Nature +7, Perception +6
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities blinded, paralyzed, petrified, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 7 (2,900 XP)

False Appearance. While the crystalline monolith remains motionless, it is indistinguishable from a giant crystal.

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

Powerful Mind. The crystalline monolith has advantage on Intelligence saving throws and ability checks.

Innate Spellcasting (Psionics). The crystalline monolith's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect magic, detect thoughts, mage hand, silent image*
3/day each: *clairvoyance, hypnotic pattern, stinking cloud, telekinesis*
1/day each: *confusion, dominate person, suggestion*

ACTIONS

Multiattack. The crystalline monolith makes two slam attacks or two mind spear attacks. If both slam attacks hit a Large or smaller target, the target must succeed on a DC 14 Constitution saving throw or begin to turn to crystal and be restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Mind Spear. *Ranged Spell Attack:* +7 to hit, ranged 30 ft., one target. *Hit:* 14 (4d6) psychic damage.

Psychic Burst (Recharge 5–6). The crystalline monolith emits a burst of psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 28 (8d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

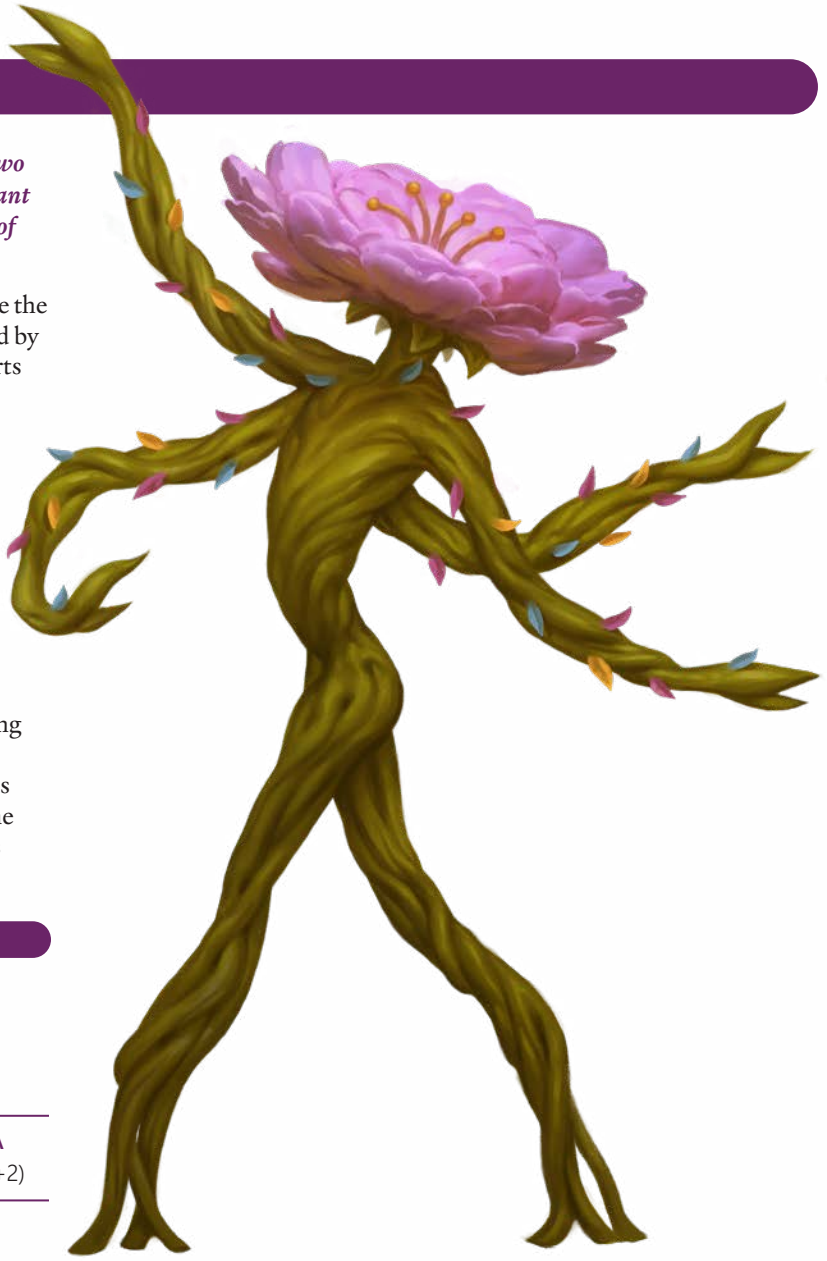
The crystalline monolith can take 3 legendary actions, choosing from one of the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crystalline monolith regains spent legendary actions at the start of its turn.

Detect. The crystalline monolith makes a Wisdom (Perception) check.

Teleport (Costs 2 Actions). The crystalline monolith magically teleports up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The crystalline monolith casts a spell from its list of innate spells, expending a daily use as normal.

Dancing Foliage



A slender, humanoid-shaped plant dances in a clearing. Its two long legs and four arms are decorated with a plethora of vibrant petals and serrated leaves. A wide flower blossoms at the top of the whimsical performer.

Jovial Creations. Dancing foliage appears in areas where the magic of the arts combines with the magic of nature. Birthed by such magic, the creature is influenced by both: it loves the arts and is protective of the natural world.

Garden Guardians. Dancing foliage primarily inhabits and defends forest groves from outside threats, but they sometimes wander the gardens of urban settlements. Their love of flowers causes them to tend and protect the plants at all costs, often to the dismay of the garden's owner or castle groundskeeper. Once a dancing foliage has decided to protect an area, it refuses to leave, though terms of pruning and planting can be negotiated with it, especially if such actions make the garden more aesthetically pleasing.

Dancing Gardeners. When tending to its garden, dancing foliage moves to some unheard tune, gracefully leaping, twirling, and bobbing around the garden. If it or its garden is threatened, the dancing foliage enters a battle dance until the threat is either removed or eliminated. It never pursues foes beyond the end of its garden.

DANCING FOLIAGE

Medium plant, chaotic good

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +5, Perception +3, Performance +6
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses passive Perception 13
Languages Druidic, Sylvan
Challenge 4 (1,100 XP)

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

False Appearance. While the dancing foliage remains motionless, it is indistinguishable from a flowering shrub or small tree.

Nimble Dance. The dancing foliage can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The dancing foliage makes four attacks with its serrated leaves.

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

Flower Dance (Recharge 4–6). The dancing foliage uses one of the following flower dances:

- **Alluring Dance.** The dancing foliage sways, releasing scintillating petals. Up to three creatures of the foliage's choice that can see the petals and that are within 20 feet of the foliage must succeed on a DC 12 Wisdom saving throw or be magically charmed for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0 as it watches the swirling and falling petals. The effect ends for a creature if the creature takes damage or another creature uses an action to shake it out of its stupor.
- **Serrated Dance.** The dancing foliage whirls a flurry of serrated leaves around itself. Each creature within 10 feet of the dancing foliage must make a DC 12 Dexterity saving throw, taking 14 (4d6) slashing damage on failed save, or half as much damage on a successful one.

Reactions

Shower of Petals. When a creature the dancing foliage can see targets it with an attack, it releases a shower of flower petals, giving the attacker disadvantage on that attack roll.

De Ogen

A roughly humanoid figure composed of thick, greenish-gray fog steps out of the darkness. Its eyes are smoldering orange orbs, and yellow embers trail behind it as it moves forward, burning the very air with its passage.

Spirits of Vengeance and Flame. De ogen are the malevolent spirits of murderers and other criminals executed by being burned at the stake or thrown into a blazing fire pit. The depth of their evil and strength of their rage return them to life shortly after death to seek vengeance against those who killed them.

Undead Companions. A de ogen is usually accompanied by shadows that follow in its wake and drain the strength from those that try to flee its burning wrath. The de ogen ignores the shadows following it and does not cooperate with them in battle. Aside from the shadows that follow it, a de ogen never allies with other creatures, undead or otherwise, and actively attacks any creature it sees unless the creature is composed of flame.

Undead Nature. The de ogen doesn't require air, food, drink, or sleep.

DE OGEN

Medium undead, neutral evil

Armor Class 15

Hit Points 45 (6d8 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Stealth +9

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

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Incorporeal Movement. The de ogen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Transfixing Gaze. When a creature that can see the de ogen starts its turn within 30 feet of the de ogen, the de ogen can force it to make a DC 14 Wisdom saving throw if the de ogen isn't incapacitated and can see the creature. On a failed save, the creature is incapacitated and its speed is reduced to 0 until the start of its next turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the de ogen until the start of its next turn, when it can avert its eyes again. If it looks at the de ogen in the meantime, it must immediately make the saving throw.

Creatures immune to being frightened are immune to the de ogen's Transfixing Gaze.

Wilting Passage. The first time the de ogen enters or moves through a creature's space on a turn, that creature takes 5 (1d10) fire damage. When the de ogen moves through an object that isn't being worn or carried, the object takes 5 (1d10) fire damage.

ACTIONS

Burning Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) fire damage. A creature slain by this attack turns to ash. A humanoid slain by this attack rises 24 hours later as a shadow, unless the humanoid is restored to life or its ashes are doused in holy water. The shadow isn't under the de ogen's control, but it follows in the de ogen's wake and aids the de ogen when possible.

Death Vulture

The putrid stench of death wafts off a grotesquely muscled vulture with glowing green eyes. It opens its mouth in a shrill call, rotting meat dripping from its beak.

Death vultures are giant birds transformed by their diet of undead flesh.

Mutated Monstrosities. When a giant vulture gorges on undead flesh, the necromantic magic suffused in the meal warps and changes the bird's body. The vulture's muscles bulge in odd places, making it stronger and tougher, its eyes burn with green fire, and it reeks of rot, earning these mutated monsters the name "death vultures." The vulture also gains the ability to regurgitate necromantic energy, which can cause the flesh of living creatures to decay and age rapidly.

Massive Meat Appetites. Death vultures have incredible appetites and are far more willing to attack live prey than other vultures. They have a special taste for rotting flesh, and they use their decaying breath weapon to "season" their foes with necrotic energy before using their talons and beaks to tear apart their quarry.

Necromancer Neighbors. Death vultures often form kettles near the lairs of necromancers as they feed on their undead creations. While some necromancers find the birds to be a nuisance, many necromancers feed the vultures, encouraging them to stay. Most death vultures are willing to trade service as guardians of the lairs for food.

DEATH VULTURE

Large monstrosity, neutral evil

Armor Class 12 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	12 (+1)	7 (–2)

Saving Throws Con +6
Skills Perception +3
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Common but can't speak
Challenge 4 (1,100 XP)

Awful Stench. The vulture has a disgusting body odor. Any creature that starts its turn within 5 feet of the vulture must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The death vulture makes two attacks: one with its beak and one with its talons.

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

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

Decaying Breath (Recharge 6). The vulture breathes necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also age a number of years equal to half the damage taken.

Deathspeaker

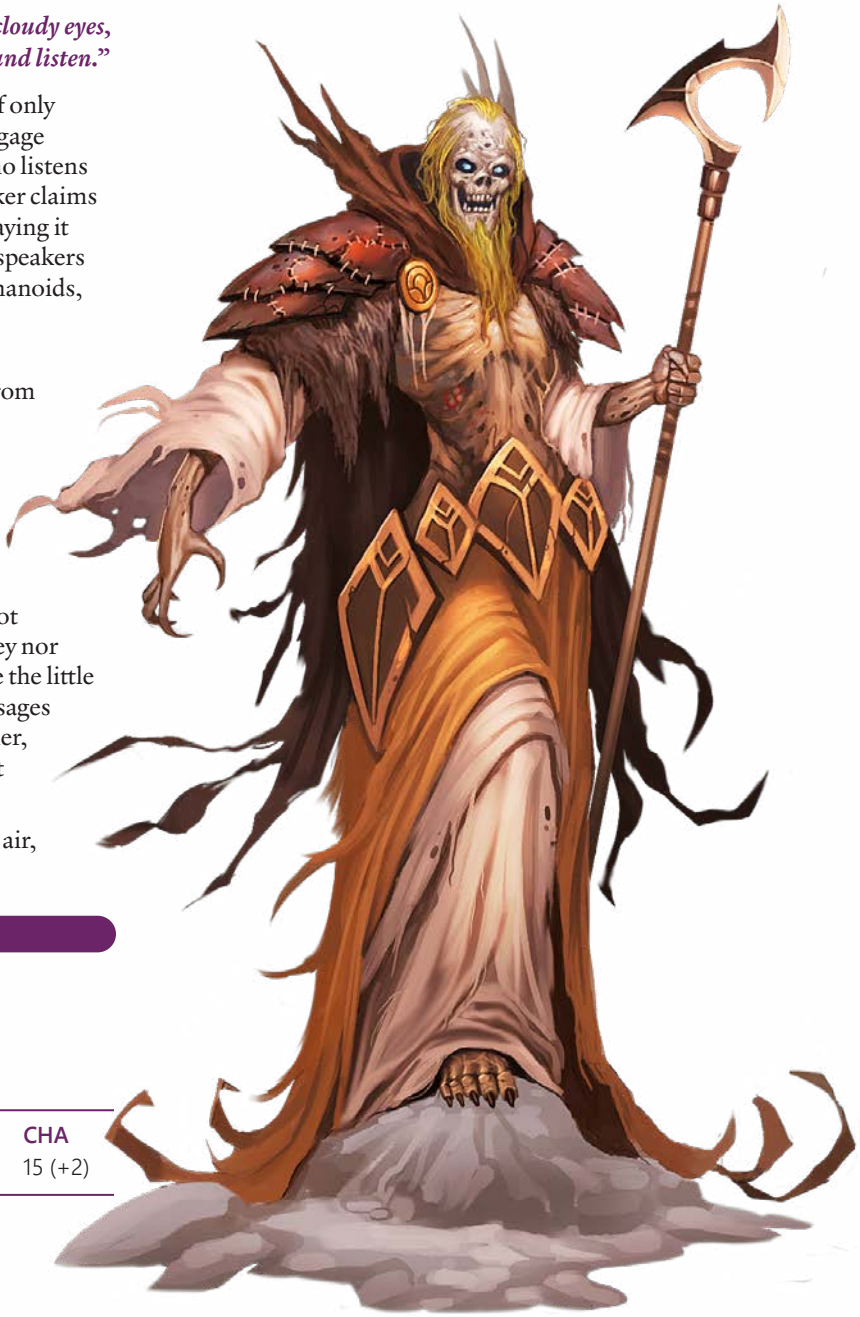
An ancient man in a tattered cloak with matted hair, cloudy eyes, and a deathly pallor says in a raspy voice, "Come, sit, and listen."

Doomsayer. The deathspeaker appears to be alive, if only barely, but it is an undead menace that attempts to engage people in conversation, eventually cursing the one who listens to it by predicting the listener's death. The deathspeaker claims to be a seer who is granted glimpses into the future, saying it is there to advise people of the perils they face. Deathspeakers know their appearance can often be unsettling to humanoids, and many use disguises or heavy clothing to obscure their features.

Evil Origins. Deathspeakers are imparted unlife from gods of trickery and deception. Chosen from people who were charlatans in life, deathspeakers rely on their former tricks to curse the living in the names of their gods.

Cadaver Sprites. For reasons that aren't understood, cadaver sprites (see page 55) are often found in areas around deathspeakers, though not always in their company. Deathspeakers are neither fey nor associated with the fey courts, but they don't dissuade the little undead from following them. Even the most learned sages don't understand why the two associate with each other, though some speculate it lies in their shared penchant for trickery.

Undead Nature. The deathspeaker doesn't require air, food, drink, or sleep.



DEATHSPEAKER

Medium undead, lawful evil
Armor Class 14 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	18 (+4)	12 (+1)	15 (+2)

Skills Deception +8, Persuasion +8
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Deathspeak. If the deathspeaker engages at least one creature in conversation for at least 1 minute, it can perform a prophetic display, reading cards, throwing bones, speaking to a crystal ball, or similar. Each creature that can see or hear the prophetic display must succeed on a DC 15 Intelligence saving throw or be cursed with the belief it will soon die. While cursed, the creature has disadvantage on attack rolls and ability checks. The curse lasts until it is lifted by a *remove curse* spell or similar magic, or until the deathspeaker dies. The deathspeaker can use this trait only on creatures that share at least one language with it.

Actions

Multiattack. The deathspeaker makes two rake attacks. Alternatively, it can use Necrotic Ray twice.

Rake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

Necrotic Ray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Pronounce Death. The deathspeaker chooses a creature it can see within 30 feet of it that has been reduced to 0 hp. The target must succeed on a DC 13 Constitution saving throw or immediately die. Creatures cursed by the Deathspeak trait have disadvantage on this saving throw.

Deathweaver

The black and crimson spider, its fangs dripping a dark poison, uses the two arms beside its fangs to pull a corpse from its tainted web.

Deathweavers are spiders who were once subjected to dark rituals and are now infused with necrotic energies. Their carapaces are mottled patterns of black, crimson, and ivory, and two arms flank their fangs.

Allied Evil. Deathweavers are often found in league with other intelligent, evil creatures. A powerful necromancer or an evil cult might ally with one, using the undead it spawns to bolster their strength in exchange for treasure or favors.

Web Spawn. The deathweaver's webs infuse corpses left in them with necrotic energy. A humanoid corpse cocooned in the webbing for 24 hours has a 50 percent chance of rising as a web zombie under its control. These zombies are shriveled and covered in tattered webbing.

DEATHWEAVER

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (–2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +5

Damage Resistances necrotic

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14

Languages Deep Speech

Challenge 5 (1,800 XP)

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

Web Sense. While in contact with a web, the deathweaver knows the exact location of any other creature in contact with the same web.

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

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

At will: *chill touch*

3/day each: *darkness, ray of enfeeblement*

1/day: *vampiric touch*

Actions

Multiattack. The deathweaver makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing and takes 3 (1d6) necrotic damage each round. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage). A humanoid slain by this attack rises 24 hours later as a web zombie under the deathweaver's control, unless the humanoid is restored to life or its body is destroyed. The deathweaver can have no more than twelve web zombies under its control at one time.

VARIANT: WEB ZOMBIE

A web zombie has a challenge rating of 1 (200 XP) and retains the statistics of a normal zombie except as described below.

Speed. The web zombie has a climbing speed of 30 feet.

Necrotic Weapons. When the web zombie hits a creature with a melee attack, the attack deals an extra 1d6 necrotic damage.

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

Web Walker. The web zombie ignores movement restrictions caused by webbing.

Multiattack. The web zombie makes two slam attacks. If both attacks hit a Medium or smaller target, the target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage).

Degmadu

A massive, fleshy polyp emerges from the ground, ringed with hundreds of wobbly eyes and filled with a whirlpool of stony teeth. Tentacles burst from within this gaping maw, ready to strike.

The Millennium Polyp. Degmadu the Shuddering Maw, or the Millennium Polyp, is said to grow active on the surface for three days every thousand years when it bursts from its earthly confines.

DEGMADU

Gargantuan monstrosity, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 555 (30d20 + 240)

Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	27 (+8)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Str +18, Dex +8, Con +16, Int +13, Wis +14

Damage Immunities acid, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed, prone

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 28 (120,000 XP)

Earth Glide. Degmadu can burrow through nonmagical, unworked earth and stone. While doing so, Degmadu doesn't disturb the material it moves through.

Siege Monster. Degmadu deals double damage to objects and structures.

ACTIONS

Multiattack. Degmadu makes one bite attack and four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained. Degmadu has thirteen tentacles, each of which can grapple one target.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage. If the target is a Large or smaller creature grappled by Degmadu, the target is also swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Degmadu, and it takes 49 (14d6) acid damage at the start of each of Degmadu's turns. If Degmadu takes 50 damage or more on a single turn from a creature inside it, Degmadu must succeed on a DC 26 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Degmadu. If Degmadu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Resonance. Degmadu creates a sonic wave. Each creature within 120 feet of Degmadu and able to hear it must make a DC 24 Constitution saving throw. On a failure, a creature takes 35 (10d6) thunder damage and is deafened for 1 minute. On a success, the creature takes half the damage and isn't deafened.

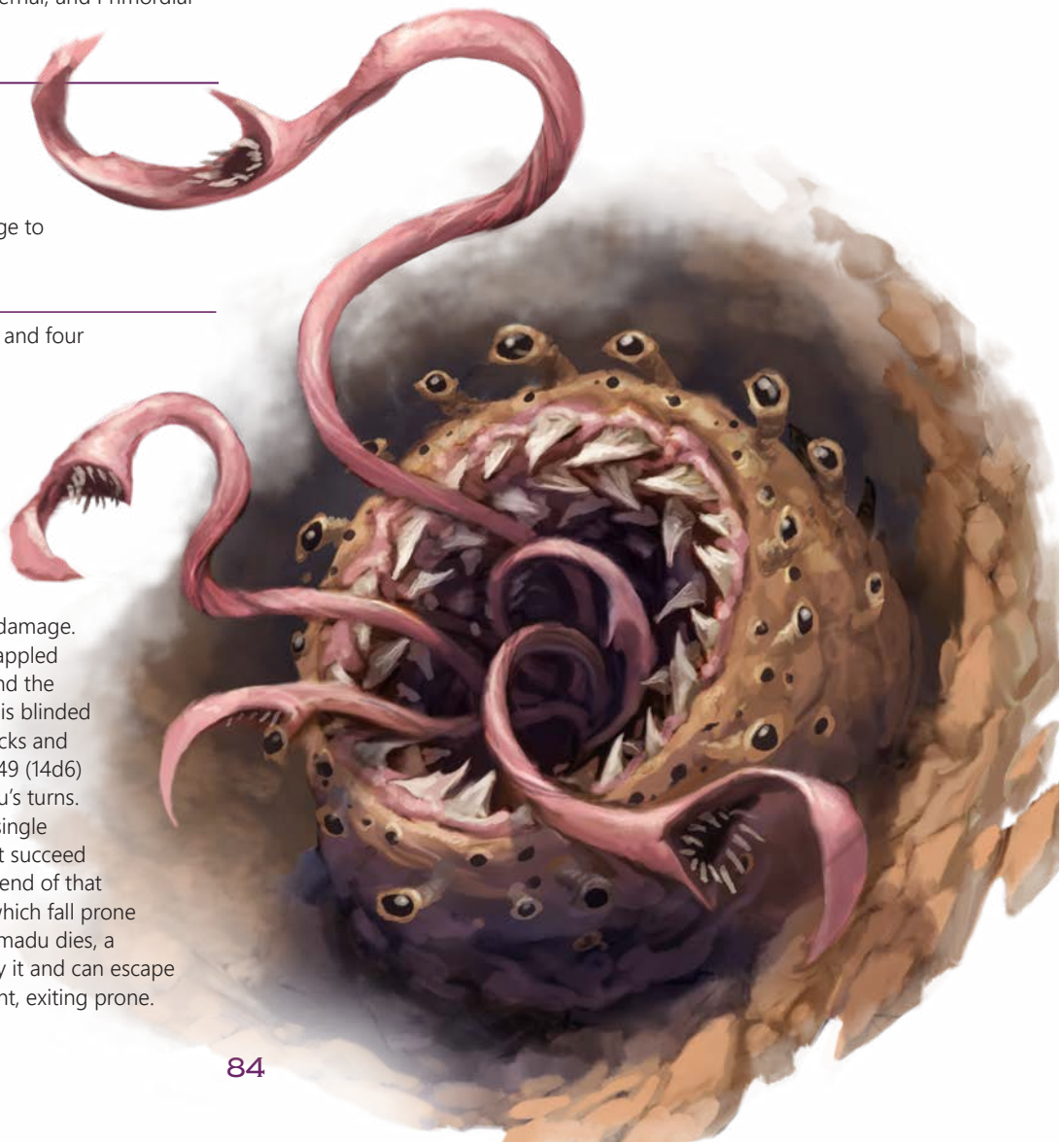
LEGENDARY ACTIONS

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

Tentacle Attack. Degmadu makes one tentacle attack.

Resonance (Costs 2 Actions). Degmadu uses Resonance.

Sounding Sea (Costs 3 Actions). Degmadu creates a seismic disturbance that lasts until the end of its next turn. An intense tremor rips through the area, shaking creatures and structures in contact with the ground within 60 feet of Degmadu. The ground in the area becomes difficult terrain, and each creature on the ground must make a DC 20 Dexterity saving throw. On a failed save, the creature is knocked prone. Each creature on the ground that is concentrating must make a DC 20 Constitution saving throw. On a failed save, the creature's concentration is broken. The tremor deals damage to structures as if the structures were in the area of an *earthquake* spell. The damage to these structures isn't doubled from Degmadu's Siege Monster trait.



Demon Lord, Alsikaya

Small volcanoes form, erupt, and subside on the skin of this large demon, surrounding her with the stench of sulfur and leaving ash in her wake.

Unceasing babble whines from the gaping maw of Duchess Alsikaya, the Screeching Mother of Volcanoes. The nauseating stench of sulfur surrounds her, and red-hot lava flows down her body from volcanic cinder cones seething in her flesh.

Eruptive Disposition. Duchess Alsikaya is antisocial and aggressive. Rather than grant—or even listen to—their requests, she prefers to dissolve petitioners in lava and poisonous fumes. Alsikaya's legendary temper erupts with little provocation, especially when forced into diplomacy. Clever supplicants bring Alsikaya a bard, songbird, or fey musician as tribute before a negotiation. Their songs calm Alsikaya for a time.

Volcanic Followers. Creatures with an affinity to volcanoes venerate the Screeching Mother, as do trolls, some gargoyles, and debased dwarves. Alsikaya regularly employs cherufes (see page 61) to do her bidding on the Material Plane, speaking her needs through pools of bubbling magma. The rumbling and volcanic activity brought about by Alsikaya's words often results in cherufes receiving more tribute from the civilizations they subjugate, leaving even the most recalcitrant of cherufes willing to listen to her request.

Alsikaya's Lair

Aliskaya's lair is in a huge, frequently-blackened palace of turrets, heavy walls, and deep-dug barracks. Her palace sits at the heart of a plane of fire and smoke, where she rules with an explosive temper.

Lair Actions

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

- A spray of lava and rocks erupts from a point on the ground Alsikaya can see within 120 feet of her. Each creature within 10 feet of that point must succeed on a DC 20 Dexterity saving throw or take 17 (5d6) bludgeoning damage and 17 (5d6) fire damage. If the point is directly under a creature and that creature fails its saving throw, it is pushed up to 15 feet away from the eruption and knocked prone.
- Choking sulfur forms a cloud in a 20-foot-radius sphere centered on a point Alsikaya can see within 120 feet of her. The cloud spreads around corners and lasts until initiative count 20 on the next round. Each creature that enters or starts its turn in the cloud must make a DC 20 Constitution saving throw. On a failure, it takes 28 (8d6) poison damage and is poisoned until the end of its next turn. On a success, it takes half the damage and isn't poisoned.
- Alsikaya chooses a stone surface she can see within 120 feet of her and causes a shrieking likeness of her face to grow from it. Each creature within 30 feet of the image that can hear the screeching it emits must succeed on a DC 20 Wisdom saving throw or be afflicted with short-term madness.

Regional Effects

The region containing Alsikaya's lair is warped by her presence, which creates one or more of the following effects.

- Volcanic vents within 1 mile of her lair spew burning ash and toxic fumes into the environment.
- Food consumed within 3 miles of Alsikaya's lair tastes of char and ash. Foodstuffs within 1 mile of her lair become inedible chunks of coal after 1d4 days of exposure to the environment.
- Mocking screeches and laughter echo through the minds of non-fiends near her lair. When a creature that isn't a fiend takes a short or long rest within 1 mile of her lair, it must succeed on a DC 15 Constitution saving throw or it doesn't regain expended class features during that rest.

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

Alsikaya, the Screeching Mother of Volcanoes

Huge fiend (demon), chaotic evil
Armor Class 22 (natural armor)
Hit Points 495 (30d12 + 300)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	30 (+10)	16 (+3)	24 (+7)	19 (+4)

Saving Throws Dex +10, Int +11, Cha +12
Skills Arcana +11, Intimidation +12, Insight +15
Damage Resistances acid, cold, lightning
Damage Immunities fire, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities deafened, petrified, poisoned
Senses tremorsense 120 ft., truesight 60 ft., passive Perception 17
Languages Abyssal, Common, Ignan, telepathy 120 ft.
Challenge 28 (120,000 XP)

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

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

Magic Weapons. Alsikaya's weapon attacks are magical.

Molten Core. Fire damage dealt by Alsikaya is not reduced by resistance to fire damage. Creatures immune to fire damage are still immune to Alsikaya's fire damage.

Actions

Multiattack. Alsikaya uses her Sulfurous Screech if she can. She then makes three attacks: one with her bite and two with her stony claws. Alternatively, she can make three magma spit attacks.

Stony Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage, and the target must succeed on a DC 23 Constitution saving throw or its speed is halved until the end of its next turn. If Alsikaya scores a critical hit and the target fails the saving throw, the target is petrified.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (3d12 + 9) piercing plus 21 (6d6) fire damage.

Magma Spit. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 20 (4d8 + 2) fire damage. Each creature within 10 feet of the target must succeed on a DC 23 Dexterity saving throw or take 10 (3d6) fire damage.

Sulfurous Screech (Recharge 5–6). Alsikaya loudly exhales brimstone in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 21 (6d6) acid damage and 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Cinder Cone. Alsikaya causes one of her volcano pustules to burst. Each creature in a 15-foot cone originating from her must make a DC 23 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Bite (Costs 2 Actions). Alsikaya makes a bite attack.

Maddening Presence (Costs 3 Actions). A creature Alsikaya can see within 120 feet of her and aware of her must succeed on a DC 20 Wisdom saving throw or be afflicted with short-term madness. If a creature already has short-term madness, they instead become afflicted with long-term madness. If a creature already has long-term madness, they are afflicted with an additional form of short-term madness.

DUCHESS ALSIKAYA IN MIDGARD

Alsikaya's lair is the Scarred Palace, which looms over the city of Ahtesseri, the City of Flowering Fire. From there, she rules over a plane of choking smoke, sinuous rivers of lava, and stony ground—Urgennos, the Luminous Hell of Fire and Sulfur. Fiery demons and devils of all kinds make their home on this plane, though Alsikaya's palace is predominantly staffed with barbed devils and fire imps (Creature Codex, p. 103). For more information on the plane of Urgennos, see ***Warlock #16: Eleven Hells***.

Demon Lord, Bathael

This demon has the lower body of a maggot, merged with a humanoid torso whose flesh appears carved from stone. It wears a helmet that conceals all but its three gleaming eyes. At the point where the two forms meet, it has a wide, slobbering maw with serrated teeth and a roaming tongue.

Behind the Scenes. Once a dread lord of demons, Bathael was forced to flee from the Abyss after his subjects rose up against him. Since, he has installed himself in the sewers beneath large cities on the Material Plane. He works behind the scenes to make slaves of the people, using them to spread chaos and ruin across the mortal world. After civilization is in ruins, he will return to the Abyss and reclaim his stolen throne.

BATHAEL, THE EXILED LORD

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	19 (+4)	21 (+5)	18 (+4)	23 (+6)

Saving Throws Dex +5, Con +9 Wis +9, Cha +11

Skills Deception +11, Perception +9

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., truesight 15 ft., passive Perception 19

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Blasphemous Burbling. When a creature that can hear Bathael starts its turn within 15 feet of him, it must succeed on a DC 20 Charisma saving throw or take 7 (2d6) psychic damage and become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Bathael's Blasphemous Burbling for the next 24 hours. Fiends are immune to the effects of this trait.

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

Magic Weapons. Bathael's weapon attacks are magical.

Actions

Multiattack. Bathael uses his Vile Curse. He then makes two attacks: one with his chain and one with his bite.

Chain. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be pulled up to 25 feet toward Bathael.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Vile Curse. Bathael speaks a vile curse at a creature he can see within 120 feet of him, choosing one of the following. Bathael can't use the same curse two rounds in a row. A curse can be lifted early by a *remove curse* spell or similar magic.

- *Blistering Curse.* The target must succeed on a DC 18 Constitution saving throw or become cursed for 1 minute. While cursed in this way, the target takes 22 (4d10) acid damage at the start of each of its turns. If the target is reduced to 0 hp from this damage, the target dies and its body dissolves. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- *Deafening Curse.* The target must succeed on a DC 18 Constitution saving throw or take 45 (10d8) thunder damage and become cursed for 1 minute. While cursed in this way, the target is deafened and has disadvantage on its attack rolls. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- *Maddening Curse.* The target must succeed on a DC 18 Wisdom saving throw or suffer the effects of short-term madness for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Demon Lord, Hriggala

Some demons plot, destroy, and smash their way to power. Hriggala is a simpler demon lord, devouring and destroying all who oppose it. A hundred thousand souls have been extinguished in its jaws.

Hriggala is the great crawling wyrm who serves the Unsated God in malign and destructive forms. Those devotees who claim to have seen the herald of the ghoulish Unsated God in visions tell of an enormous shadow with an ill-defined outline, moving like a wave in the sea and sprouting tendrils that twist and probe like whirlwinds. A low, rhythmic, roaring buzz, as though a droning hive has replaced a beating heart, announces its coming. Hriggala utterly devours any living thing it touches.

Growing Void. Hriggala embodies all-consuming, maddening, bottomless hunger. Some of those who worship the Unsated God have found transcendence within its depths—others, merely madness and endless gluttony. Ghouls and ghasts, cannibals and madmen, and those who would harness the power in deprivation and gluttony all pay homage to Hriggala as the prophet and factotum of the Unsated God—or as a power in its own right.

Invitation to the Feast. The demon lord itself urges its followers on with apocalyptic visions experienced at the bitter end of starvation or in acts of unrivaled gluttony, revealing the primacy of those who feast over those who serve and those who are feasted upon.

HRIGGALA, JAWS OF THE UNSATED GOD

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	23 (+6)	14 (+2)	20 (+5)	22 (+6)

Saving Throws Dex +11, Con +13, Wis +12, Cha +13
Skills Athletics +14, Insight +12, Intimidation +13, Perception +12, Stealth +11
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 23 (50,000 XP)

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

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

Magic Weapons. Hriggala's weapon attacks are magical.

Innate Spellcasting. Hriggala's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *confusion, detect magic, dispel magic*
3/day each: *black tentacles, blight, contagion, create undead, telekinesis, teleport*
1/day: *greater invisibility*

Actions

Multiattack. Hriggala makes three tendril attacks.

Tendril. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 31 (7d6 + 7) bludgeoning damage and the creature must succeed on a DC 18 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hp maximum to 0. No physical trace of the creature remains when killed in this way.

LEGENDARY ACTIONS

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

Move. Hriggala moves up to its speed without provoking opportunity attacks.

Insatiable Hunger (Costs 2 Actions). Hriggala targets a creature it can see within 120 feet of it that isn't a construct. The creature must succeed on a DC 20 Wisdom saving throw or be compelled to forego all other actions in favor of attempting to eat the creature nearest to it when the effect occurs. A creature affected by Insatiable Hunger gains a bite attack that deals 2d6 + its Strength modifier piercing damage, and an extra 1d6 necrotic damage to creatures who fail on a DC 14 Constitution saving throw. The affected target is proficient with the bite attack. If no creature is near enough for the target to move to and attack, the affected target must move as close as it can to the nearest creature. This is a charm effect and lasts until Hriggala either uses this action again or dies. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cast a Spell (Costs 3 Actions). Hriggala casts a spell from its list of innate spells, expending a daily use as normal.

SPAWN OF HRIGGALA

The enormous worm bursts from the floor, its maw surrounded by writhing tentacles that grab everything edible nearby. An echo of chanting issues from its mouth, as if a hundred evil priests were trapped within its gullet, calling out maledictions.

The spawn of Hriggala resembles a juvenile purple worm with a mouth surrounded by wriggling tendrils and full of razor-sharp teeth. It serves the demon lord on the Material Plane, powered by a steady diet of flesh and stone.

Called by Ritual. Servants of the undead god of hunger can call up a spawn of Hriggala through ritual and sacrifices. Controlling the hungering spawn once it arrives is another matter.

Underworld Tunnelers. The spawn of Hriggala are used to create new tunnels for fiends, darakhul, and other monsters of the underworld.

Hungry Demon Nature. The spawn of Hriggala requires no air or sleep.

SPAWN OF HRIGGALA

Huge fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (–2)	21 (+5)	6 (–2)	8 (–1)	4 (–3)

Saving Throws Con +9, Wis +3

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

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages Common, Darakhul, Void Speech

Challenge 10 (5,900 XP)

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

Tunneler. The spawn can move through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The spawn of Hriggala makes two attacks: one with its bite and one with its tendrils.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the spawn can't bite another target.

Tendrils. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a short or long rest. The creature dies if this effect reduces its hp maximum to 0. No physical trace of the creature remains when killed in this way.

Escape the Material. The spawn burrows at least 20 feet through natural rock and opens a portal to the plane of the undead at the end of this movement. The portal remains for 2d4 rounds. The spawn can't have more than one portal open at a time.

Demon Lord, Rhopalocerex

This beautiful creature has a humanoid frame covered with tiny, colorful, chitinous plates, and it sports large, rounded red wings with dark markings. Its face is an odd combination of human and insectoid, with heavy brows and large antennae that protrude from its forehead. Menace lurks behind its red, baleful eyes, and the spikes that jut from its shoulders, elbows, and knees speak of danger.

Rhopalocerex, also known as the Purveyor of Deception and Master of Moths, is the father of death butterflies (*Tome of Beasts*, p. 71), moths, and all manner of other giant insects that are both beautiful and deadly. He lives in a layer of the Abyss that, like him, is beautiful at first sight, with vast vistas of flowers, trees, and a cloudless blue sky overhead; but it is equally deadly, with each element dripping with toxins, hiding some deadly surprise, or harboring hostile creatures. He lives at the top of a massive deciduous tree at the center of the plane. Thorny branches and leaves support the chambers of his stronghold above, while the bodies of his slain foes hang by nooses made of vines below.

Death Cloaked in Beauty. Rhopalocerex surrounds himself with things whose beauty is part of their deceptiveness and deadliness, including poisonous plants, colorful yet deadly creatures, weapons disguised as ornaments, and similar objects. He likes to draw potential victims in with their natural curiosity or admiration before exposing the true vileness within him. Despite this, he maintains an extensive collection of truly beautiful art gathered from numerous civilizations and races that he has destroyed throughout the multiverse. He prefers works of art that display technical complexity and mastery of the art form.

Master of Moths. Rhopalocerex is the lord of butterflies, moths, and other flying insects that take to the air under the cover of night and spread pestilence, poison, and filth. He is always followed by swarms of death butterflies, while other giant moths and butterflies cling to the walls and ceiling of his lair. The fluttering of their wings causes a constant pulsating sound to ripple through his lair. When he travels from his home plane, flying insects naturally flock to his location and follow him.

Cults of Rhopalocerex. Like Rhopalocerex himself, his cults' are obsessed with things that are both beautiful and deadly. When they perform ritual sacrifices in his name, they do so with expertly crafted blades and sweet-smelling but deadly poisons. The cult's leaders are almost always charismatic individuals with silver tongues or pleasing countenances. Skilled alchemists and poisoners are highly valued by the cult and many alchemists find themselves, sometimes unintentionally, in the employ of the cult.

Rhopalocerex's Lair

Rhopalocerex's lair is located in an impossibly massive tree deep in the Abyss. It is made of sticky strands like those used to construct a chrysalis, and access to the tree is via a massive spiral staircase winding through the tree's core. The tree houses a labyrinth of chambers filled with giant insects and their larvae and eggs.

Lair Actions

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

- Rhopalocerex magically calls a giant insect or a demon of challenge rating 5 or lower to aid him. The called creature acts as an ally of Rhopalocerex and obeys his mental commands. The creature remains for 1 hour or until Rhopalocerex uses this lair action again.
- Rhopalocerex chooses up to two creatures he can see within 60 feet of him. Each creature must succeed on a DC 15 Dexterity saving throw or have disadvantage on its attack rolls until initiative count 20 on the following round, as numerous butterflies and moths fly up in its way.
- Rhopalocerex chooses up to two creatures he can see that are within 15 feet of a wall of his lair. The creature must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15) by the sticky fibers that make up the walls.

Regional Effects

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

- While within 1 mile of Rhopalocerex's lair, creatures and plants with a challenge rating of 5 or lower are more toxic than normal. When these creatures deal poison damage, they deal an extra die of poison damage. If these creatures normally don't deal poison damage, one of their attacks now deals an extra 2 (1d4) poison damage on a hit.
- The area within 1 mile of Rhopalocerex's lair is difficult terrain, as the tree's roots gradually bulge and shift throughout the day, churning the soil, moving plants and rocks, and creating and filling sinkholes.
- Thousands of insects swarm in the air and on the ground within 1 mile of the lair. Rhopalocerex can choose to see or hear through the senses of any insect in this area and can speak through it while doing so.

Rhopalocerex, Demon Lord of Deception

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	22 (+6)	18 (+4)	25 (+7)

Saving Throws Dex +11, Con +11, Int +12, Cha +13
Skills Arcana +12, Athletics +10, Deception +19, Nature +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, exhaustion, poisoned, prone
Senses truesight 120 ft., passive Perception 14

Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

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

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

Innate Spellcasting. Rhopalocerex's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Rhopalocerex can innately cast the following spells, requiring no material components:

At will: *minor illusion, poison spray, prestidigitation, ray of frost*
3/day each: *charm person, color spray, comprehend languages, darkness, detect magic, invisibility, mirror image, suggestion*
2/day each: *dispel magic, hypnotic pattern, stinking cloud*
1/day each: *cloudkill, dominate person, wall of fire*

ACTIONS

Multiattack. Rhopalocerex makes three attacks: one with his bite and two with his claws. He can use Wing Buffet in place of one claw attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be poisoned until the end of its next turn. While poisoned, the creature is also blinded.

Wing Buffet. Rhopalocerex beats his wings. Each creature within 10 feet of Rhopalocerex must make a DC 19 Dexterity saving throw. On a failure, a creature takes 18 (3d8 + 5) bludgeoning damage, is pushed up to 10 feet away from Rhopalocerex, and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

LEGENDARY ACTIONS

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

At-Will Spell. Rhopalocerex casts one of his at-will spells.

Fly. Rhopalocerex can fly up to half his fly speed without provoking opportunity attacks.

Claw Attack (Costs 2 Actions). Rhopalocerex makes a claw attack.

Cast a Spell (Costs 3 Actions). Rhopalocerex casts a spell from his list of innate spells, expending a use of the spell as normal.

SPAWN OF RHOPALOCEREX

This large demon is bright orange and yellow, with black markings on its face and wiry body. Its wings are rounded, and its face is insectoid, with large, glowing, red eyes. Black liquid drips from its sharp mandibles. Its long arms end in sharp claws.

Everywhere Rhopalocerex Needs to Be. The spawn of Rhopalocerex can be found near Rhopalocerex or in areas where the demon lord has some sort of vested interest. They serve as his direct agents, whether he is trying to establish alliances or going to war against some individual or group.

Lords of Butterflies and Moths. Like the demon lord himself, the spawn of Rhopalocerex enjoy a special kinship with moths and butterflies. Moths and butterflies regularly accompany the spawn, aiding them whenever possible.

Wardens of the Abyss. The spawn of Rhopalocerex are the wardens of the deadly wild areas of the Abyss under Rhopalocerex's control, defending it against all who would come to defile it. They originate at the demon lord's lair in the great tree and fly beneath its wide boughs, looking for threats or awaiting missions to other planes.

SPAWN OF RHOPALOCEREX

Large fiend (demon), chaotic evil
Armor Class 17 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Cha +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Infernal, telepathy 60 ft.
Challenge 6 (2,300 XP)

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

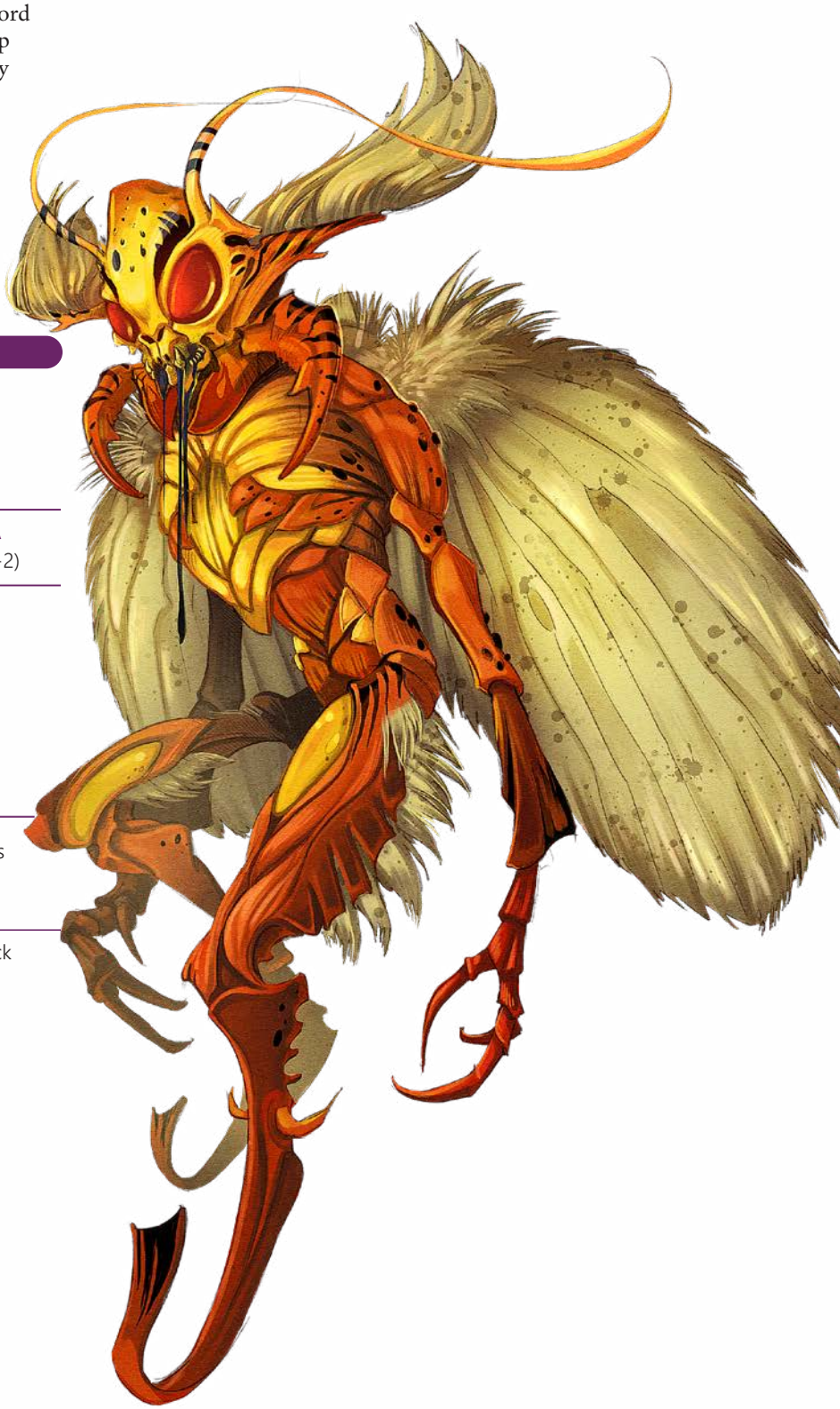
ACTIONS

Multiattack. The spawn of Rhopalocerex makes one bite attack and two claw attacks.

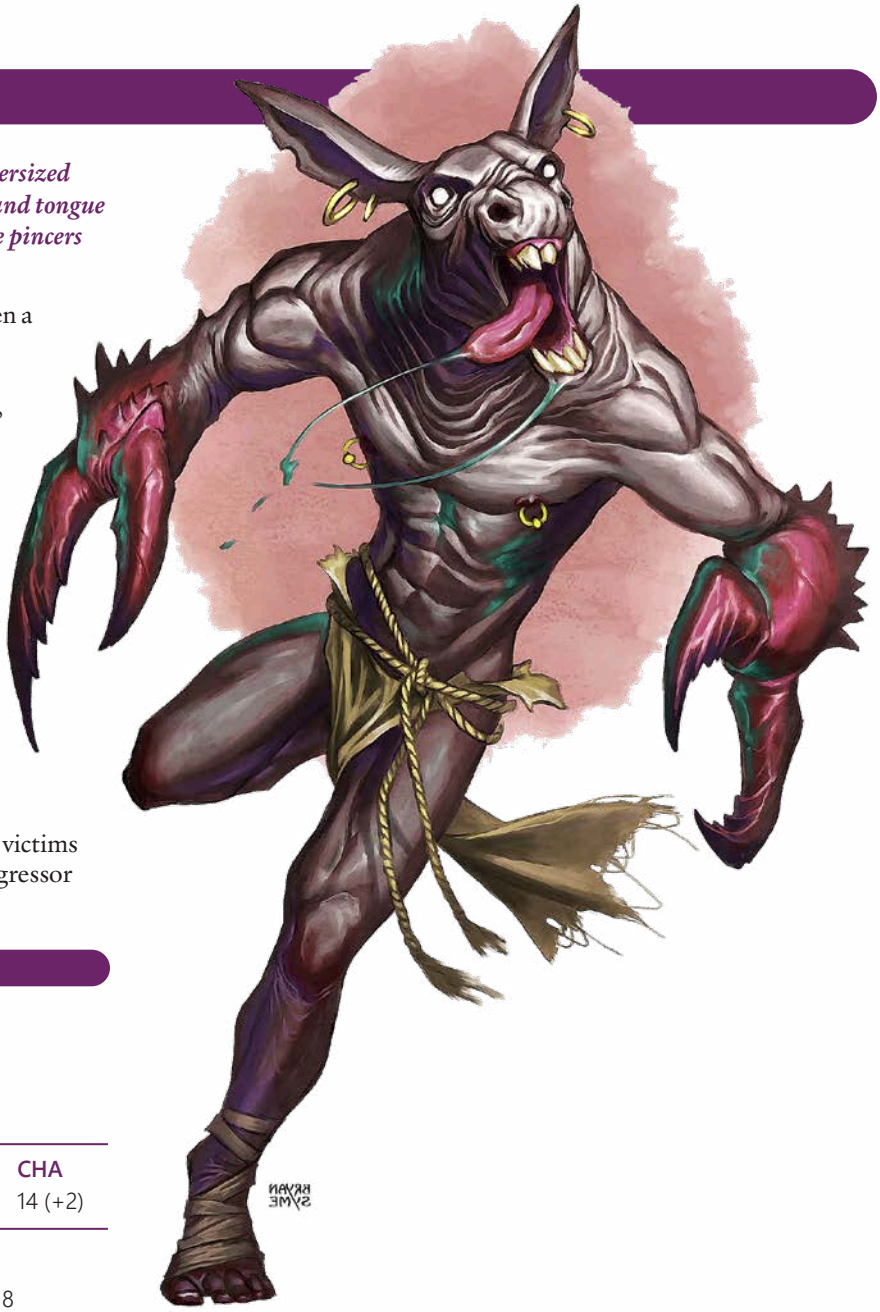
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Enchanting Display (Recharge 5–6). The spawn of Rhopalocerex flutters its wings, and its large eyes briefly shine. Each creature within 30 feet of the spawn and that can see it must make a DC 15 Charisma saving throw. On a failure, a creature is charmed for 1 minute. On a success, a creature takes 14 (4d6) psychic damage.



Demon, Baliri



A muscular humanoid with gray-black skin and the oversized head of a donkey lumbers forward. The monster's eyes and tongue loll from its head, and its arms end in crimson crab-like pincers that snap together with incredible strength.

Tormented Killers. A baliri demon is created when a humanoid suffers at the hands of family or peers and turns to one of the demon lords for succor and bloody retribution. The result is both catastrophic and deadly, and the victim of the abuse is often executed for their dark dealings. It is at this moment that the demon lord snatches up the victim's soul and transforms it into a baliri demon, a savage and remorseless killer that seeks to spread misery in its wake.

Braying Apostles. A baliri demon is a devout servant of the demon lord that created it, stridently extolling the virtues of its demonic master even as it butchers and defiles anyone who stands in its way. The loud braying prayers and hymns of a baliri demon carry for miles across the blasted Abyssal landscape and fill the hearts of mortals and lesser demons alike with dread. Baliri demons are not picky when it comes to choosing their victims but have a preference for anyone who resembles an aggressor from their previous life.

BALIRI DEMON

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Str +11, Dex +8, Con +10, Wis +8
Skills Perception +8, Persuasion +7, Religion +6, Stealth +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 17
Languages Abyssal, Common, telepathy 120 ft.
Challenge 14 (11,500 XP)

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

Praising Brays. As a bonus action, the baliri brays praise to the demon lord that saved it from its previous life, channeling the demon lord's might. The baliri chooses up to three demons within 30 feet of it. Each target has advantage on the first ability check or attack roll it makes before the start of the baliri's next turn. In addition, the targets are unaffected by the baliri's Blood Bray.

Actions

Multiattack. The baliri demon makes three attacks: one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 10 (3d6) necrotic damage.

Pincers. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the baliri demon scores a critical hit against a creature, roll a d6. On a 1–3, it severs the target's arm, and on a 4–6 it severs the target's leg. A creature missing an arm can't wield weapons that require two hands, and if a creature is missing a leg, its speed is halved. Creatures without limbs are unaffected.

Blood Bray (Recharge 6). The baliri demon unleashes an otherworldly braying that causes the internal organs of nearby creatures to twist and rupture. Each creature within 20 feet of the baliri that can hear it must make a DC 18 Constitution saving throw. On a failure, the creature takes 36 (8d8) necrotic damage and is stunned until the end of its next turn as it doubles over in agony. On a success, the creature takes half the damage and isn't stunned. The bray doesn't affect creatures without internal organs, such as constructs, elementals, and oozes.

Demon, Culicoid

Filthy rags partially conceal this walking mosquito's form. The hands poking out of its rags end in needle-like fingers, which resemble the proboscis on the creature's head.

Abyssal Swamp Dwellers. Culicoid demons make their home in a fetid layer of the Abyss where they serve demon lords who value insects. When they travel to the Material Plane, they make themselves at home in insect-infested marshes.

Buzzing and Itching. Though a culicoid's wings are suitably large for its size, they produce a high-pitched drone. Their wingbeats don't stand out from regular insects, making them difficult to detect. The culicoid's filthy proboscis induces an irritating rash that forces its victims to ignore all else to scratch the rash.

Friend to Mosquitos. The culicoid demon can communicate with mosquitos, stirges, and other similar creatures, such as anophiloi (*Creature Codex*, p. 39). These creatures cannot drink blood from the demon, but they innately feel a connection to it. The culicoid surrounds itself with swarms of the insects and uses its sensitivity to the smell of blood to lead its allies to feasts.

CULICOID

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	9 (–1)

Saving Throws Dex +6, Con +8
Skills Acrobatics +6, Perception +6, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, telepathy 60 ft.
Challenge 12 (8,400 XP)

Blood Sense. The culicoid can pinpoint, by scent, the location of creatures that have blood within 60 feet of it.

Cloud of Mosquitos. When the culicoid is reduced to 0 hp, it transforms into a swarm of mosquitos (use the statistics of a swarm of insects). If at least one mosquito from the swarm survives for 24 hours, the culicoid reforms at the following dusk from the remaining mosquitos, regaining all its hp and becoming active again.

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

Mosquito-Proof. The culicoid can't be subjected to blood drain from mosquitos and mosquito-like creatures.

Speak with Mosquitos. The culicoid can communicate with mosquitos and other mosquito-like creatures as if they shared a language.

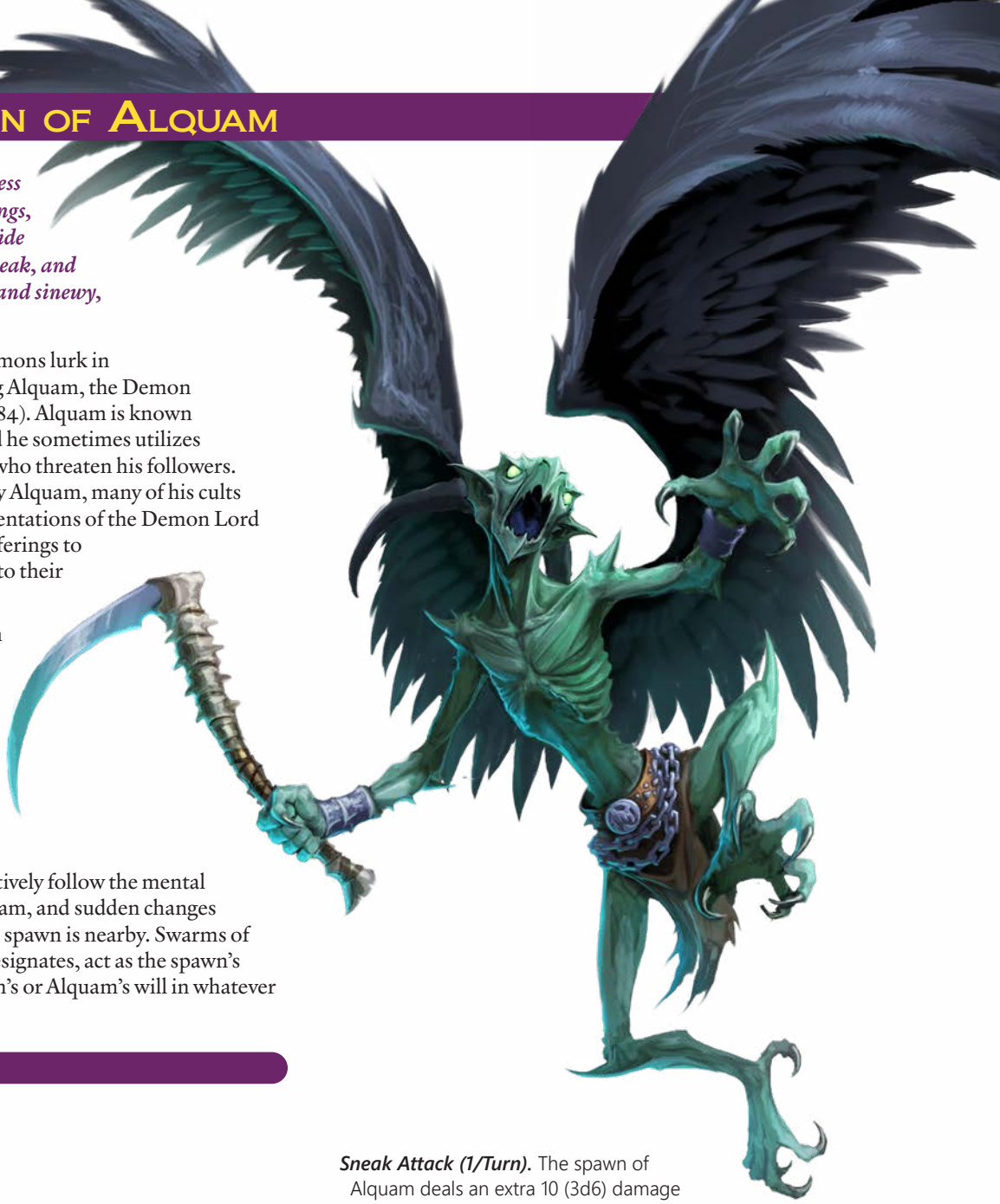
Actions

Multiattack. The culicoid makes three attacks: one with its proboscis and two with its needle claws.

Needle Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the culicoid can automatically hit the target with its needle claw, and it can't use the same needle claw against other targets. The culicoid has two needle claws, each of which can grapple only one target.

Proboscis. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned, a creature must succeed on a DC 16 Wisdom saving throw at the start of each of its turns or spend its full turn scratching the rash. A poisoned creature can repeat the Constitution saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Demon, Spawn of Alquam



This large creature exudes darkness and contempt. It has feathery wings, backswept horns set behind its wide eyes, a narrow, vicious-looking beak, and talon-like claws. Its body is thin and sinewy, and its skin is a sickly green.

Demonic Servants. These demons lurk in darkness, serving and protecting Alquam, the Demon Lord of Night (*Tome of Beasts*, p. 84). Alquam is known to send them to aid his cults, and he sometimes utilizes them to assassinate individuals who threaten his followers. Because the spawn are created by Alquam, many of his cults worship them as physical representations of the Demon Lord himself. The cults believe that offerings to the spawn are conveyed directly to their master in his planar abode.

Kinship with Shadow. When the spawn of Alquam venture to the Material Plane, they take care to move only in places that are cloaked in darkness. While direct light does not harm them, they find it uncomfortable and often flee from it.

Lords of Birds. Birds instinctively follow the mental commands of the spawn of Alquam, and sudden changes in bird behavior that can signal a spawn is nearby. Swarms of birds attack targets the spawn designates, act as the spawn's messengers, and enact the spawn's or Alquam's will in whatever way either demon dictates.

SPAWN OF ALQUAM

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	19 (+4)	14 (+2)	16 (+3)	13 (+1)

Skills Deception +4, Perception +6, Stealth +6
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 90 ft., passive Perception 16
Languages Abyssal, telepathy 60 ft.
Challenge 6 (2,300 XP)

Ambusher. In the first round of combat, the spawn of Alquam has advantage on attack rolls against any creature it has surprised.

Keen Sight. The spawn of Alquam has advantage on Wisdom (Perception) checks that rely on sight.

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

Sneak Attack (1/Turn). The spawn of Alquam deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spawn that isn't incapacitated and the spawn doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The spawn of Alquam makes three attacks: two with its talons and one with its bite. It can use Gloomspittle in place of its bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

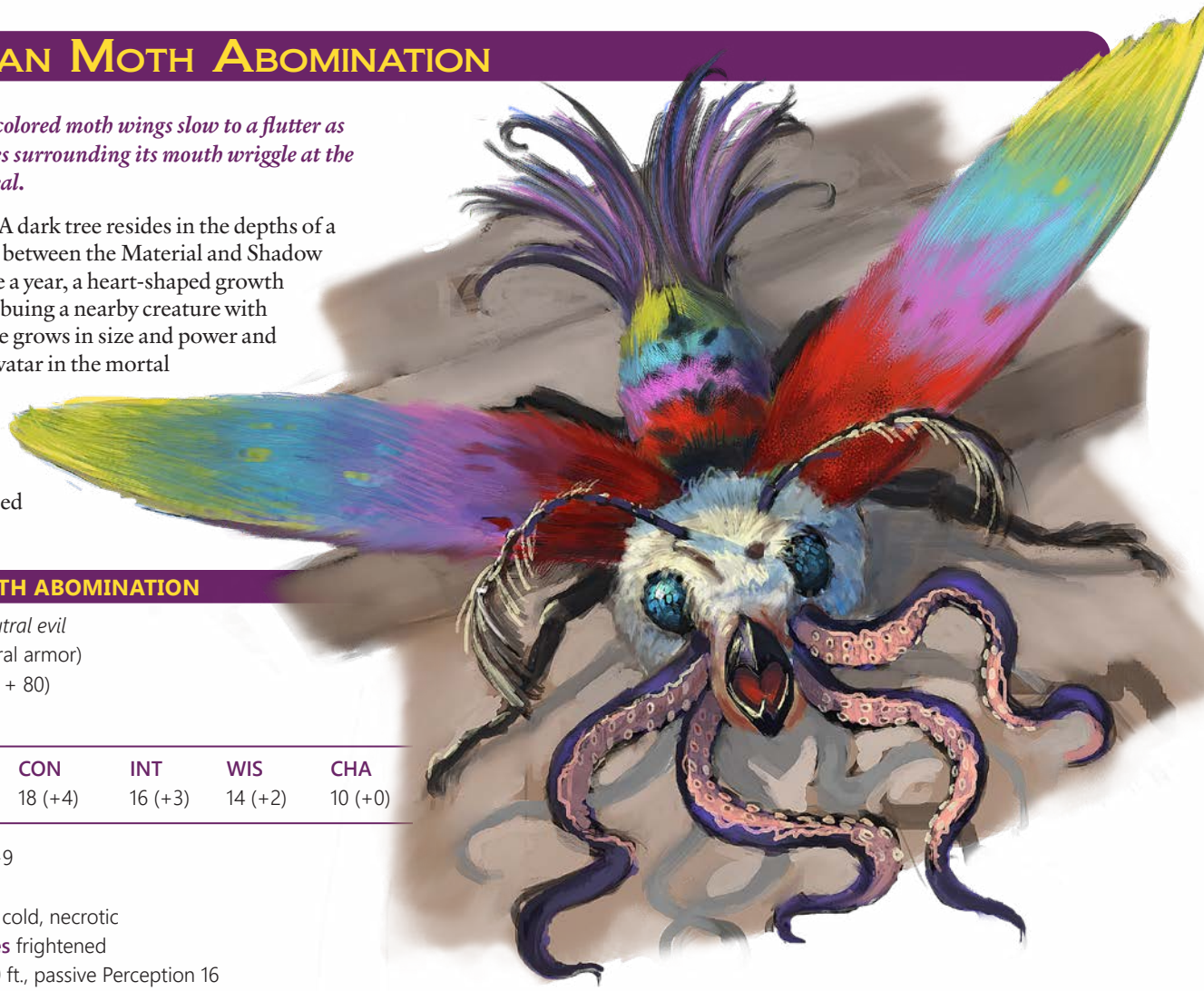
Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Gloomspittle. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and the target must succeed on a DC 15 Dexterity saving throw or be blinded until the end of its next turn.

Derendian Moth Abomination

The creature's multicolored moth wings slow to a flutter as it lands. The tentacles surrounding its mouth wriggle at the prospect of a new meal.

Cursed Origins. A dark tree resides in the depths of a forest where the veil between the Material and Shadow Realms is thin. Once a year, a heart-shaped growth on the tree beats, imbuing a nearby creature with shadow. The creature grows in size and power and becomes the tree's avatar in the mortal world. It spends its short life tending to and protecting its parent and the other shadow-touched trees of the forest.



DERENDIAN MOTH ABOMINATION

Huge monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 30 ft., fly 40 ft.

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

Saving Throws Dex +9
Skills Stealth +9
Damage Immunities cold, necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages —
Challenge 12 (8,400 XP)

Antennae. The Derendian moth abomination has advantage on Wisdom (Perception) checks that rely on smell.

Assimilation. The Derendian moth abomination has six tentacles. Whenever it takes 30 or more damage in a single turn, one of its tentacles is shorn from its body. Whenever a non-undead creature drops to 0 hit points within 200 feet of the Derendian moth abomination, it can use its reaction to sprout one additional tentacle, up to a maximum of ten. Additional tentacles atrophy after one day.

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

Magic Weapons. The Derendian moth abomination's weapon attacks are magical.

Unbound. The Derendian moth abomination's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the moth's speed nor cause it to be paralyzed or restrained.

Actions

Multiattack. The Derendian moth abomination makes a number of tentacle attacks equal to the number of tentacles it currently possesses, and one beak attack.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d10) piercing damage.

Wings of the Primal Tender (1/Day). The Derendian moth abomination teleports to an unoccupied location within 100 feet, leaving a shimmering outline of its wings in its former location. The shimmering wings flap violently before exploding in a rainbow-colored dust cloud covering a 60-foot radius. Any creature caught in the dust cloud must make a successful DC 16 Wisdom saving throw or be reduced to 0 hit points. Creatures reduced to 0 hit points from this effect regenerate 10 hit points at the beginning of their next three turns.

Legendary Actions

The Derendian moth abomination can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Detect. The abomination makes a Perception check.

Pursue. The abomination moves its flying speed.

Lay Eggs (Costs 2 Actions). The Derendian moth abomination ejects a sticky mass of eggs within 5 feet of itself. At the beginning of the abomination's next turn, the eggs hatch as a **swarm of insects** that attacks the abomination's enemies.

Derro

The small humanoid sets its claw-toothed boots into the rock, steadying itself, then looses an arrow. Its lips curl into a cruel smile as a cry of surprise and shouts of alarm resound in the dark cavern.

Deep beneath the earth, the derro gather in clans and worship beings that dwell between the stars. Lifelong exposure to these beings damages the psyche of the mortal derro, leaving most reliant on the powers of their dark masters.

Assassins for Hire. Derro outposts can be found in the slums of many surface cities.

Derro Explorer

Small humanoid (derro), any non-good alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

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

Skills Athletics +3, Perception +3, Stealth +5, Survival +5
Senses darkvision 120 ft., passive Perception 13
Languages Common, Dwarvish, Undercommon
Challenge 2 (450 XP)

Cavern Traveler. Difficult terrain composed of stalagmites, tight spaces, and other rocky underground terrain doesn't cost it extra movement. In addition, the derro explorer has advantage on ability checks to climb rocky underground terrain.

Humanoid Hunter. When the derro explorer hits a humanoid with a weapon attack, the weapon deals an extra 1d6 damage of its type.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Derro Guard

Small humanoid (derro), any non-good alignment

Armor Class 13 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	5 (–3)	9 (–1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Common, Dwarvish, Undercommon
Challenge 1/2 (100 XP)

Aklys Thrower. If the derro hits a target within 30 feet of it with a ranged attack with its aklys, it can use its bonus action to retrieve the aklys and make another attack against the same target.

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

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

Actions

Aklys. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 10/30 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

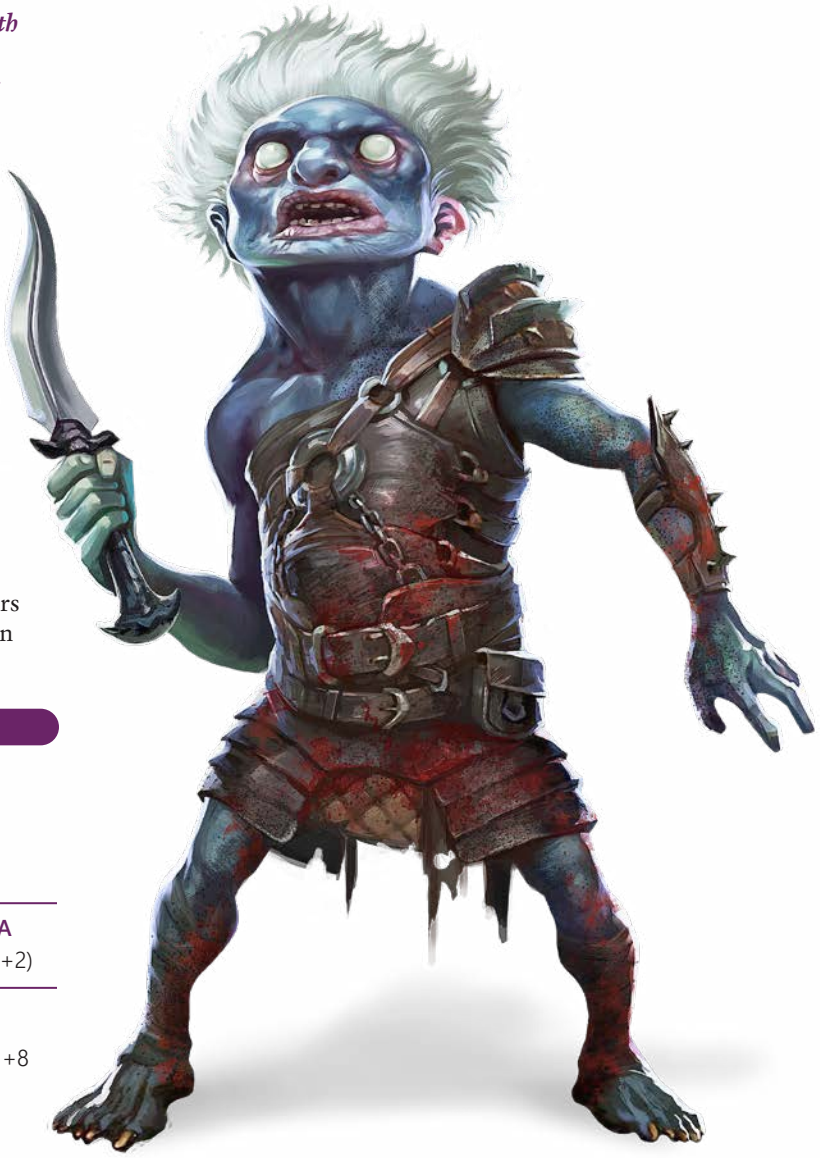
Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DERRO SHADOWSEEKER

This blue-skinned creature wears leather armor smeared with blood and filth, though the dagger it wields is immaculate. Its milky eyes complement equally white hair, which sprouts chaotically from its head. Its movements are twitchy and unpredictable.

Erratic Combatants. Derro shadowseekers manifest their insanity in their physicality. They seem to have a continual series of muscle spasms that control their movements. Their apparent randomness is distracting to their foes, which enables them to better land killing blows. The bafflement they cause in combat also allows them to move about the battlefield without heed for their safety, as practiced blows fail to land on them.

Unreliable Allies. Shadowseekers are aware they are more effective when allying with other creatures, but they detest working with others. If a situation forces shadowseekers to work with allies, they often mock their ostensible partners and work to maneuver their allies into unfavorable positions. A squabbling group of shadowseekers invokes a bewildering array of threats and ridicule that often throws off their foes.



DERRO SHADOWSEEKER

Small humanoid (derro), chaotic evil

Armor Class 17 (studded leather)
Hit Points 112 (15d6 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	18 (+4)	13 (+1)	7 (–2)	14 (+2)

Saving Throws Cha +5
Skills Acrobatics +8, Perception +1, Sleight of Hand +8, Stealth +8
Senses darkvision 120 ft., passive Perception 11
Languages Common, Dwarvish, Undercommon
Challenge 6 (2,300 XP)

Erratic Movement. The shadowseeker can take the Disengage or Hide action as a bonus action on each of its turns. In addition, opportunity attacks against the shadowseeker are made with disadvantage.

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

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

Sneak Attack (1/Turn). The shadowseeker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadowseeker that isn't incapacitated and the shadowseeker doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The derro shadowseeker makes three melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Maddening Convulsions (Recharge 5–6). The shadowseeker's body contorts and spasms in bizarre ways, confounding other creatures. Each non-derro creature within 5 feet of the shadowseeker that can see it must succeed on a DC 15 Wisdom saving throw or be affected as if by a *confusion* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shadowseeker's Maddening Convulsions for the next 24 hours.

Devil, Arch-Devil, Poena

The fiendish beauty descends on dark wings, her eyes glittering with malice.

Champion of Revenge. Poena lives to harvest the souls of those who have done violence to others. In particular, she targets individuals who commit harm to children, domestic violence, or sexual assault. Victims of such crimes can call upon Poena and her servants to punish those that plague them.

Mother of Erinyes. Poena corrupted the angels who would become the erinyes, her single-minded drive to punish murderers and abusers appealing to them. Poena is attended by a band of nine female erinyes "muses."

Action Over Words. Poena is consumed by her quest for vengeance, and she frequently forgets to participate in devil politics. While her wrath can be troublesome, she is widely disregarded by other devils.

POENA, DUKE OF RETRIBUTION

Large fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 231 (22d10 + 110)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +11, Con +12, Wis +12, Cha +13

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 15

Languages Infernal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Face of the Fallen. As a bonus action, Poena transforms her face into victims her attackers recognize. Each creature within 30 feet of her that can see her sees the face of a person it has wronged and must succeed on a DC 19 Wisdom saving throw or have disadvantage on attack rolls against Poena until the end of its next turn.

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

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

Magic Weapons. Poena's weapon attacks are magical.

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

At will: *alter self* (can become Medium when changing her appearance), *bane, hold person, locate creature*

3/day each: *flame strike, phantasmal killer*

1/day each: *finger of death*

Actions

Multiattack. Poena makes three attacks: one with her bladed whip and two with her longsword. Alternatively, she makes three longbow attacks.

Bladed Whip. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 19 Constitution saving throw or lose 14 (4d6) hp at the start of each of its turns as a blade of retributive energy lodges itself in the wound. Any creature can take an action to remove the blade with a successful DC 16 Wisdom (Medicine) check. The blade crumbles to dust if the target receives magical healing.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, or 18 (2d10 + 7) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Legendary Actions

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

Mark for Death. Poena chooses a creature she can see and marks it as her quarry. She deals an extra 2d6 damage to her target whenever she hits it with a weapon attack, and she has advantage on any Wisdom (Perception) or Wisdom (Survival) check she makes to find it. The mark remains until Poena chooses a new target or until her quarry dies.

Swift Wings. Poena flies up to half her flying speed.

Attack (Cost 2 Actions). Poena makes one longsword attack.

Devil, Arch-Devil, The Curator

Bulging eyes stare unblinkingly at you from an oversized head held up by a bone neck brace. Its mottled green skin is covered by rich robes, adorned with dozens of delicately carved cages.

Curious Being. The Curator was created through a series of improbable events. An amphibious creature fell from the Material Plane into the River Styx and, after bathing in its waters, wriggled its way to the shore. Warped by magic, the now highly-intelligent and mutated creature rose to carve out its corner of Hell. Other arch-devils regard the Curator with a mixture of fear and disgust due to this bizarre origin.

Soul Museum. Hidden among the marshes of the Lower Planes, the Curator maintains a museum of souls. It seeks unusual specimens to add to the ever-growing collection of spirits preserved in its crystalline menagerie. The Curator spends its resources finding, buying, and trading for the rarest souls trapped in the Hells. No one knows why the Curator is building the museum, though creatures from across the planes are rumored to have received invitations to view it.

The Curator's Lair

The Curator's museum is a crystalline structure raised from the marshy lands fed by the River Styx. Hidden by magic, the beautiful building is nearly impossible to find without an invitation. The inside of the museum is filled with soul cages carved with luminescent runes, ice sculptures imbued with gleaming souls, and drifting spirits confined within its walls.

Lair Actions

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

- All souls in the museum cease to emit light, and the lair becomes completely dark. The souls begin to glow once again on initiative count 20 on the next round.
- Souls fly to the Curator to shield it, and the Curator gains 15 temporary hp. They remain until initiative count 20 on the next round.
- The Curator commands the captured souls to scream. Each creature the Curator can see within 120 feet of it must succeed on a DC 20 Wisdom saving throw or take 18 (4d8) psychic damage.

Regional Effects

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

- If a creature does not possess an invitation to the museum, dense fog and a labyrinth of marshes make the area within 1 mile of the lair heavily obscured difficult terrain.
- The fog that surrounds the lair is filled with whispering voices and the barely-visible forms of spirits. The spirits harass living creatures, making it impossible to benefit from a long rest while within 1 mile of the lair.

- The marshy land within 1 mile of the lair is home to an alarmingly large population of frogs and toads. The Curator can choose to see or hear through the senses of any frog or toad in this area and can speak through it while doing so.

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

THE CURATOR, HELL'S COLLECTOR

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 337 (27d10 + 189)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	25 (+7)	26 (+8)	24 (+7)	26 (+8)

Saving Throws Dex +8, Con +14, Int +15, Wis +14

Damage Resistances cold

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Amphibious. The Curator can breathe air and water.

Aura of Torment. A creature that starts its turn within 10 feet of the Curator feels the torment of the captured souls and takes 5 (1d10) psychic damage.

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

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

Magic Weapons. The Curator's weapon attacks are magical.

Soul Regeneration. The energies of the souls surrounding the Curator heal its wounds. The Curator regains 20 hp at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The Curator dies only if it starts its turn with 0 hp and doesn't regenerate.

Innate Spellcasting. The Curator's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no material components:

At will: *animal messenger, arcane eye, detect magic, dispel magic, invisibility* (self only)

3/day each: *eyebite, legend lore, mirror image, shapechange* (only into the form of a giant toad or frog)

1/day each: *forcecage, sequester, teleport* (self only)

ACTIONS

Multiattack. The Curator makes three attacks: one with its bite and two with its soul cage. It can use its tongue in place of its bite attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage plus 10 (3d6) poison damage.

Tongue. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and if the creature is Large or smaller, it is pulled up to 10 feet toward the Curator.

Soul Cage. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 14 (4d6) psychic damage. The Curator has advantage on the attack roll if the soul cage contains the soul of at least one of the target's allies.

Unbind Soul (Recharge 5–6). A creature the Curator can see within 60 feet of it must make a DC 20 Wisdom saving throw. If the saving throw fails by 5 or more, the creature falls unconscious as its soul is trapped in the Curator's soul cage. Otherwise, a creature that fails the saving throw is restrained as its soul struggles to stay in its body. A restrained creature must repeat the saving throw at the end of its next turn, falling unconscious with its soul trapped in the soul cage on a failure or ending the effect on a success. A successful *dispel magic* spell (DC 19) cast on the soul cage releases all souls trapped within it. A creature's body can survive unconscious for three days without a soul. After the third day, the body dies, and the creature can't be resurrected until its soul is freed.

LEGENDARY ACTIONS

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

Agile Leap. The Curator leaps up to its speed without provoking opportunity attacks. When it leaps, it ignores difficult terrain and obstacles in its way.

Attack (Costs 2 Actions). The Curator makes one bite or tongue attack.

Cast a Spell (Costs 3 Actions). The Curator casts a spell from its list of innate spells, consuming a use of the spell as normal.

THE CURATOR IN MIDGARD

The Curator inhabits a museum in the marshes of Archedantuss. Mammon rules the plane, but his primary concern is the accumulation of wealth. The Curator has struck a bargain with Mammon, which allows the Curator to keep its collection and museum on the shores of the River Styx in exchange for two things: the Curator must collect lesser souls for Mammon, and the Curator must glean the locations of all material treasures its curated souls kept in life. For more information on the plane of Archedantuss, see ***Warlock #16: Eleven Hells***.

Devil, Arachnocrat

A portly gentleman with slender arms and legs keeps his face and hands carefully concealed.

Arachnocrats are spider-like fiends who enjoy masquerading as members of high society. They eat haute cuisine and drink fine wine in the company of humans.

Finer Tastes. Viewing the wealth and standing of their victims as the greatest measure of taste, these devils delight in aristocratic prey, though they most often feed on the liquefied innards of servants of the aristocracy to avoid detection. They use local spiders as spies and informants to get closer to their quarries or discover dark secrets their quarries would rather keep hidden. Ever patient in their schemes of corruption, arachnocrats often court their quarries over months of theatre, dinner parties, and elaborate balls.

Hidden in Plain Sight. Arachnocrats are adept at disguising themselves as aristocrats. Their most noticeable features are their clawed hands and their spider-like faces, which they cover with gloves, masks, scarves, voluminous robes, and similar attire. The eccentricities of the well-to-do help to cast off any suspicion over their odd coverings.

As Good As Gold. The arachnocrat's preferred prey comes at a high price. Blessed by the Arch-Devil of Greed, Mammon (*Tome of Beasts*, p. 99), arachnocrats have a second stomach that can turn common rocks into faux gemstones. The fiends vomit up the gemstones after digesting the rocks for a few months, and they use the gemstones to fund their endeavors. The counterfeit nature of the gems is detectable by only true craftsmen.

ARACHNOCRAT

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 93 (17d8 + 17)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Dex +5, Int +4, Cha +6
Skills Deception +8, Insight +4, Persuasion +6, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Aristocratic Disguise. An arachnocrat in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a humanoid aristocrat.

Devil's Sight. Magical darkness doesn't impede the arachnocrat's darkvision.

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

Speak with Spiders. The arachnocrat can communicate with spiders and other arachnids as if they shared a language.

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

ACTIONS

Multiattack. The arachnocrat makes two claw attacks. If both claws hit a Medium or smaller target, the target is restrained in gilded webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 8; immunity to bludgeoning, poison, and psychic damage).

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way. The skin of a creature that dies while poisoned takes on a golden hue.

Devil, Blood Imp

Blood drips from the lips of this crimson fiend.

Agents of Death. Blood imps are the devilish servants of gods of blood, death, and decay. On the Material Plane they are often found hastening the deaths of sacrifices and drinking spilled blood in the names of their masters.

Temple Bane. Blood imps despise the temples of gods of life and healing. The devils are driven to a mad rage when close to the altar of such a deity and go out of their way to defile or destroy it.

BLOOD IMP

Tiny fiend (devil), lawful evil
Armor Class 13 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	14 (+2)

Skills Persuasion +4, Religion +5, Stealth +4
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Common, Infernal
Challenge 1/2 (100 XP)

Bleed the Dying. The imp's sting has greater efficacy against injured creatures. When the imp hits a creature that doesn't have all its hit points with its sting, the sting deals an extra 1d4 poison damage.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

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

Spew Blood. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) poison damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next turn.

BLOOD IMPS IN MIDGARD

The Blood Goddess Marena makes frequent use of blood imps and is rarely seen without a pack of them nearby, receiving and delivering messages on her behalf. Her followers see the appearance of a blood imp as an auspicious event and a blessing. It is said several blood imps appeared at King Lucan's side during the siege of Krakova, each representing a Krakovan city, minus one—a sign from the Blood Goddess that he would not win all of the Electoral Kingdom.

BLOOD IMP FAMILIARS

Blood imps often serve the followers of their deities and encourage those followers to shed blood wherever they go. Such imps have the following trait.

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

Devil, Nephirron

This devilish monster has a draconic body covered in thick, greenish-gold scales and the head of a handsome giant with gleaming red eyes. It opens its mouth in a sardonic smile, and the head of a serpent appears between its lips, hissing with malevolent, mirthful relish.

Devilish Infiltrators. Nephirron devils are powerful fiends with draconic features that are adept at corrupting good-aligned dragons and bending evil dragons to their will. The older and more powerful the dragon, the bigger the challenge in the eyes of the nephirron devil. When two of these devils meet, they typically boast about the number and types of dragons they have manipulated and destroyed. This pride can also be a nephirron devil's undoing, however, for it often overlooks humanoids attempting to interfere with its plans, and more than one nephirron devil has been brought low by a band of mortal heroes.

Hellish Nobles. Nephirron devils are treated as lesser nobility in the hells, second only to pit fiends and arch-devils in the infernal pecking order. A nephirron devil is often served by ghost dragons (*Creature Codex*, p. 170), remnants of good and evil dragons the nephirron devil corrupted and inevitably consumed.

NEPHIRRON DEVIL

Huge fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	23 (+6)	22 (+6)	19 (+4)	25 (+7)

Saving Throws Dex +7, Con +11, Wis +9
Skills Arcana +11, Deception +12, Insight +9, Intimidation +12, Perception +9, Persuasion +12
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses truesight 90 ft., passive Perception 19
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Devil's Sight. Magical darkness doesn't impede the nephirron's darkvision.

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

Master Liar. The nephirron has advantage on Charisma (Deception) checks when telling a lie.

Innate Spellcasting. The nephirron devil's spellcasting ability is Charisma (spell save DC 20). The nephirron can innately cast the following spells, requiring no material components:

At will: *detect thoughts, protection from evil and good, teleport* (self plus 150 pounds only)
3/day each: *flame strike, scrying, wall of ice*
1/day each: *confusion, mass suggestion, shapechange* (dragon or humanoid form only)

Actions

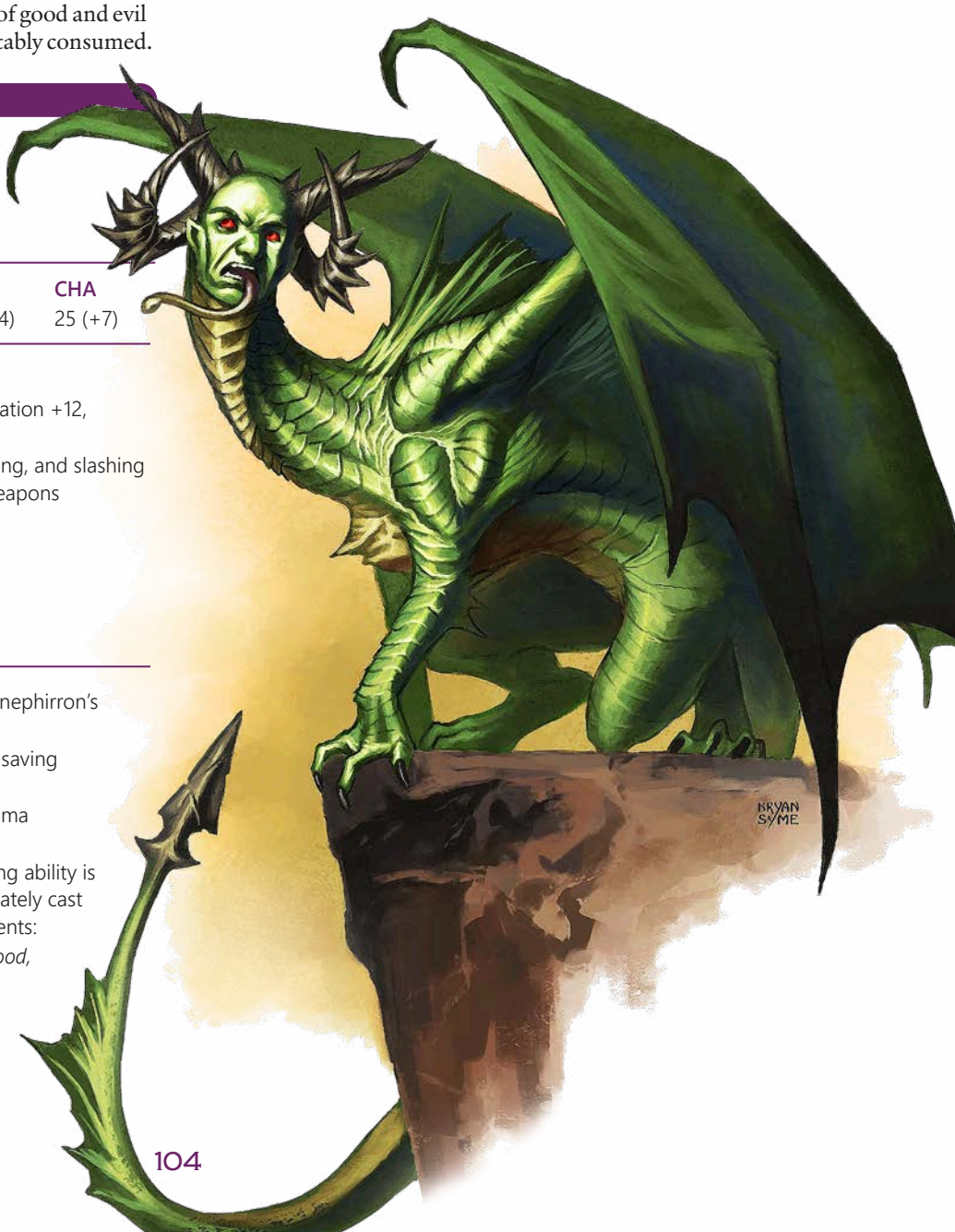
Multiattack. The nephirron devil makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or fall unconscious for 1 minute, or until it takes damage or someone uses an action to shake or slap it awake. Dragons and dragon-like creatures, such as dragonborn, have disadvantage on this saving throw.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Reactions

Sculpt Breath (Recharge 6). When the nephirron is in the area of a spell, such as *fireball*, or a breath weapon, it can create a hole in the spell or breath weapon, protecting itself from the effects. If it does so, the nephirron automatically succeeds on its saving throw against the spell or breath weapon and takes no damage if it would normally take half damage on a successful save.



Devil, Scribe

A fiend with yellow skin covered in Infernal script examines a scroll as its pointed, ink-drenched tail twitches, eager to make corrections.

Scribe devils are the ill-tempered authors of infernal contracts, which outline deals between mortals and devils.

Masters of Legal Logic. No fiends better understand the power of bureaucracy and a written contract than scribe devils. Able to draw up a contract for a deal at a moment's notice, these devils carefully select every letter of a written deal. Typically, their ink-soaked tails craft documents that confuse and misdirect mortals into raw deals. If a fellow fiend gets on a scribe devil's bad side or in the way, the scribe devil has no qualms about writing a bad contract for the fiend.

Contract Makers. Scribe devils make their documents from the skins of damned mortals acquired with the fiend's knife-like claws. Their ink is the blood of ink devils (*Tome of Beasts*, p. 107), who scribe devils enjoy bullying and bleeding.

Servants of Totivillus. Scribe devils are direct charges of Totivillus (*Tome of Beasts*, p. 101). The arch-devil keeps detailed records of the contracts they write and oversees their work, rewarding those who write clever deals and punishing his sloppier scribes.

SCRIBE DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 30 ft.

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

Saving Throws Con +6, Int +7, Wis +5, Cha +6
Skills Deception +6, Insight +5, Perception +4
Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the scribe's darkvision.

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

Innate Spellcasting. The scribe devil's spellcasting ability is Intelligence (spell save DC 15). The devil can innately cast the following spells, requiring no material components:

At will: *detect magic, illusory script*
3/day each: *dispel magic, zone of truth*
1/day each: *glyph of warding, modify memory*

Actions

Multiattack. The scribe devil makes two attacks: one with its claws and one with its tail.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become blinded as its eyes turn black and fill with infernal ink. The condition can be removed with a *greater restoration* spell or similar magic. Alternatively, a creature with a healer's kit can drain the ink from a blinded creature's eyes with a successful DC 14 Wisdom (Medicine) check. If this check fails by 5 or more, the attempt to drain the ink instead removes the blinded creature's eyes and the creature takes 21 (6d6) piercing damage.

Devil, Tzepharion

Strutting forward on four legs tipped with sharp talons, this raptor-like fiend has dark crimson feathers covering its scaled hide and an extended, eyeless, saw-toothed maw. A baleful orange eye glares from the monster's chest.

Primeval Devils. Tzepharions are perhaps the most savage and primal of all devils. They care little for the schemes and temptations of other devils and are happy to spend their time chasing and devouring lower life forms. For this reason, tzepharions are treated as simple beasts by other fiends, and packs of tzepharions are sometimes employed by pit fiends and arch-devils on hunting trips.

Structured Packs. Despite their limited intelligence, tzepharions are highly lawful fiends and organize themselves into tightly regimented packs to hunt down prey. Each tzepharion knows its place in the pack and coordinates with its fellows in battle. Tzepharions on the Material Plane band together for survival or work to control a pack of dire wolves, a pride of lions, or another group of carnivorous beasts.

TZEPHARION

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (–3)	18 (+4)	13 (+1)

Skills Animal Handling +7, Athletics +10, Perception +7, Survival +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages understands Infernal but can't speak
Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the tzepharion's darkvision.

Eye of Rage. As a bonus action, the tzepharion incites rage in up to three beasts or monstrosities it can see within 60 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or become enraged until the end of its next turn. While enraged, it has advantage on its attack rolls, but it is unable to distinguish friend from foe and must attack the nearest creature other than the tzepharion. This trait doesn't work on targets with an Intelligence of 6 or higher.

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

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

Actions

Multiattack. The tzepharion devil makes one bite attack and four claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Soul Jolt (Recharge 6). The tzepharion leaps up to 20 feet through the air and makes a claw attack against a target within reach. If it hits, the target must succeed on a DC 15 Wisdom saving throw or its soul is forced out of its body, appearing 20 feet in a random direction away from its body, for 1 minute. The creature has control of its soul, which is invisible and can move through creatures and objects as if they were difficult terrain, but it can't cast spells or take any actions. The creature's body is knocked unconscious and can't be awoken until its soul returns, but it can take damage as normal. The creature can repeat the saving throw at the end of each of its turns, reoccupying its body on a success. Alternatively, a creature can reoccupy its body early if it starts its turn within 5 feet of its body. If a creature doesn't return to its body within 1 minute, the creature dies. If its body is reduced to 0 hp before the creature reoccupies its body, the creature dies.

Dimensional Shambler

The large creature lumbers forward, its ape-like and insectoid features blending incomprehensibly. It blinks in and out of existence, closing in on prey in a manner that betrays both the eye and time itself.

Solitary and efficient hunters, dimensional shamblers often materialize in closed structures to surprise prey that believes it is safely hidden. Capable of seeing into and entering the Lower Planes, they regularly stalk targets in the Material Plane by hopping in and out of other planes to remain undetectable.

Disturbing Form. The dimensional shambler has a rudimentary face with dead eyes, thick hide, and symetrical hands. Its claw-tipped fingers bend in either direction. Moving through many dimensions, the creature's disturbing gait suggests a lack of any conventional skeletal structure.

Unknown Origins. The number and lifecycle of these creatures is unknown. No records of more than one shambler appearing in the Material Plane at one time exist, and it is not clear whether they were created by some dark or inscrutable power or evolved naturally.

DIMENSIONAL SHAMBLER

Large aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	17 (+3)	21 (+5)	16 (+3)	13 (+1)

Saving Throws Dex +9, Con +7, Int +9, Wis +7
Skills Arcana +9, Athletics +10, Perception +7, Stealth +9
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Infernal, Void Speech
Challenge 9 (5,000 XP)

Look Between. As a bonus action, the dimensional shambler can see 60 feet into any of the Lower Planes when it is on the Material Plane, and vice versa. This sight lasts until the beginning of its next turn. During this time, the dimensional shambler is deaf and blind with regard to its own senses in its current plane.

Maddening Form. When a creature that can see the dimensional shambler starts its turn within 30 feet of the dimensional shambler, the dimensional shambler can force it to make a DC 16 Constitution saving throw if the dimensional shambler is not incapacitated. On a failed save, the creature is frightened until the start of its next turn. If the creature is concentrating on a spell, that creature must succeed on a DC 16 Constitution saving throw or lose concentration on the spell.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dimensional shambler until the start of its next turn, when it can avert its eyes again. If the creature looks at the dimensional shambler in the meantime, it must immediately make the saving throw.

Step Between. As a bonus action, the dimensional shambler can magically shift from the Material Plane to any Lower Plane, or vice versa. It can't bring other creatures with it when it shifts in this way.

ACTIONS

Multiattack. A dimensional shambler makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 16).

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Drag Through. The dimensional shambler shifts through multiple dimensions with a target it is grappling, ending in the same dimension it began. The creature 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.

Dinosaurs

Compsognathus

The curious bipedal lizard lets out a musical chirp. More chirps respond from within the nearby grass, becoming a sinister chorus.

Compsognathus is one of the smallest carnivorous dinosaurs. Its stature leads many to underestimate the deadly nature of a pack of these beasts.

Kobold Pets. Compsognathus are often kept by kobolds as pets. Kobolds are particularly fond of building traps that feed swarms of the dinosaurs by placing them at the bottom of a hidden pit or rigging a cage full of the creatures to drop on the heads of unsuspecting adventurers.

Little Dinosaurs, Big Appetites. Though compsognathus are small, they live in large packs. Compsognathus are not afraid of larger prey when they hunt together as a swarm and will seek out a meal worthy of the pack.

Silently Surrounds. Compsognathus are naturally stealthy thanks to their size and ability to blend in with natural terrain. They hunt in tall grass or areas of dense foliage, spreading out to surround their prey before attacking.

Compsognathus

Tiny beast, unaligned

Armor Class 12
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +6
Senses passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Grasslands Camouflage. The compsognathus has advantage on Dexterity (Stealth) checks made to hide in tall grass.

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

Actions

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

Swarm of Compsognathus

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +6
Senses passive Perception 12
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, prone, restrained, stunned
Languages —
Challenge 1 (200 XP)

Grasslands Camouflage. The compsognathus has advantage on Dexterity (Stealth) checks made to hide in tall grass.

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 compsognathus. The swarm can't regain hp or gain temporary hp.

Compsognathus Familiars

Compsognathus readily bond with their pack mates, and a young compsognathus without a pack is often willing to serve a spellcaster as a familiar. Such compsognathus have the following trait.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hp or fewer.

TRICENATORUS

A bipedal dinosaur with massive horns on its face, back, and tail roars, revealing an enormous mouth filled with rows of razor teeth.

Tricenatoruses are the rage-filled result of a transmutation experiment gone wrong.

Unnatural Mistakes. A transmutation wizard attempted to magically bring together two dinosaurs to create the ultimate guardian, one with the power of the tyrannosaurus and the docile nature of the triceratops. Instead, the wizard created unnatural, spiked monsters with a hunger for flesh and an unmatched rage.

Always Angry. From the moment they hatch, tricenatoruses are angry. This rage makes them reckless and difficult to harm. Most of these monstrous dinosaurs stay deep within the jungle, but tricenatoruses are relentless when they find prey, leading them to sometimes chase explorers into civilized settlements.

TRICENATORUS

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	2 (–4)	12 (+1)	8 (–1)

Saving Throws Con +9, Wis +5
Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 15
Languages —
Challenge 13 (10,000 XP)

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

Relentless (Recharges after a Short or Long Rest). If the tricenatorus takes 40 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

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

Tail Spike Regrowth. The tricenatorus has twenty-four tail spikes. Used spikes regrow when the tricenatorus finishes a long rest.

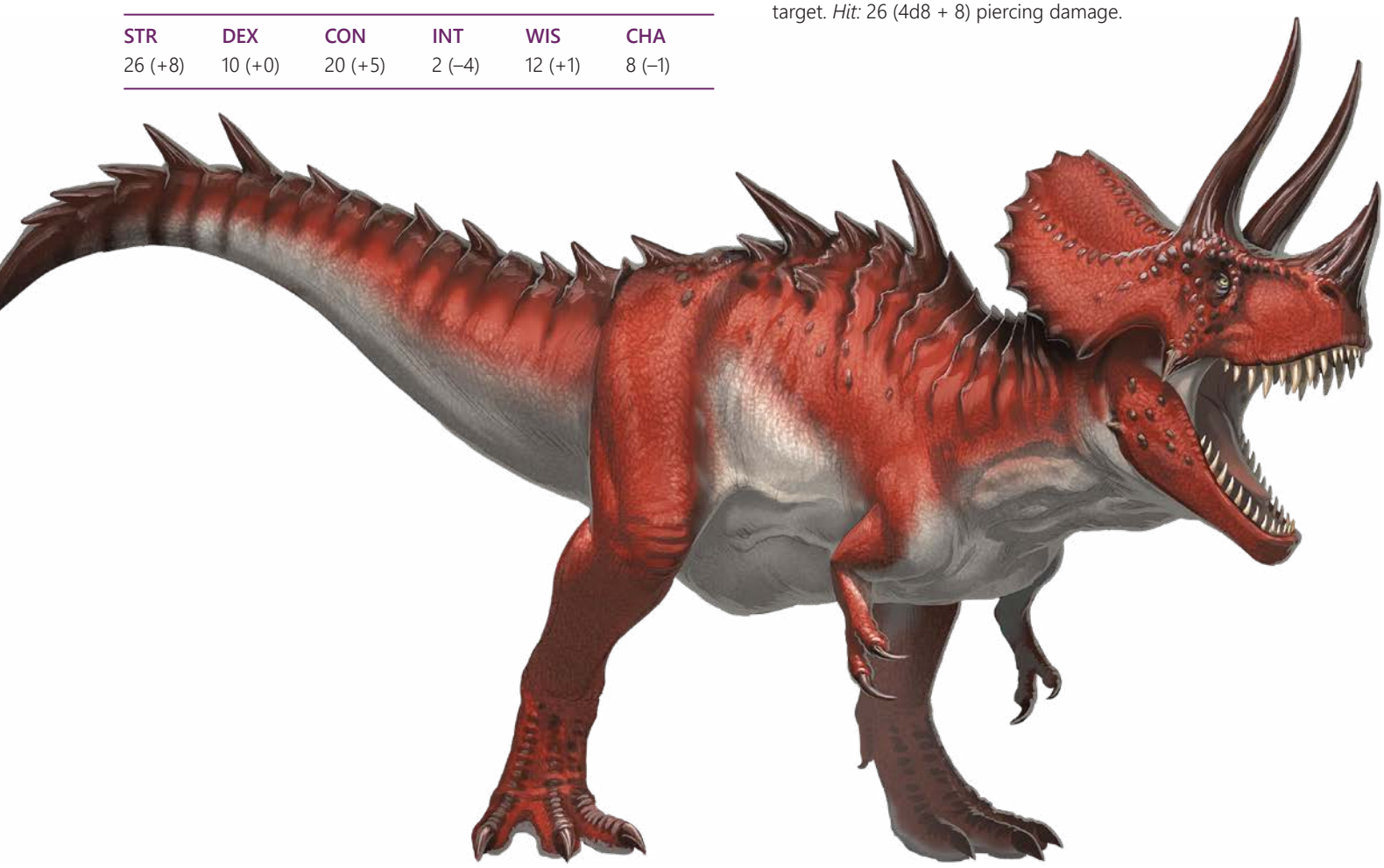
ACTIONS

Multiattack. The tricenatorus makes two attacks: one with its bite and one with its gore, or two with its tail spikes. It can't use its gore against a creature restrained by its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the tricenatorus can't bite another target.

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Tail Spike. *Ranged Weapon Attack:* +12 to hit, range 150/300 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.



Dragon, Boreal

Covered in a mix of hard, blue-white scales and patches of silvery-blue fur, this dragon radiates a savage belligerence. Its amber eyes gleam with primal fury as it stretches its wings, sending a shower of burning sparks sizzling onto the ground.

Paradoxical Predators. Boreal dragons inhabit the arctic and alpine places of the world, from snow-capped conifer forests and frigid mountain peaks to flat, icy plains and polar seas. Unlike white or silver dragons, however, boreal dragons are not creatures of cold but rather of heat and flames. Their breath is filled with burning embers, and their preferred lairs contain some sort of natural heat source. While this contradiction has puzzled many scholars of draconic lore, boreal dragons are unconcerned about such trivial matters and are likely to devour any sage or wizard impertinent enough to question their choice of habitat.

Dragons of Rage. Boreal dragons are among the most straightforward of all true dragons, driven by simple necessities like hunting and mating. They hate most other dragons with a passion and war constantly with those that share their arctic homeland, driving off or killing any dragons they encounter. Boreal dragons are truculent creatures and love nothing better than getting into a fight; however, they do not target defenseless creatures or those far weaker than themselves unless they are hunting for food. Because they respect strength above all else, a creature can gain a boreal dragon's admiration through acts of intense bravery or slaughter. In particular, the dragons are fond of large arctic predators, such as saber-toothed tigers and polar bears, and often invite the creatures to live in their lairs.

A Boreal Dragon's Lair

Boreal dragons make their home in arctic or subarctic regions, particularly areas warmed by geothermal activity. Suitable sites for their lairs include cliffs above magma deposits or fissures, large caves at the edge of volcanic craters or near hot springs, or the abandoned outposts of fire giants. Boreal dragons also enjoy taking over the lairs of other dragons, particularly those they have personally slain or driven out.

Lair Actions

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

- The dragon chooses a creature it can see within 120 feet of it. The target must succeed on a DC 15 Wisdom saving throw or become enraged until the end of its next turn. While enraged, the creature has advantage on melee attack rolls, but it is unable to distinguish friend from foe and must attack the nearest creature other than the dragon. If no other creature is near enough to move to and attack, the victim stalks off in a random direction, seeking a target for its rage.
- The dragon magically calls a saber-toothed tiger or polar bear to aid it in battle. The creature appears within 120 feet of the dragon, emerging from a nearby cave entrance or other suitable opening, and acts as the dragon's ally. The creature remains for 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- Searing winds batter a point the dragon can see within 120 feet of it. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Regional Effects

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

- Temperatures within 5 miles of the dragon's lair are warmer than in the surrounding lands. Snow melts shortly after landing, plants are more common, and animals lose their winter coats.
- Beasts and monstrosities are more aggressive within 3 miles of the dragon's lair. Animal Handling checks in the area are made with disadvantage.
- Volcanic fissures and geysers spring up within 1 mile of the dragon's lair.

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

Ancient Boreal Dragon

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +7, Con +15, Wis +11, Cha +11
Skills Athletics +16, Perception +18, Stealth +7
Damage Resistances cold
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Draconic, Giant
Challenge 24 (62,000 XP)

Ember Wreath (1/Day). As a bonus action, the boreal dragon wreathes its body in searing blue and white embers. The embers last for 1 minute or until the dragon uses its breath weapon. A creature that enters or starts its turn in a space within 30 feet of the dragon must make a DC 23 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it suffers one level of exhaustion as the water is sapped from its body by the unrelenting heat.

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

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cinder Breath (Recharge 5–6). The dragon exhales a 90-foot cone of superheated air filled with blue-white embers. Each creature in that area must make a DC 23 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BOREAL DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +9, Cha +9
Skills Athletics +13, Perception +15, Stealth +6
Damage Resistances cold
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Draconic, Giant
Challenge 17 (18,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cinder Breath (Recharge 5–6). The dragon exhales a 60-foot cone of superheated air filled with white-hot embers. Each creature in that area must make a DC 20 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BOREAL DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +3, Con +7, Wis +5, Cha +5
Skills Athletics +8, Perception +8, Stealth +3
Damage Resistances cold
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Giant
Challenge 8 (3,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Cinder Breath (Recharge 5–6). The dragon exhales a 30-foot cone of superheated air filled with white-hot embers. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

Cinder Breath (Recharge 5–6). The dragon exhales a 15-foot cone of superheated air filled with white-hot embers. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

BOREAL DRAGON WYRMLING

Medium dragon, chaotic neutral
Armor Class 17 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Athletics +5, Perception +5, Stealth +2
Damage Resistances cold
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)

ACTIONS

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

Dragon, Imperial

The long, serpentine dragon is wingless and possesses shimmering, opalescent scales. Its appearance is at once both serene and majestic.

Dragons of the Spirit World. Imperial dragons are tied to the world of celestials, fiends, and spirits. They freely parley with such creatures for knowledge about the outer planes or the fundamental mysteries of the universe. Some of the most powerful imperial dragons even become the servants of the gods in exchange for wisdom, acting as intermediaries between the divine and mortal realms.

Colorful and Magical. Imperial dragons are capable of changing their colors and forms. They are typically a rich, golden-yellow, but azure-, jade-, and vermillion-colored dragons are not unheard of, and even white and black imperial dragons have been reported. A magical organ in their skulls gives them the ability to fly without the aid of wings, and they are often hunted for this organ, which is rumored to grant eternal life if consumed.

Masters of Wind and Rain. Imperial dragons are creatures of wind and water, and the eldest of their kind exhibit mastery of these elements. They love the seas where they make their homes and sometimes act as guardians for sacred sites or temples near or beneath the waves. This often puts them in conflict with militant aquatic races like the sahuagin and evil water-dwelling monsters like krakens and sea dragons (*Tome of Beasts*, p. 135).

An Imperial Dragon's Lair

Imperial dragons live deep below the water, typically in large rivers, lakes, and seas. While some live in simple caves, most construct great palaces of coral and kelp. These magnificent structures contain areas where air-breathing creatures can live without discomfort, and the palaces of the oldest dragons are filled with menageries, bathhouses, and even entire libraries of rare and esoteric texts.

Lair Actions

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

- The dragon causes a bolt of lightning to strike a point it can see within 120 feet of it. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed saving throw, or half as much damage on a successful saving throw.
- The dragon calls coral to surround one creature it can see within 120 feet of it. The target must succeed on a DC 15 Dexterity saving throw or be restrained. While restrained in this way, the creature takes 10 (3d6) slashing damage at the start of each of its turns. A creature, including the target, can take its action to free the target by succeeding on a DC 15 Strength check. The coral can also be attacked and destroyed (AC 10; hp 15; vulnerability to bludgeoning damage; immunity to poison and psychic damage). The coral crumbles when the dragon uses this lair action again or when the dragon dies.
- A whirl of water or wind appears on a point the dragon can see within 120 feet of it and disappears just as quickly. Each creature within 30 feet of that point must succeed on a DC 15 Strength saving throw or be pulled up to 25 feet toward that point and knocked prone.

Regional Effects

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

- The dragon's mood affects the weather and water within 6 miles of its lair. When the dragon is calm or sleeping, the sky is clear and the water still. When the dragon is angry or troubled, the sky is filled with storm clouds and the water becomes choppy.
- Fish and other marine life become more numerous within 3 miles of the dragon's lair.

- Pearls within 1 mile of the dragon's lair are imbued with healing magic. If a harvested pearl is crushed into a powder and then consumed, it provides the benefits of a potion of healing.

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

ANCIENT IMPERIAL DRAGON

Gargantuan dragon, neutral
Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	20 (+5)	18 (+4)	20 (+5)

Saving Throws Dex +9, Con +17, Wis +12, Cha +13
Skills Arcana +13, History +13, Insight +12, Perception +20, Stealth +9
Damage Immunities lightning, thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages all
Challenge 26 (90,000 XP)

Amphibious. The dragon can breathe air and water.

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

Truespeak. The dragon can communicate with any living creature as if they shared a language.

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

At will: *control water, fog cloud, gust of wind, stinking cloud*
3/day each: *cloudkill, control weather*
1/day each: *legend lore, storm of vengeance*

ACTIONS

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

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Mesmerizing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become charmed by the dragon for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape. The imperial dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hp, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

The dragon can choose to transform only part of its body with this action, allowing it to sprout rabbit-like ears or a humanoid head. These changes are purely cosmetic and don't alter statistics.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

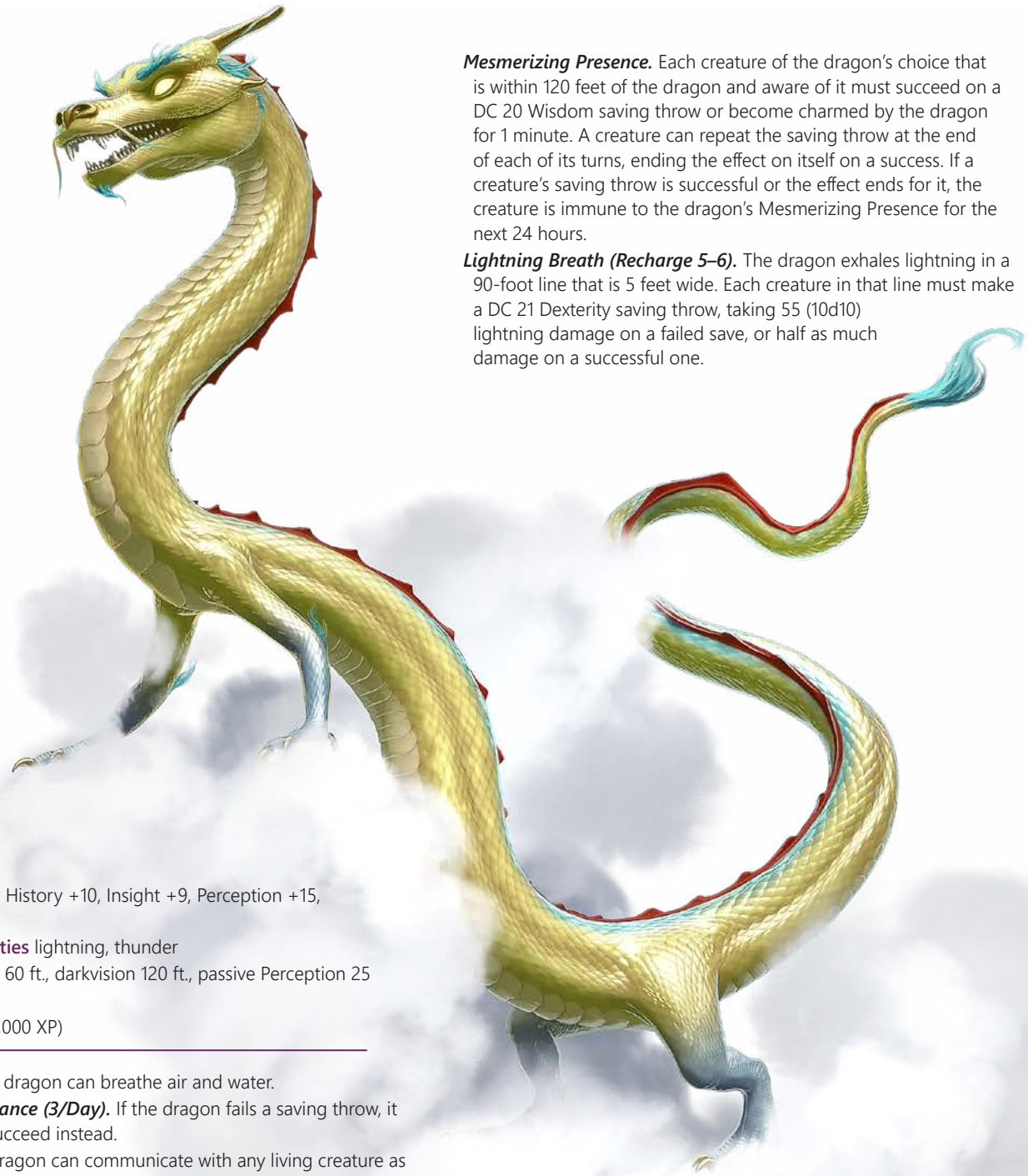
Cast a Spell (Costs 3 Actions). The dragon casts a spell from its list of innate spells, consuming a use of the spell as normal.

ADULT IMPERIAL DRAGON

Huge dragon, neutral
Armor Class 19 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +13, Wis +9, Cha +10



Skills Arcana +10, History +10, Insight +9, Perception +15, Stealth +7
Damage Immunities lightning, thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages all
Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

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

Truespeak. The dragon can communicate with any living creature as if they shared a language.

Innate Spellcasting. The imperial dragon's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components.

At will: *fog cloud*

3/day each: *control water, gust of wind, stinking cloud*

1/day each: *cloudkill, control weather*

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Mesmerizing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become charmed by the dragon for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hp, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

The dragon can choose to transform only part of its body with this action, allowing it to sprout rabbit-like ears or a humanoid head. These changes are purely cosmetic and don't alter statistics.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Cast a Spell (Costs 3 Actions). The dragon casts a spell from its list of innate spells, consuming a use of the spell as normal.

YOUNG IMPERIAL DRAGON

Large dragon, neutral

Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7
Skills Insight +6, Perception +10, Stealth +5
Damage Immunities lightning, thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 11 (7,200 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The imperial dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

3/day: *fog cloud*

1/day each: *control water, gust of wind, stinking cloud*

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

IMPERIAL DRAGON WYRMLING

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4
Skills Insight +3, Perception +5, Stealth +3
Damage Immunities lightning, thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

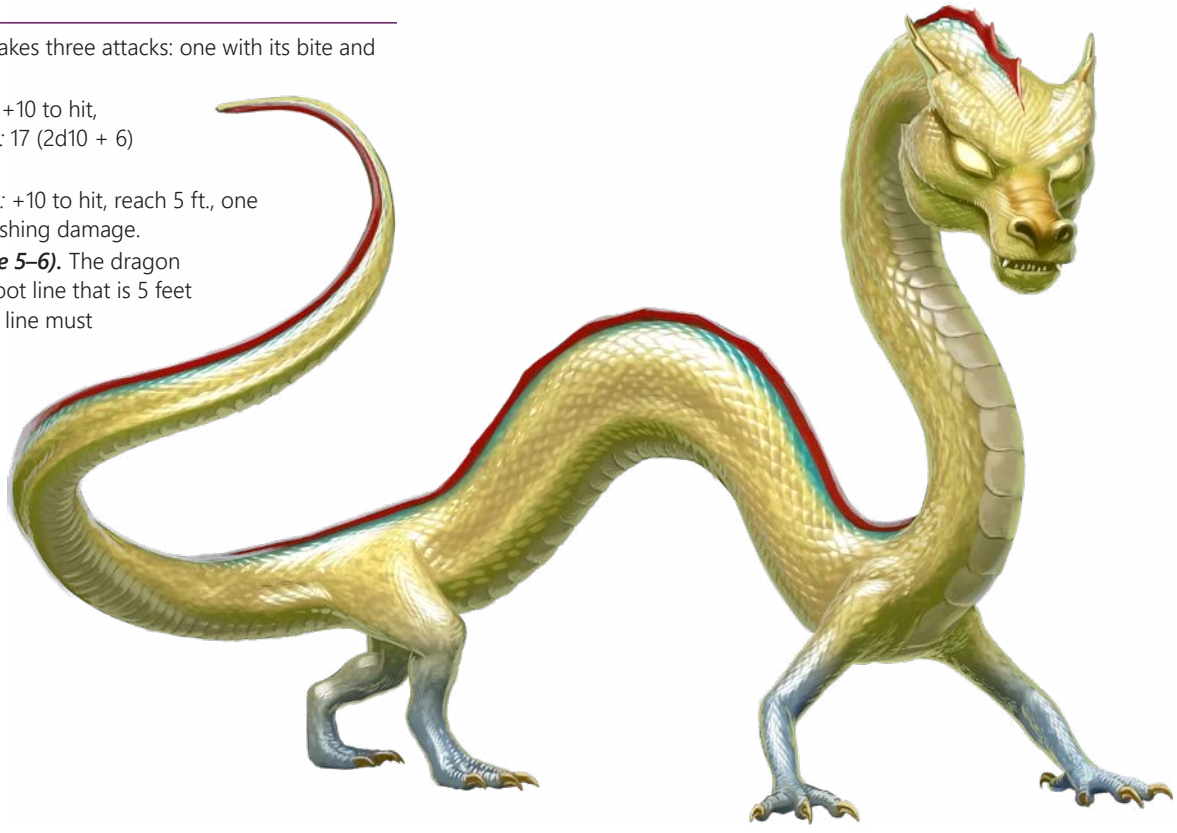
Amphibious. The dragon can breathe air and water.

Innate Spellcasting (1/Day). The dragon can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.



Dragonette, Keyhole

A wingless reptile with a long, lithe body and short, powerful legs scurries down an alley after a rat. Its pointed snout darts into the hole where its prey disappeared.

The keyhole dragonette is a small, wingless dragon with flexible bands of large, overlapping scales, a pointed snout, and a wide, flat tail.

Urban Exterminators. Keyhole dragonettes were magically bred to be adept at entering closed-off or hard-to-reach places. Their original purpose was to seek out and destroy nests of rats and other city-dwelling vermin, but they regularly find themselves employed as living lockpicks. Their sensitivity to vibrations helps them find prey no matter where it is hidden, and their long, deft tongues enable them to pick even the most complex of locks. Dragonettes have difficulty delineating between pests and pets, and they sometimes consume the furry companions of the people whose homes they are ridding of vermin.

Big Eaters. Belying their small frames, keyhole dragonettes have voracious appetites and can consume a variety of foods. Aside from meat, they enjoy fruits, nuts, and vegetables. Keyhole dragonettes with easy access to sugary foods often develop a sweet tooth.

Loyal Companions. Guards, wilderness scouts, and rogues of all types often see the value in taking a keyhole dragonette as a companion. Young dragonettes are easy to train and eagerly bond with people, quickly becoming steadfast friends with their caretakers. If the person a dragonette has bonded to dies or leaves, the dragonette becomes despondent. The depression can last for years if something doesn't occur to lift the creature's spirits.

Keyhole Dragonette Familiars

Some keyhole dragonettes are willing to serve spellcasters as a familiar. Such dragonettes have the following trait.

Familiar. The dragonette can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the dragonette senses as long as they are within 1 mile of each other. While the dragonette is within 10 feet of its companion, magic, including the dragonette's breath, can't put the companion to sleep. At any time and for any reason, the dragonette can end its service as a familiar, ending the telepathic bond.

Keyhole Dragonette

Tiny dragon, neutral

Armor Class 14 (natural armor)
Hit Points 27 (6d4 + 12)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	7 (–2)	10 (+0)	13 (+1)

Skills Perception +2, Stealth +4
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12
Languages Common, Draconic
Challenge 1/2 (100 XP)

Compress. The dragonette can squeeze through a space as narrow as 1 inch wide.

Leaping Withdraw. The dragonette's long jump is up to 20 feet, and its high jump is up to 10 feet, with or without a running start. If the dragonette leaps out of a creature's reach, it doesn't provoke opportunity attacks.

Tongue Pick. The dragonette can use its tongue to pick locks and disarm traps, as if its tongue was a set of thieves' tools. It is proficient in using its tongue in this way.

Vermin Hunter. Swarms of beasts don't have resistance to piercing and slashing damage from the dragonette. In addition, as a bonus action, the dragonette can use Scale Slash against a swarm of beasts occupying its space.

Actions

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

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

Soporific Breath (Recharge 5–6). The dragonette exhales a cloud of sleep gas in a 15-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Drake, Cave

Widely-spaced, large eyes sit on either side of the dragon's broad, flat head, and sharp, curving teeth fill its fearsome maw. It clings to the ceiling, silently waiting for prey to appear below.

Highly adapted to hunting underground, this lesser cousin of true dragons stalks cavern passages for prey.

Patient Predator. An adult cave drake is between ten and fifteen feet long, with a thin, whip-like tail that nearly doubles its overall length. Its scales are dull and colored to match the surrounding stone. A cave drake hunts by lying in wait for prey to pass, often hanging from a wall or ceiling, before ambushing with its blinding venom. The drake then tracks the blinded creature as it flees, using a keen sense of smell and the creature's disorientation to follow it. A cave drake will follow prey patiently for miles, unless its quarry wanders into the territory of another cave drake.

Solitary Hunter. The cave drake is a lone predator. It typically lairs in high-roofed caverns, atop sheer ledges, or in other areas where it can take advantage of its superior climbing ability. Each cave drake claims a wide expanse of tunnels and caverns as its territory. A cave drake will fight to defend its territory from all other creatures, including other cave drakes, with the exception of mating season, when territories fluctuate as female drakes search for mates. A female cave drake will lay two to five eggs, raising the young until they are able to hunt on their own, then driving them out.

Hoards. Like their true dragon kin, cave drakes collect treasure, favoring shiny metals and sparkling gemstones. They will often arrange such treasures near phosphorescent fungi, glowing crystals, or other sources of light. Unlike true dragons, cave drakes are not overly protective or jealous of their hoards. The more cunning of their kind often use such objects as bait to draw out greedy prey while they wait in ambush.

CAVE DRAKE

Large dragon, neutral

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (–3)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4, Survival +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 13
Languages Draconic
Challenge 3 (700 XP)

Ambusher. In the first round of combat, the cave drake has advantage on attack rolls against any creature it has surprised.

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

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

Stone Camouflage. The cave drake has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

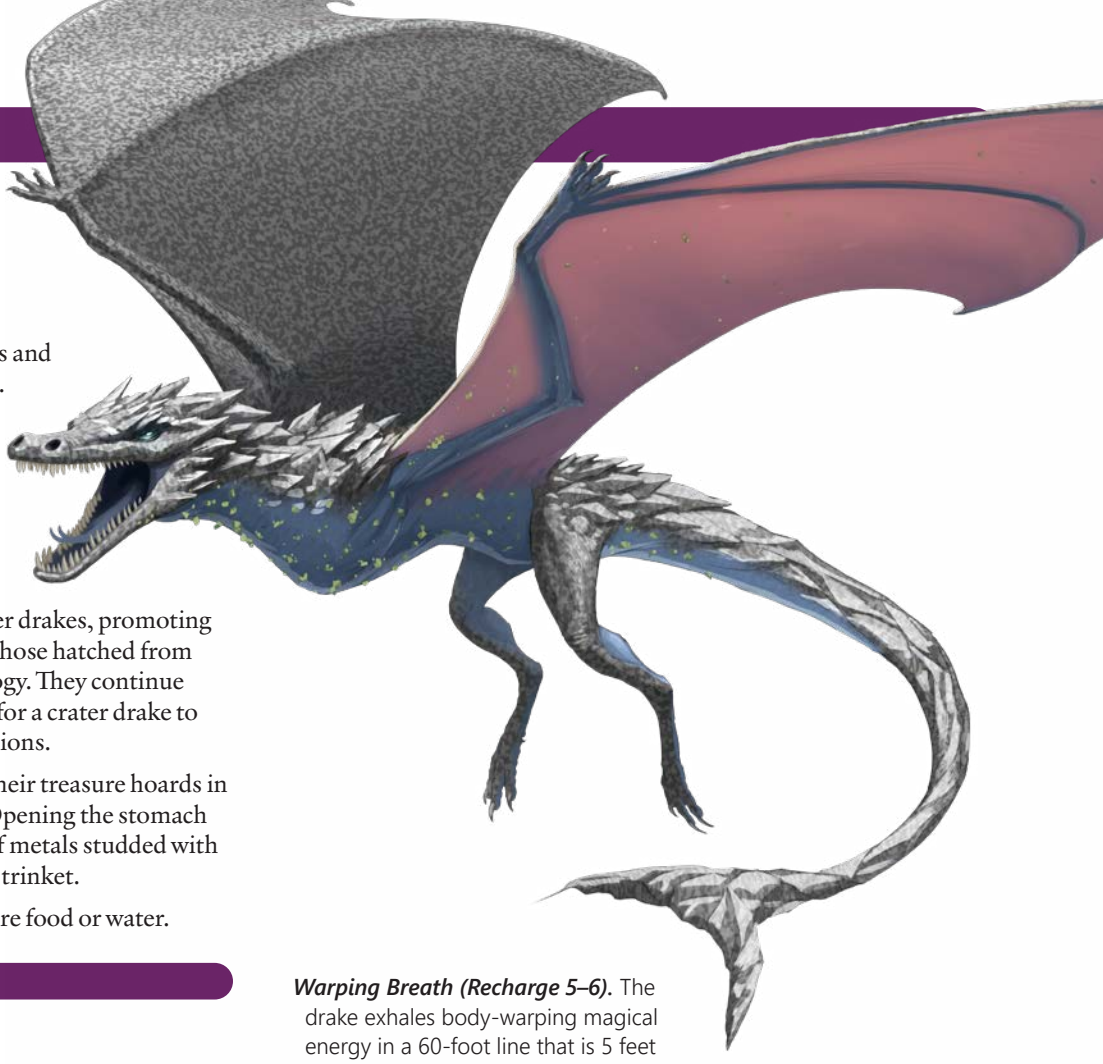
Multiattack. The cave drake makes three attacks: one with its bite and two with its claws.

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

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

Blinding Spit (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* The target is poisoned for 1 minute and must succeed on a DC 13 Constitution saving throw or be blinded while poisoned in this way.

Drake, Crater



Flecks of unnatural luminescence dot the hide of this small dragon. Plants slowly wilt in its shadow, and even insects give it a wide berth.

Crater drakes live in inhospitable badlands and thrive in areas where hostile magic lingers.

Decaying Presence. The presence of a crater drake has a profoundly negative impact on its environment. Stunted or dead vegetation and pools of toxic water surround a crater drake's lair.

Prone to Mutation. The twisted magic of their homelands infuses the crater drakes, promoting diversity in the species. Two drakes, even those hatched from the same clutch, rarely have identical biology. They continue to mutate as they age, and it isn't unusual for a crater drake to develop new abilities through these mutations.

Treasure Eaters. Crater drakes keep their treasure hoards in the safest place they know: their gullets. Opening the stomach of a dead crater drake reveals fused piles of metals studded with precious gems and the occasional magical trinket.

Survivor. The crater drake doesn't require food or water.

CRATER DRAKE

Small dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 187 (25d6 + 100)
Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Con +8
Skills Perception +7, Survival +7
Damage Resistances acid, force
Damage Immunities poison
Condition Immunities paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 11 (7,200 XP)

Bizarre Internal Anatomy. Critical hits against the drake become normal hits.

Magical Emission. The crater drake emits warped magic. A creature that starts its turn within 5 feet of the drake must succeed on a DC 16 Constitution saving throw or take 5 (1d10) poison damage and be poisoned until the start of its next turn.

ACTIONS

Multiattack. The drake makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 17 (5d6) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Warping Breath (Recharge 5–6). The drake exhales body-warping magical energy in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more develops tumors across its body. A creature with tumors has disadvantage on attack rolls and ability checks that use Strength or Dexterity. These tumors last until cured by a *greater restoration* spell or similar magic.

CRATER DRAKE MUTATIONS

Mutation is common among crater drakes. If you want to make a crater drake that is unique from typical crater drakes, roll a d6 or choose a mutation from the following

1. ***Tail Sweep.*** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage, and the target must succeed on a DC 17 Dexterity saving throw or be knocked prone. The drake can use this in place of one claw attack when using its Multiattack action.
2. ***Immunity to Acid.*** The drake has immunity, rather than resistance, to acid damage.
3. ***Steel Hide.*** The drake's hide is tougher than most drakes. Its Armor Class increases by 2.
4. ***Caustic Bite.*** Instead of poison damage, the drake's bite deals an extra 17 (5d6) acid damage.
5. ***Burrower.*** The drake's wings are stunted and useless. It doesn't have a flying speed, but it has a burrowing speed of 30 feet.
6. ***Survivor's Fortitude.*** If damage reduces the drake to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the drake drops to 1 hp instead.

Drake, Diminution

The diminution drake removes its stinger from its prey, watching them shrink to one-foot-tall. It then flings its spaghetti-like tongue around the pint-sized victim and engulfs it in one swift motion.

This draconic hunter can shrink or grow from a cat-sized to a person-sized drake. Diminution drakes resemble dragons with a long, tubular snouts. Their eyes have red pupils that continually contract from wide spheres to tiny dots and back again. They have subpar vision and hearing but an extraordinary sense of smell.

Shrinking Hunter. The diminution drake uses the shrinking properties of its toxic breath weapon and stinger to reduce the size of its prey. Once a creature has been reduced in size, the drake uses its spaghetti-like tongue to swallow its prey.

Hunters of Sport. Diminution drakes can live off of rodents and small animals, but they find great satisfaction in hunting, diminishing, and devouring larger prey. The gut of the drake can digest anything, and digesting a shrunken, armored adventurer is of no consequence. The drake is a cunning hunter, often hiding as a tiny creature to set up ambushes.

DIMINUTION DRAKE

Medium dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	6 (–2)	13 (+1)	10 (+0)

Saving Throws Dex +7, Wis +4, Con +4
Skills Perception +4, Stealth +4, Survival +4
Damage Immunities poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 30 ft., passive Perception 17
Languages understands Common and Draconic but can't speak
Challenge 5 (1,800 XP)

Change Scale. As a bonus action, the drake can change its size to Tiny or Small for 1 minute. While its size is reduced, it can't use In One Bite, and it has advantage on stinger attacks made against creatures larger than it. It can end this effect early as a bonus action.

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

ACTIONS

Multiattack. The drake makes two claw attacks and one stinger attack.

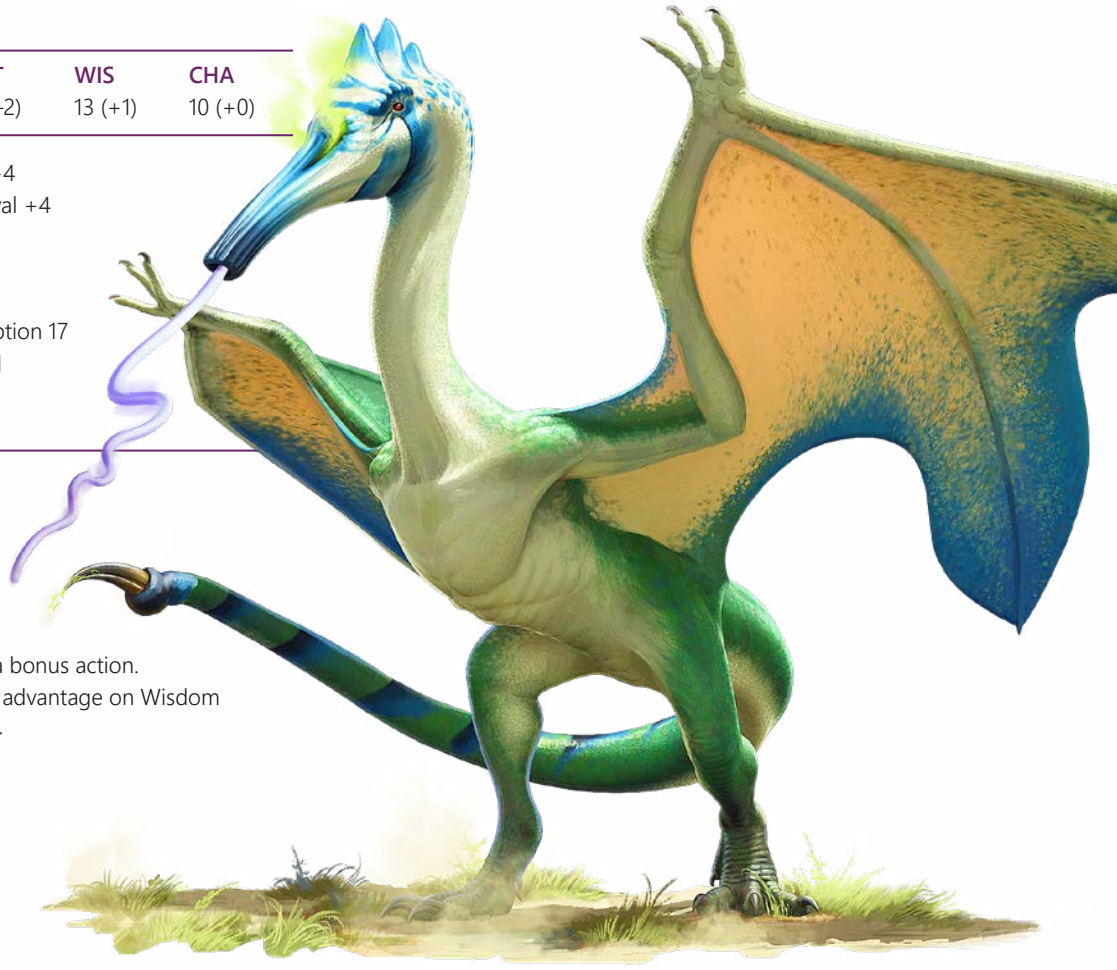
Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. Hit 10 (2d6 + 3) slashing damage

In One Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one Tiny target. *Hit:* The target must succeed on a DC 15 Dexterity saving throw or be swallowed by the drake. While swallowed, the target's hit points are reduced to 0, and it is stable. If a creature remains swallowed for 1 minute, it dies.

While it has a creature swallowed, the diminution drake can't reduce its size below Medium. If the diminution drake dies, a swallowed creature's hit points return to the amount it had before it was swallowed, and the creature falls prone in an unoccupied space within 5 feet of the drake.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or have its size reduced by one category until it completes a short or long rest. This attack can reduce a creature's size to no smaller than Tiny.

Shrinking Breath (Recharge 5–6). The drake exhales poison in a 15-foot-line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, a creature takes 17 (5d6) poison damage and its size is reduced by one category until it completes a short or long rest. On a success, it takes half the damage and isn't reduced in size. This breath can reduce a creature's size to no smaller than Tiny.



Drake, Hoard

A plump, wingless drake with golden scales and glowing amber eyes lounges on a pile of treasure. When it opens its crooked mouth, molten gold drips from its jaws.

Avarice Personified. Hoard drakes are perhaps the most avaricious and lazy of all dragonkind, spending their days lying on huge mounds of copper, silver, and gold pieces, rarely—if ever—venturing out of their lairs. Hoard drakes feed irregularly, gorging themselves on metals, minerals, and the occasional dwarf or goat when hunger finally gets the better of them. Hoard drakes are almost as vain as they are greedy and meticulously clean their scales to a polished gleam that matches their golden treasure. Hoard drakes lust after the hoards of true dragons and sometimes attack small dragons to steal their treasure or take over their lairs.

Robbers Beware. Strangely, hoard drakes are docile creatures that are open to conversation with visitors. However, hoard drakes are roused to terrible anger when even the smallest portion of their treasure is taken. At such times, a hoard drake leaves its lair to relentlessly pursue the thief, not resting until its treasure is reclaimed and the offending party is slain and eaten. A hoard drake never gives up any part of its hoard unless threatened with certain death. Even then, it doesn't rest until the indignity it has suffered has been repaid in full.

HOARD DRAKE

Large dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	20 (+5)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +8
Skills Arcana +6, History +6, Nature +6, Perception +3
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 13
Languages Common, Draconic
Challenge 8 (3,900 XP)

Miser's Fury. The hoard drake knows the scent of every coin, gem and item of value in its hoard. The drake has advantage on Wisdom (Perception and Survival) checks to find and track its hoard. In addition, it has advantage on attack rolls against a creature if the creature is in possession of any portion of its hoard.

Treasure Sense. A hoard drake can pinpoint, by scent, the location of precious metals and minerals, such as coins and gems, within 60 feet of it. In addition, it can differentiate between various types of metals and minerals and can determine if the metal or mineral is magical.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Midas Breath (Recharge 6). The hoard drake spits molten gold in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 36 (8d8) fire damage and the gold clings to it. On a success, a creature takes half the damage and the gold doesn't cling to it. A creature with gold clinging to it has its speed halved until it takes an action to scrape off the gold.

The gold produced by Midas Breath can be collected once it has cooled, providing roughly 50 gp worth of gold dust and scraps each time it spits molten gold.

Drake, Hoarfrost

This small, blue-tinged dragon has frozen spikes covering its body and wings that look like cracked sheaves of ice. When the dragon exhales, its breath covers everything in a patina of frost.

White Dragon Servants. Hoarfrost drakes share territory with white dragons, not as rivals, but as minions. As disagreeable as the more impressive dragons, hoarfrost drakes are apt proxies for their masters. Failure is rewarded with a swift and violent death, but the drakes are too self-assured to believe they can fail their draconic sovereigns.

Creator of Slippery Surfaces. A hoarfrost drake's cold breath creates a glaze of frost and ice. The cruel dragons enjoy using this aspect of their breath to slick the ground and render objects slippery. They taunt those who fall on the ice or lose their grip on weapons and shields. Their hides are also slippery, allowing them to escape the grasp of foes trying to hold them. They are particularly adept at twisting their bodies to make would-be captors regret the decision.

Haters of Fire. Hoarfrost drakes despise fire, especially magical fire. If they are targeted by spells or effects that deal fire damage, they focus their attacks on the source. Hoarfrost drakes that attack civilized areas usually extinguish fires with their breath before attacking residents.

HOARFROST DRAKE

Medium dragon, chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +4
Skills Perception +3, Stealth +4
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 90 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP)

Ice Walk. The hoarfrost drake 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 it extra movement.

Icy Scales. The hoarfrost drake has advantage on ability checks and saving throws made to escape a grapple.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) cold damage.

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

Cloud of Riming Ice (Recharge 5–6). The hoarfrost drake creates a cloud of freezing fog that rimes everything in frost. Each creature within 20 feet of it must make a DC 14 Constitution saving throw. On a failure, the target takes 14 (4d6) cold damage and must succeed on a DC 12 Dexterity saving throw or drop whatever it's holding. On a success, the target takes half the damage and doesn't drop what it's holding.

The area becomes difficult terrain until the end of the hoarfrost drake's next turn. A creature that enters the area or ends its turn there must succeed on a DC 14 Dexterity saving throw or fall prone.

Reactions

Retaliatory Slip. When a creature grapples the drake, the drake can immediately attempt to escape. If it succeeds, it can make a bite attack against the creature that grappled it.

Drake, Kelp

The dragon surges through the water in a rippling mass of seaweed, flotsam, and hungry jaws.

Avarice and Opportunity. Scavengers driven by draconic instinct, kelp drakes have an eye for sunken treasure and easy food. They favor giant oysters, shipwrecked sailors, and unperceptive castaways. Never in one place for long, kelp drakes keep their hoards with them, bundled up in seaweed and scum. Tragically, they lack the intelligence to tell the difference between genuine treasure and pretty but worthless objects.

Drawn to Disaster. Kelp drakes instinctively trail along the wakes of larger oceanic creatures. After powerful monsters like sea dragons (*Tome of Beasts*, p. 135), carnivorous ships (see page 56), and even the mighty timingila (see page 349) destroy seafaring vessels and coastal settlements, a kelp drake surge soon follows. Kelp drakes prowl among the debris, even climbing up on floating derelicts to steal scraps and ambush survivors.

KELP DRAKE

Medium dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	7 (–2)	12 (+1)	10 (+0)

Skills Athletics +6, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Draconic
Challenge 3 (700 XP)

Aggressive. As a bonus action, the drake can move up to its speed toward a hostile creature that it can see.

Limited Amphibiousness. The drake can breathe air and water, but it needs to be submerged at least once every 6 hours to avoid suffocation.

ACTIONS

Multiattack. The drake makes one bite attack and one claw attack. If both attacks hit the same target, the drake can use its Deathroll on the target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Deathroll. The kelp drake latches onto a Medium or smaller creature it can see within 5 feet of it and rolls itself and the target. The target must make a DC 13 Constitution saving throw. On a failure, the creature takes 7 (2d6) slashing damage and is stunned until the end of its next turn. On a success, the creature takes half the damage and isn't stunned. The kelp drake can use this action only if both itself and the target are immersed in water.

Binding Bile (Recharge 6). The drake forcibly vomits a long line of bile-coated kelp that unravels in a 30-foot-long, 5-foot-wide line. Each target in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) acid damage and is restrained by kelp for 1 minute. On a success, a creature takes half the damage and isn't restrained. A creature, including the target, can take its action to remove the kept by succeeding on a DC 13 Strength check. Alternatively, the kelp can be attacked and destroyed (AC 10; hp 3; immunity to bludgeoning, poison, and psychic damage).

Drake, Light

The light drake is a small, bulky dragon with two legs and two wings. It has glowing yellow eyes, and light reflects easily off its golden scales.

Light Bringers. Light drakes are obsessed with bringing light into dark places, and often inhabit the darkest parts of the world. They use their light to aid lost travelers and defeat the denizens of the darkest parts of the world. They are regularly hunted by such denizens, who offer large rewards for their golden hides.

Social Trinket-Collectors. Light drakes are social creatures that live in small, glowing colonies in deep caverns. Like their larger cousins, they enjoy collecting trinkets, though they prefer objects made of bright metals or iridescent stones. They often adorn themselves with such trinkets and use their light magic to make the trinkets shine. Light drakes tend to sleep together in piles for warmth and light in the cold darkness, which has led to many a thief inadvertently stumbling into a colony of the jewelry-coated sleeping drakes after mistaking them for a pile of glittering treasure.

Undead Slayers. Light drakes despise undead and any creatures that use light, or the absence of light, to prey on innocents. They have a particularly strong hatred for will o'-wisps. When a will-o'-wisp has been spotted in a light drake colony's territory, packs of the drakes tirelessly hunt for the creature until it is slain.

LIGHT DRAKE

Tiny dragon, neutral good

Armor Class 13

Hit Points 24 (7d4 + 7)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	13 (+1)	8 (–1)	12 (+1)	14 (+2)

Skills Acrobatics +5, Perception +3

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Reflective Scales. When a light drake is within 5 feet of a source of light, that source of light sheds bright light and dim light for an additional 10 feet. While the light drake wears or carries an object that sheds light from the *daylight* spell, the light within 10 feet of the drake is sunlight.

Innate Spellcasting. The light drake's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, light, locate animals or plants*, sacred flame**

3/day each: *color spray, faerie fire*

*if using the *Midgard Heroes Handbook*, replace the indicated spells with *guiding star* and *starburst*, respectively

ACTIONS

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

Breath Weapon (Recharge 6). A light drake can breathe a 30-foot line of brilliant white light. Each creature in that line must make a DC 13 Dexterity saving throw. On a failure, a creature takes 5 (2d4) radiant damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

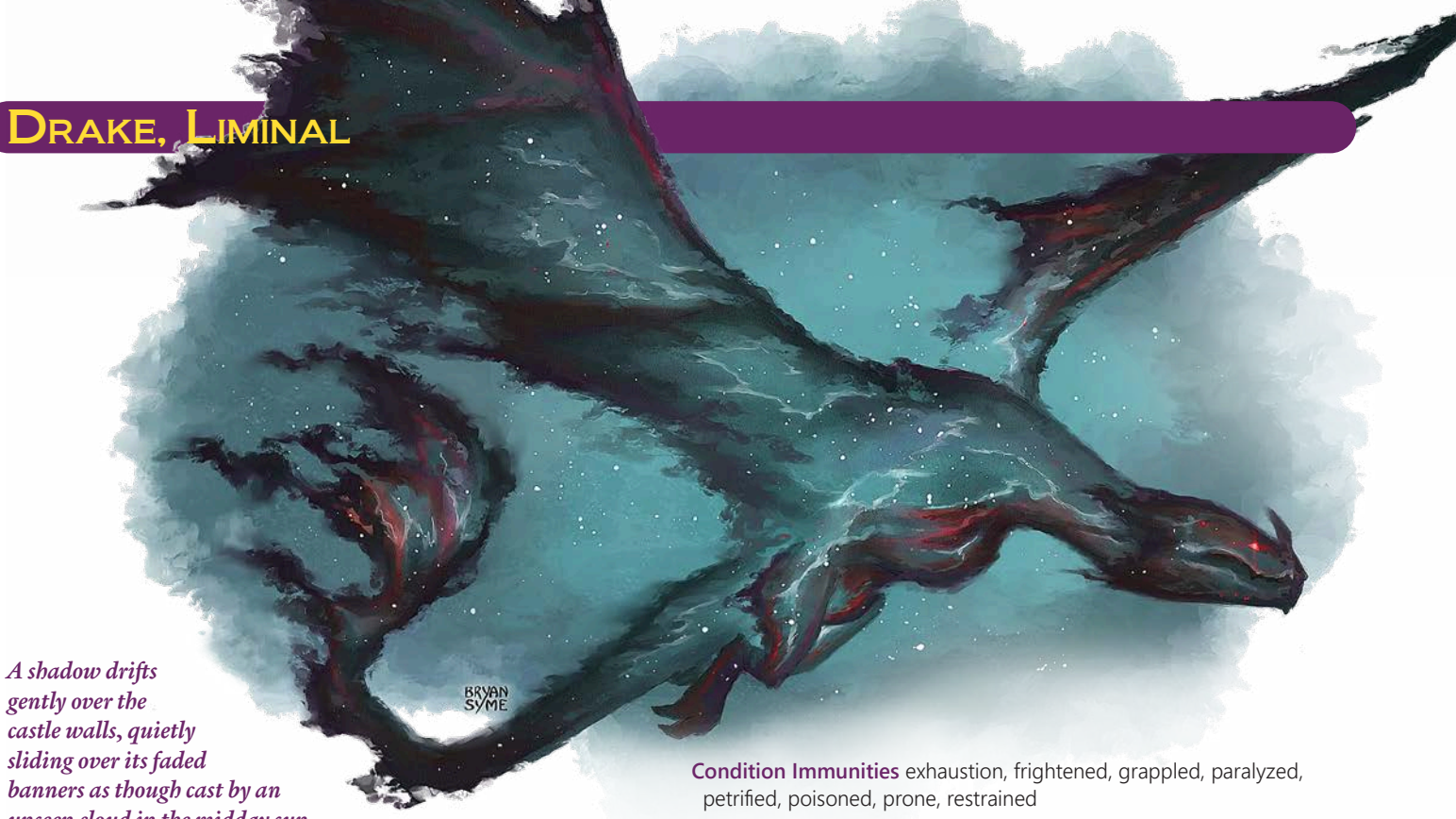
LIGHT DRAKE FAMILIARS

Some light drakes are willing to serve good-aligned spellcasters as a familiar. Such light drakes have the following trait.

Familiar. The light drake can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the light drake senses as long as they are within 1 mile of each other. While the light drake is within 10 feet of its companion, the companion gains the *sacred flame** cantrip, using the companion's spell save DC or the light drake's, whichever is higher. At any time and for any reason, the light drake can end its service as a familiar, ending the telepathic bond.

*if using the *Midgard Heroes Handbook*, the companion instead gains the ***starburst*** cantrip

Drake, Liminal



A shadow drifts gently over the castle walls, quietly sliding over its faded banners as though cast by an unseen cloud in the midday sun. A faint shimmer traces through the shade, probing its corners before settling beneath the skull of a great beast. The shadows draw inward, learning from the old bone to forge a body of glimmering void.

Void Dragon Offspring. When an ancient void dragon (*Tome of Beasts*, p. 138) dies, some of the material composing the dragon cleaves from its body to produce liminal drakes. Though not true offspring, these drakes still possess many of the characteristics of their progenitors.

Planar Bodies. As a side effect of their origins, liminal drakes are linked to multiple planes and worlds. In an emergency, the drakes can turn themselves inside-out to pass through one of these links, escaping to safety.

Ominous Aurora. The combination of starlight and void composing a liminal drake's body is nauseating to many observers. Madness cults relish a drake's appearance in the night sky as a sure sign their dark patrons will soon arrive.

Void Traveler. The liminal drake doesn't require air, food, drink, or ambient pressure.

LIMINAL DRAKE

Large dragon, neutral evil

Armor Class 17
Hit Points 204 (24d10 + 72)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	24 (+7)	16 (+3)	15 (+2)	18 (+4)	17 (+3)

Saving Throws Con +8, Wis +9
Damage Resistances acid, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 14 (11,500 XP)

Incorporeal Movement. The drake can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nauseating Luminance. When a creature that can see the drake starts its turn within 60 feet of the drake, the drake can force it to make a DC 16 Constitution saving throw if the drake isn't incapacitated and can see the creature. On a failed save, the creature is incapacitated until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the drake until the start of its next turn, when it can avert its eyes again. If the creature looks at the drake in the meantime, it must immediately make the save.

Void Dweller. When traveling through the void between stars, the liminal drake magically glides on solar winds, making the immense journey in an impossibly short time.

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage plus 18 (4d8) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) cold damage.

Stellar Breath (Recharge 5–6). The drake exhales star fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) radiant damage on a failed save, and half as much damage on a successful one.

Warp Space. The liminal drake can fold in on itself to travel to a different plane. This works like the *plane shift* spell, except the drake can only affect itself, not other creatures, and it can't use the effect to banish an unwilling creature to another plane.

Drake, Sanddrift

The serpentine body of the sanddrift drake blends in with the desert sands, its six legs giving it purchase on the canyon walls as it bursts from the ground to snatch its prey.

Found in the hottest deserts, the sanddrift drake is a cunning hunter that blends in with the burning sands.

Burrowing Hunter. The sanddrift drake hunts by hiding beneath the desert sand and ambushing its prey from below. A series of transparent lids protect the drake's eyes from the harsh light of the desert and the sand where it hides, leaving it with a clear view of approaching prey.

Paralytic Poison. The drake's bite holds a paralytic poison, which it uses to separate its prey from a group or herd.

SANDDRIFT DRAKE

Large dragon, neutral

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., burrow 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	17 (+3)	7 (−2)	15 (+2)	7 (−2)

Skills Perception +5, Stealth +7, Survival +5
Damage Resistances poison
Damage Immunities fire
Condition Immunities blinded
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15
Languages Draconic
Challenge 6 (2,300 XP)

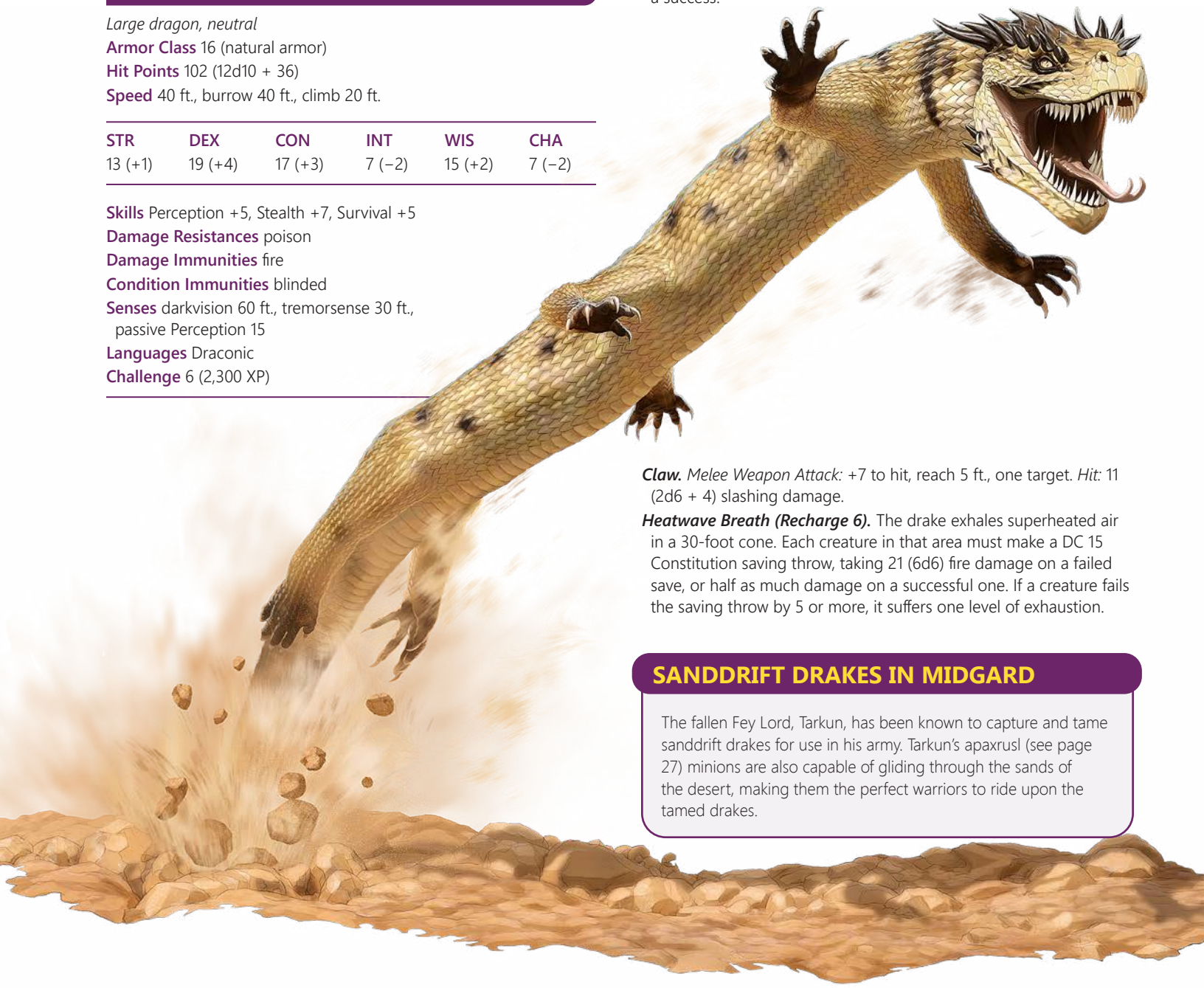
Desert Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Glide. The drake can burrow through nonmagical sand and worked earth. While doing so, the drake doesn't disturb the material it moves through.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or its speed is halved for 1 minute. If the target's speed is already halved and it fails the saving throw, it is paralyzed for 1 minute instead. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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

Heatwave Breath (Recharge 6). The drake exhales superheated air in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it suffers one level of exhaustion.

SANDDRIFT DRAKES IN MIDGARD

The fallen Fey Lord, Tarkun, has been known to capture and tame sanddrift drakes for use in his army. Tarkun's apaxrusl (see page 27) minions are also capable of gliding through the sands of the desert, making them the perfect warriors to ride upon the tamed drakes.

Drake, Vine

Grasping vines form this draconic creature's wings. Nettle-like teeth fill its maw, and its tail branches like a thriving plant.

Living Vines. Vines coil around and branch out from the body of the vine drake, and lengthy thorns protrude from its head and down its spine. The poison dripping from its fangs causes a severe rash on its victims. The drake uses the vines around its body to hide in its swampy home and to squeeze the life out of its prey. Despite the vine drake's plant-like nature, it is still a carnivorous dragon. It prefers deer and other game animals, but it has no problem eating the odd humanoid when it is truly hungry. In the absence of food, it can subsist, though barely, on sunlight if it spends time sunbathing.

Avaricious Bullies. Vine drakes share the typical greed possessed by most dragons and often shake down humanoids for treasure in return for safe passage through the drakes' territory. They prefer emeralds and other green precious items that blend with their coloration, and they often secret such items deep within the tangle of vines on their bodies. They usually initiate their demands by grabbing unsuspecting victims in their vines and then threatening to strangle their captured prey unless given green treasures. However, they balk at strong resistance and withdraw into undergrowth if grievously harmed or if they face opponents they can't overcome.

Flightless Dragons. Unlike most dragons, vine drakes can't fly. In their claustrophobic swampy lairs, flight is not necessary. Instead, they use their grasping vines to quickly climb and move from tree to tree to hunt or evade predators.

VINE DRAKE

Medium dragon, neutral

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +6, Wis +4
Skills Athletics +7, Nature +3, Perception +4, Stealth +5
Damage Resistances bludgeoning and piercing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 14
Languages Common, Draconic
Challenge 7 (2,900 XP)

Speak with Plants. The drake can communicate with plants as if they shared a language.

Thorn Body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

Innate Spellcasting (2/Day). The vine drake can innately cast *entangle*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The vine drake can make three attacks: one with its bite, one with its claw, and one with its vine lash.

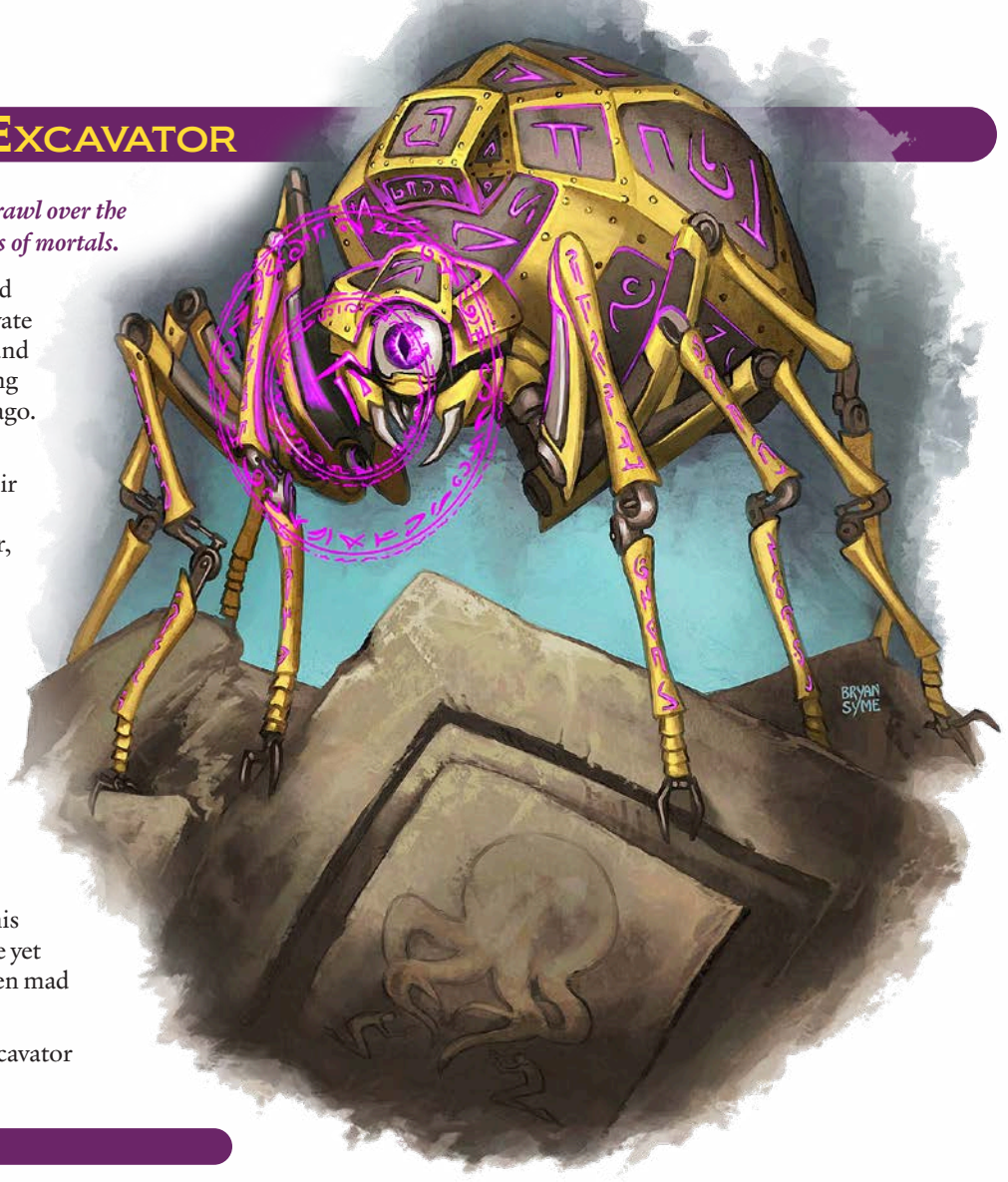
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Vine Lash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is grappled (escape DC 15) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the vine drake can't vine lash another target.

Acid Breath (Recharge 5–6). The vine drake exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Dread Walker Excavator



These glyph-covered metal spiders slowly crawl over the cracked temples of beings beyond the minds of mortals.

Dread walker excavators are spider-shaped constructs developed to protect and excavate ancient, magical ruins. Excavators are found deep underwater or in wastelands, crawling over monuments built hundreds of years ago.

Alien Minds. The minds of the excavators are completely mysterious, their instructions indecipherable. Excavators are able to communicate with one another, and supposedly with their masters, but the transmission path of this communication is unknown.

Dread Eye. The excavator's central eye shines complicated diagrams atop the stonework of ancient ruins, imprinting alien glyphs atop those carved hundreds of years previously. Some believe the excavators contain vast knowledge of ancient magic and lost civilizations, and sages greatly desire destroyed excavators, hoping to extract this knowledge from their remains. None have yet been successful, and many have been driven mad by the attempt.

Construct Nature. A dread walker excavator doesn't require air, food, drink, or sleep.

DREAD WALKER EXCAVATOR

Large construct, neutral

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +7, Wis +6
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP)

Arcane Instability. When the excavator is reduced to half its maximum hp or fewer, unstable arcane energy begins to pour from its metal body. A creature that touches the unstable excavator or hits it with a melee attack while within 5 feet of it takes 3 (1d6) force damage.

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

Actions

Multiattack. The excavator makes two foreleg attacks.

Foreleg. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Excavation Beam. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 17 (5d6) force damage.

DREAD WALKER EXCAVATORS IN MIDGARD

Few know the exact origin of the excavators, but many believe them to be remnants of the Great Mage Wars, a horrible conflict between powerful and unbridled magocracies that took place centuries ago. Their creators were clearly skilled in the arcane arts, but the goals and intentions the creators embedded into the excavators are unknown. Though the creators are likely long dead, the excavators still perform their instructions long after their masters' demise. Others believe the creators of the excavators exist still, silently pulling the strings behind the rise and fall of empires while they study the mysterious origins of the Dread Walkers over the centuries.

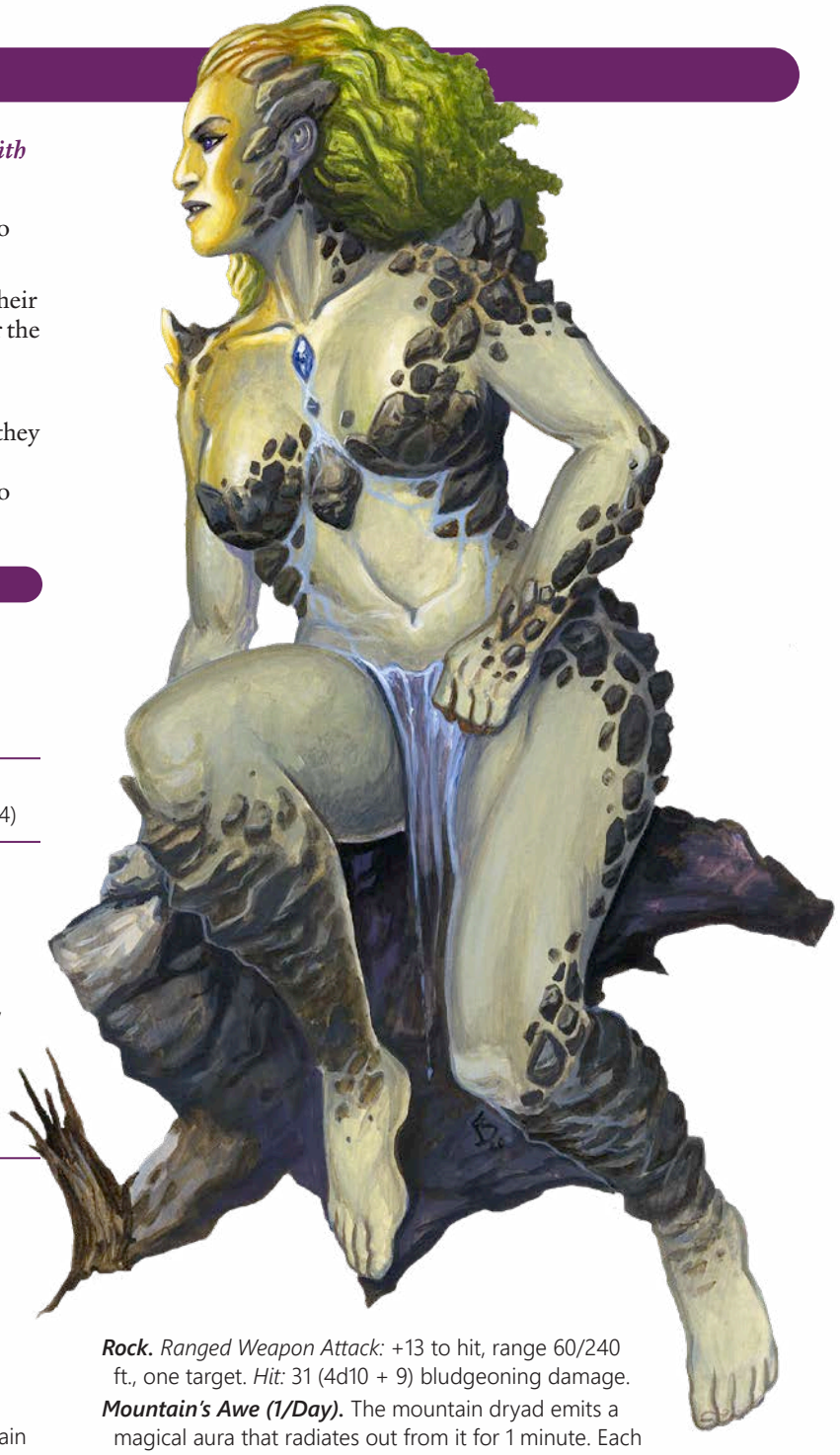
Dryad, Mountain

An enormous woman covered in rocky formations accented with crystals emerges from the mountainside.

Often mistaken for giants, mountain dryads are huge fey who are tied to primal mountains.

Like the Mountain. Mountain dryads are sturdier than their smaller, frailer sisters. Their beauty is more rugged, with hair the color of lichen and skin the shade of their mountain's stone.

Despise Mining. Mountain dryads tend to spend long stretches of time sleeping deep within their mountains, and they do not take kindly to the scarring of their homes. The dryads have a particular dislike for dwarves, kobolds, and others who make their living mining mountains.



MOUNTAIN DRYAD

Huge fey, neutral
Armor Class 17 (natural armor)
Hit Points 172 (15d12+75)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	20 (+5)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Con +9, Cha +8
Skills Athletics +13, Intimidation +8, Perception +8, Stealth +5
Damage Resistance lightning
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft; passive Perception 18
Languages Sylvan, Terran
Challenge 11 (7,200 XP)

Earth Glide. The mountain dryad can burrow through nonmagical, unworked earth and stone. While doing so, the dryad doesn't disturb the material it moves through.

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

Mountain's Aspect. Each day at sunrise, the mountain dryad chooses one of the following:

- **Hardened Face.** The mountain dryad chooses one of bludgeoning, piercing, or slashing damage types. The mountain dryad has resistance to the chosen damage type until the next sunrise.
- **Vaunted Peaks.** The mountain dryad has advantage on Wisdom (Perception) checks until the next sunrise.
- **Rockslider.** As a bonus action once before the next sunrise, the mountain dryad can make the ground within 30 feet of it difficult terrain. This difficult terrain doesn't cost the dryad extra movement.

Siege Monster. The mountain dryad deals double damage to objects and structures.

ACTIONS

Multiattack. The mountain dryad makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Mountain's Awe (1/Day). The mountain dryad emits a magical aura that radiates out from it for 1 minute. Each creature that starts its turn within 30 feet of the dryad must succeed on a DC 16 Charisma saving throw or be charmed for 1 minute. A charmed creature is incapacitated and, if it is more than 5 feet away from the mountain dryad, it must move on its turn toward the dryad by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the dryad, it can repeat the saving throw. While charmed within 5 feet of the dryad, a Medium or smaller creature must climb the dryad, no check required. After climbing 20 feet, the charmed creature throws itself off the mountain dryad, taking falling damage and landing prone in an unoccupied space within 5 feet of the mountain dryad. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Edjet Initiate

Glaring about in brazen challenge to any that would meet its eyes, this elite dragonborn warrior searches for its next target. Adorned in padded armor, its clawed hand never ventures far from the hilt of its sword.

True Believers. Edjet initiates display all of the fanaticism of the elite edjet (*Creature Codex*, p. 121), but they have yet to develop their precision and poise on the battlefield. Rarely will edjet initiates be turned aside by fear of death—failure is a much more fearsome prospect.

Ready to Impress. Before edjet initiates can join the ranks of the edjet corps, they must first prove themselves in battle. This desire often leads them to take great risks on the battlefield, but edjet officers view this process as the natural means to separate those with the will and skill to become true edjet from those that merely aspire to such. Those initiates that are not killed in the course of their training, but that otherwise fail to meet edjet standards, often settle into a lesser role in the military machine as scouts, archers, or other auxiliaries.

EDJET INITIATE

Medium humanoid (dragonborn), lawful neutral

Armor Class 12 (padded armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

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

Skills Athletics +4
Damage Resistances fire
Senses passive Perception 10
Languages Common, Draconic
Challenge 1/4 (50 XP)

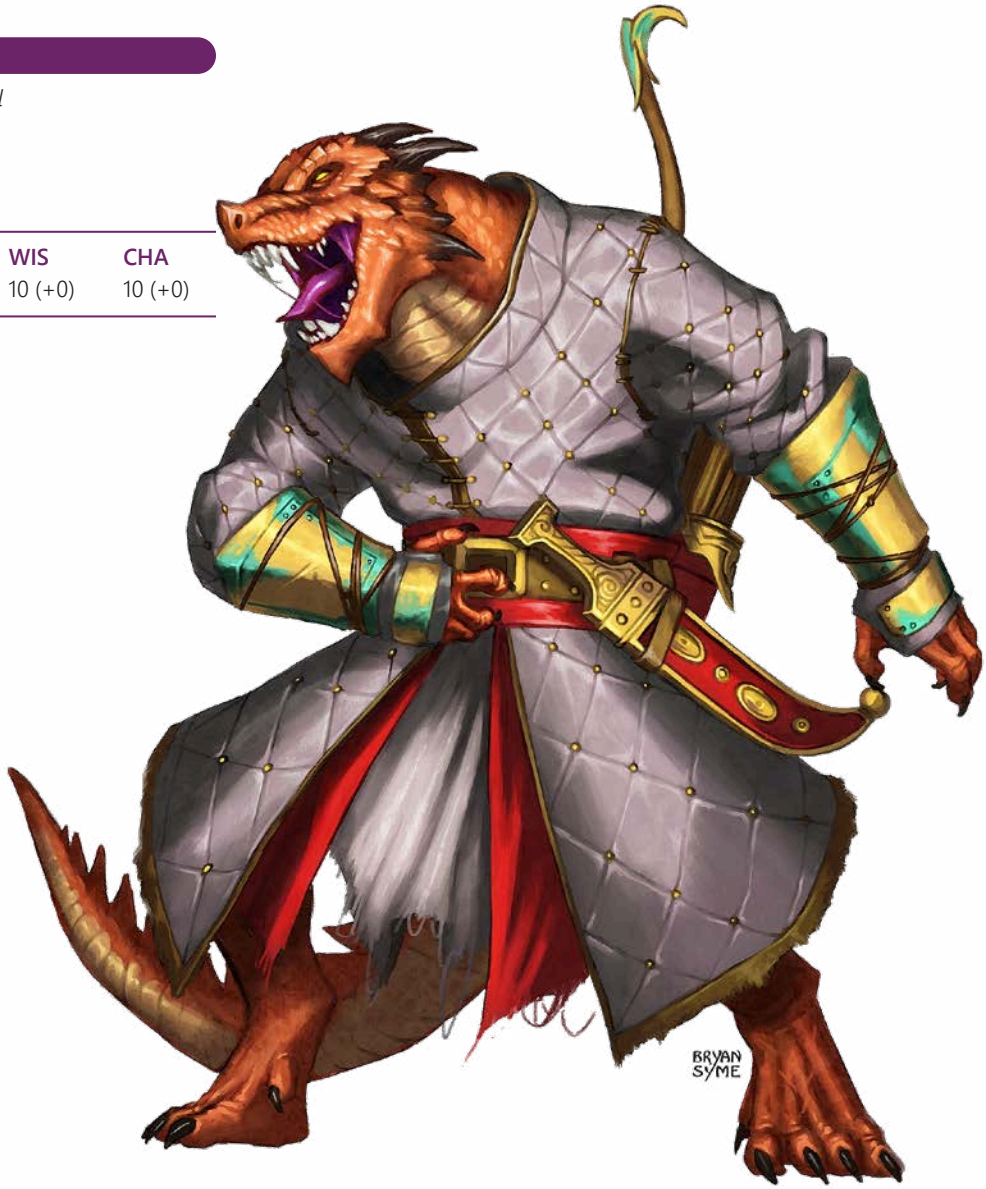
Overeager Trainee. If the edjet initiate starts its turn within 5 feet of another dragonborn, it has advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it also have advantage until the start of its next turn.

Show Mettle. While it can see a superior officer, the edjet initiate has advantage on saving throws against being frightened.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



Elemental, Fire-Infused Water

A pillar of water rises up into a humanoid shape, steam trailing from its boiling form.

Boiling Water. Fire-infused water elementals are created when water elementals spend great lengths of time in superheated water, such as the borderlands between the Elemental Planes of Fire and Water, or when they are inundated with large amounts of fire magic. The elementals are irreparably changed and exist in a state between fire and water elemental. Too fiery for one and too watery for the other, they often find their way to the Material Plane, where they can carve out their own territory.

Geothermal Dwellers. Fire-infused water elementals prefer to inhabit areas with water heated by geothermal activity, such as hot springs and geysers. They claim such locations as their homes and grow violent when creatures harm or pollute their claimed waters. Fire-infused water elementals get along well with hverhuldra (see page 206), who value the elementals for their strength and ability to discourage violence between visitors.

Elemental Nature. A fire-infused water elemental doesn't require air, food, drink, or sleep.

Fire-Infused Water Elemental

Huge elemental, neutral

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid, cold, fire; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 7 (2,900 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) fire damage.

Scald (Recharge 6). A fire-infused water elemental sprays a 30-foot cone of superheated water. Each creature in the area must make a DC 12 Dexterity saving throw. On a failure, a creature takes 21 (6d6) fire damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

Elemental, Ice

A humanoid-shaped block of ice lumbers forward on angular legs.

Visitors from Polar Portals. Remote polar regions possess their own entrances to the demiplane of ice. Ice elementals emerge from the core of ancient glaciers or rise from foot-thick patches of permafrost. They are aware of portals to their demiplane, but they often choose to traverse terrestrial lands as long as the temperatures remain below freezing. Though not inherently malevolent, they enjoy enclosing warm-blooded foes in ice and watching as the creatures freeze. Some ice elementals even decorate their lairs with these "sculptures."

Rivals to Water Elementals. Water elementals view themselves as creatures formed of a "pure" element and look down upon ice elementals, which they see as lesser due to their reliance on cold temperatures. Ice elementals, in turn, believe the water elemental's susceptibility to cold gives the ice elemental superiority in physical combat. When the two elemental creatures meet, they posture and taunt each other in Aquan before attacking.

Elemental Nature. The ice elemental doesn't require air, food, drink, or sleep.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	19 (+4)	5 (–3)	14 (+2)	6 (–2)

Saving Throws Str +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 5 (1,800 XP)

Ice Glide. The elemental can burrow through nonmagical ice. While doing so, the elemental doesn't disturb the material it moves through.

Ice Walk. The ice elemental 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 it extra movement.

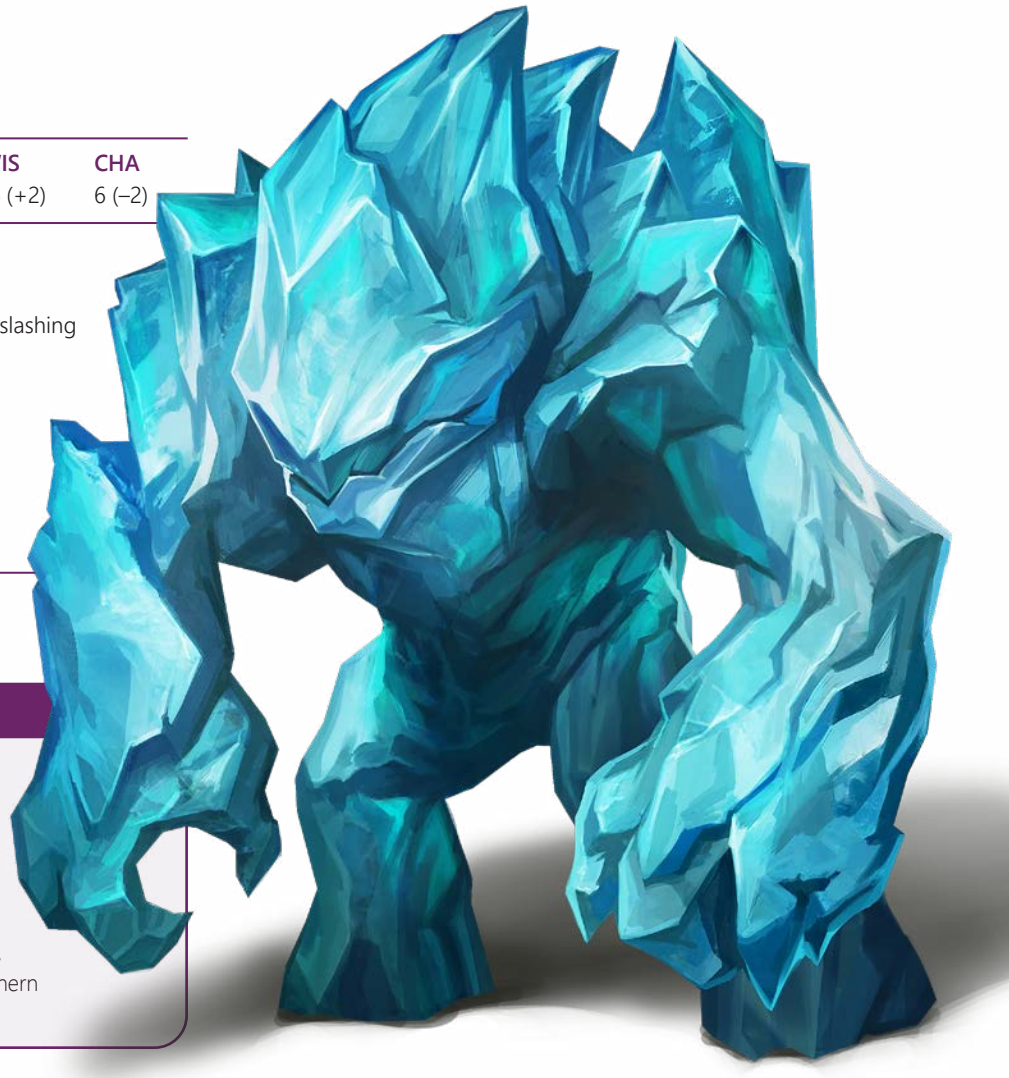
Splinter. A creature that hits the ice elemental with a melee weapon attack that deals bludgeoning damage while within 5 feet of the elemental takes 3 (1d6) piercing damage as shards of ice fly out from the elemental's body.

ACTIONS

Multiattack. The ice elemental makes two ice claw attacks.

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

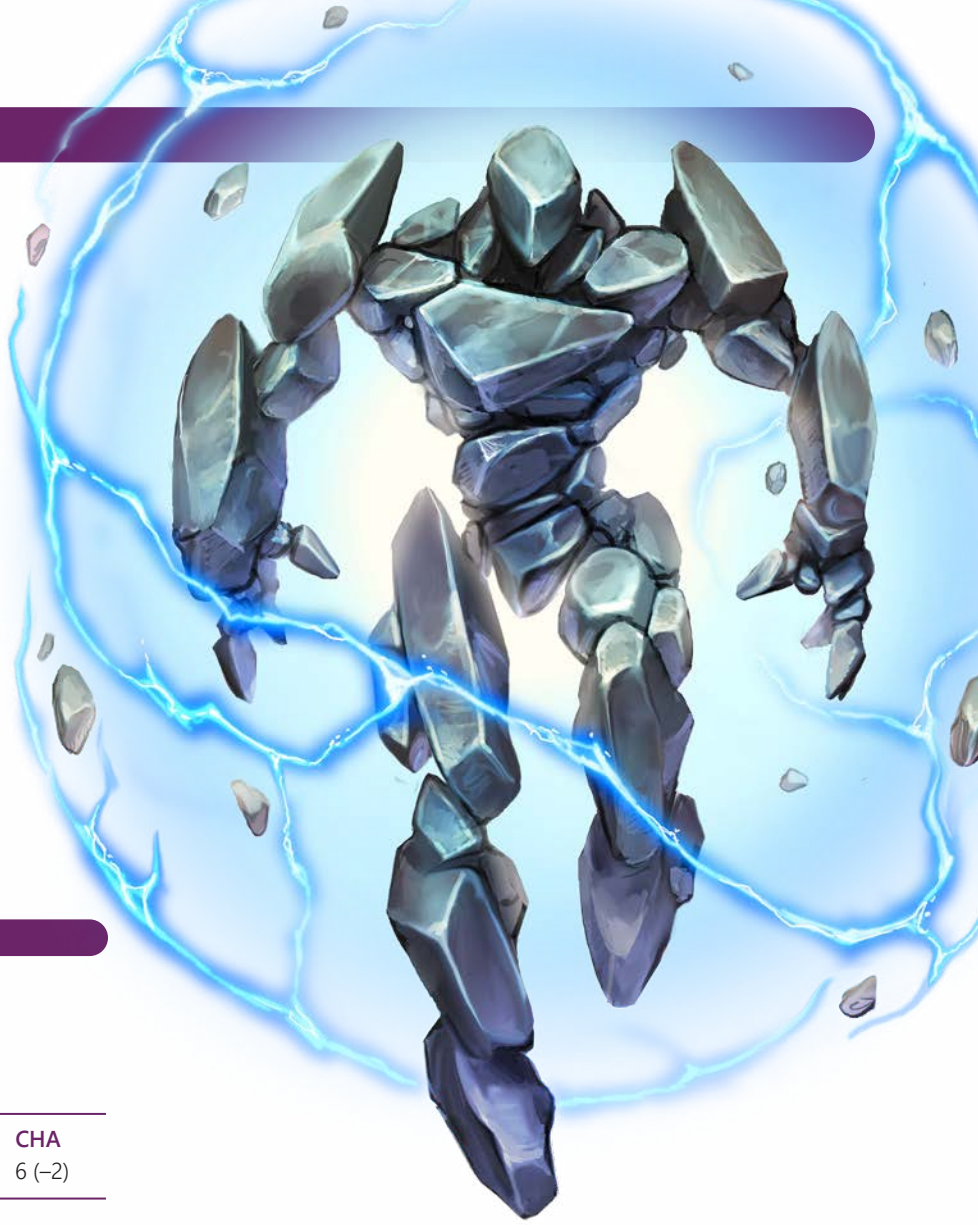
Encase in Ice. *Melee Weapon Attack:* +7 to hit, reach 10 ft. one creature. *Hit:* 14 (4d6) cold damage, and the target must make a DC 14 Constitution saving throw. On a failure, ice begins to form around the creature, and it is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified in ice on a failure or ending the effect on a success. The petrification lasts until the creature spends at least 1 hour in a warm environment. Alternatively, a creature can be freed of the restrained or petrified conditions if it takes at least 10 fire damage.



ICE ELEMENTALS IN MIDGARD

Summoned by Boreas' faithful, ice elementals protect frozen temples to the deity. While most of these temples are in locations suited to the elementals, ice elementals that serve Boreas allow themselves the discomfort of a temperate climate if it is necessary for protecting a temple. Ice elementals often accompany giants, ogres, and trolls when they seek to conquer southern lands in Boreas' name.

Elemental, Magnetic



The large, smooth rock stands, the air around it humming with energy. As it walks, nearby daggers, lanterns, and buckled boots move to follow it.

Magnetic elementals spontaneously appear where the Plane of Earth meets the Plane of Air. They are magnetized, rocky creatures capable of switching their polarity to repel attacks and pull enemies closer.

Smooth Stone. Magnetic elementals are worn smooth by the elemental air that creates them. They are able to harness this air to fly, and, when on the Material Plane, they occupy areas where vast swaths of stone are exposed to the sky, such as mountain peaks and deep canyons.

Iron Summons. Spellcasters who want to conjure a magnetic elemental must mix iron shavings into the soft clay. Such spellcasters must take caution, however, as the elementals often inadvertently attract the armor and weapons of those nearby.

Elemental Nature. The magnetic elemental doesn't require air, food, drink, or sleep.

MAGNETIC ELEMENTAL

Large elemental, neutral

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., burrow 20 ft., fly 20 ft. (hover)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Languages Terran
Challenge 6 (2,300 XP)

Controlled Polarity. The magnetic elemental has advantage on attack rolls against a creature if the creature is wearing metal armor. A creature attacking the magnetic elemental with a metal weapon while within 10 feet of it has disadvantage on the attack roll.

Magnetism. When the magnetic elemental moves, Medium and smaller metal objects that aren't being worn or carried are pulled up to 5 feet closer to the magnetic elemental. If this movement pulls the object into the elemental's space, the item sticks to the elemental. A successful DC 15 Strength check removes a stuck item from the elemental. Objects made of gold and silver are unaffected by this trait.

ACTIONS

Multiattack. The magnetic elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Magnetic Pulse (Recharge 4–6). The magnetic elemental releases a magnetic pulse, choosing to pull or push nearby metal objects. Objects made of gold or silver are unaffected by the elemental's Pulse.

- **Pull.** Each creature that is wearing metal armor or holding a metal weapon within 5 feet of the magnetic elemental must succeed on a DC 15 Strength saving throw or the metal items worn or carried by it stick to the magnetic elemental. A creature that is made of metal or is wearing metal armor and that fails the saving throw is stuck to the elemental and grappled (escape DC 15). If the item is a weapon and the wielder can't or won't let go of the weapon, the wielder is stuck to the elemental and grappled (escape DC 15). A stuck object can't be used. Grappled and stuck creatures and objects move with the elemental when it moves. A creature can take its action to remove one creature or object from the elemental by succeeding on a DC 15 Strength check. The magnetic elemental's Armor Class increases by 1 for each creature grappled in this way.
- **Push.** Each creature that is wearing metal armor or holding a metal weapon within 10 feet of the elemental must make a DC 15 Strength saving throw. On a failure, a target takes 21 (6d6) force damage and is pushed up to 10 feet away from the elemental. On a success, a target takes half the damage and isn't pushed. A creature grappled by the elemental has disadvantage on this saving throw.

Emperor's Hyena

A choking cackle escapes the throat of the hyena. As it steps forward, patches of fur fall off of it, revealing bone and rotting muscle.

As their name implies, emperor's hyenas are undead hyenas that have been magically enhanced and tied to the emperor of the ghouls (*Tome of Beasts*, p. 218). With rotting, matted fur, missing teeth, and baleful yellow eyes, they are easily mistaken for simple undead beasts. Their appearance belies a relentless cunning.

Gifts from the God of Death. The method of creation of emperor's hyenas was a gift given directly to the ghoul emperor by the god of death and has been entrusted to only a few necromancers. Emperor's hyenas can be created only from hyenas that were anointed protectors of the god's holy places when they were alive. Their scarcity means they are primarily used as messengers and guardians for the emperor. The emperor rarely sends them to attack enemies unless the enemy has truly angered him. The emperor of the ghouls is seldom seen without a pair of emperor's hyenas by his side. When he moves publicly, every available emperor's hyena is deployed to ensure his safety.

Voice of the Emperor. Emperor's hyenas often deliver messages when the emperor needs a messenger hardier than a ghoul bat (see page 391). Though the hyenas are incapable of speaking on their own, the emperor can whisper a message into the ear of an emperor's hyena, and the hyena can speak the message in the emperor's own voice.

Undead Nature. An emperor's hyena doesn't require air, food, drink, or sleep.

EMPEROR'S HYENA

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (–2)	10 (+0)	8 (–1)

Saving Throws Dex +4
Skills Perception +2
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common and Darakhul but can't speak
Challenge 4 (1,100 XP)

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

Stench. Any creature that starts its turn within 5 feet of the emperor's hyena must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the emperor's hyena's Stench for 24 hours.

Turning Resistance. The emperor's hyena has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The emperor's hyena makes two bite attacks.

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

Black Breath (Recharge 5–6). The emperor's hyena breathes a 15-foot cone of noxious black vapor. Each creature in the area that isn't an undead or a construct must make a DC 12 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature gains one level of exhaustion. This exhaustion lasts until the creature finishes a short or long rest.

Empusa

A monstrous woman with claws and hooves of shining copper, the creature stalks the roads and tracks between towns, seeking to kill and devour any who stumble across her path.

Bane of Travelers. Distant kin to lamias, the dreadful empusae are exclusively female. They use their supernatural abilities to hunt down and devour the flesh of those traveling along deserted roads and byways between settlements. While empusae aren't afraid of sunlight, they tend to hunt at night, returning to caves and ruins during the day to feast on those they have killed. When travelers aren't available, empusae target shepherds and farmers, disguising themselves as goats or donkeys to get close to their targets.

Copper Hooves. The legs and hooves of an empusa are extremely powerful and are sheathed in magically-hardened copper, allowing her to deliver swift and powerful kicks and move at great speed. This copper can be harvested when the empusa is slain and is often used in the construction of magical boots and staffs.

EMPUSA

Medium monstrosity (shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	14 (+2)	19 (+4)

Saving Throws Wis +6, Cha +7
Skills Deception +7, Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 5 (1,800 XP)

Ambusher. In the first round of combat, the empusa has advantage on attack rolls against any creature she has surprised.

Magical Copper. The empusa's claw and kick attacks are magical.

Nimble Fighter. The empusa can take the Dash or Disengage action as a bonus action on each of her turns.

Shapechanger. The empusa can use her action to polymorph into a Small or Medium beast that has a challenge rating no higher than her own, or back into her true form. Her statistics, other than her size, are the same in each form. While transformed, at least one of her limbs has a coppery color. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTIONS

Multiattack. The empusa makes two claw attacks, or one claw attack and one kick attack.

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

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the empusa and knocked prone.

EMPUSAE IN MIDGARD

Many in Midgard believe empusae to be the servants or even daughters of Hecate, though this notion is soundly refuted by her church and her followers. What can't be denied is that empusae are more commonly encountered in areas where the worship of Hecate is strong and in the wilds between the Seven Cities, particularly the roads linking Kammae with the other cities of the region. The empusae themselves are silent on the matter, but small shrines to Hecate have been found in some empusa lairs.

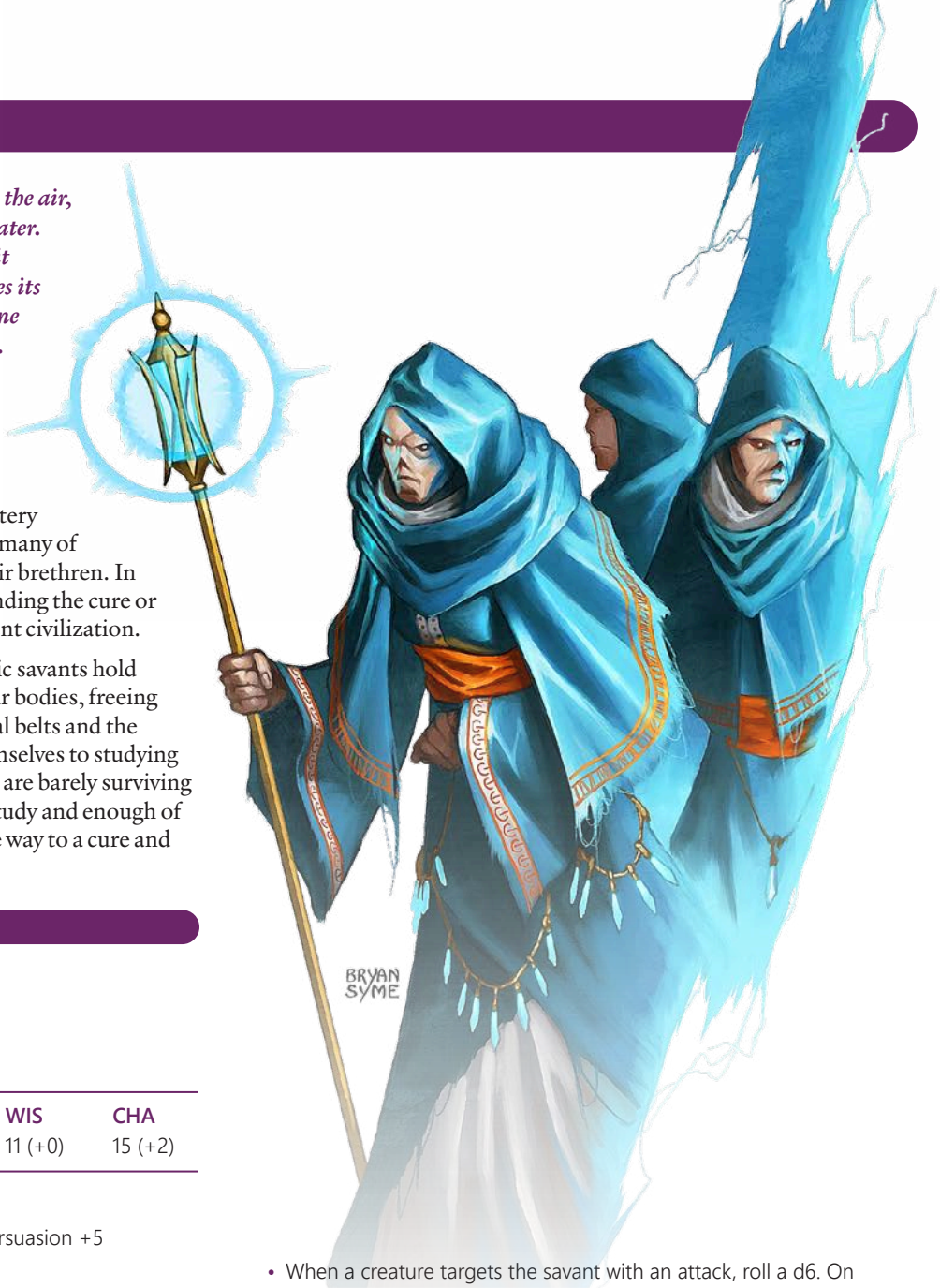
Eonic Savant

A jagged blue scar of magical energy forms in the air, and a blue-robed figure steps out a moment later. As it moves, echoes of it appear to move a split second before and after it. The creature focuses its attention and the echoes solidify around it, one wielding the creature's staff, the other a spell.

The eonic savant is an eonic drifter (*Tome of Beasts*, p. 177) who learned to fully harness the power of its many future and past selves.

Still Adrift in Time. Through their mastery of time, they were able to spare their bodies many of the same ravages of time experienced by their brethren. In spite of this mastery, they are no closer to finding the cure or the correct time stream for their dying ancient civilization.

Calm and Assured. Unlike their kin, eonic savants hold the energy to jump through time within their bodies, freeing them from a reliance on their people's crystal belts and the paranoia its loss brings. Savants devote themselves to studying the rivers of time and helping their kin, who are barely surviving time's flood. They are certain with enough study and enough of their kin by their sides, they can discover the way to a cure and the way home.



Eonic Savant

Medium humanoid (human), neutral

Armor Class 13 (16 with mage armor)
Hit Points 115 (16d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	16 (+3)	20 (+5)	11 (+0)	15 (+2)

Saving Throws Wis +3
Skills Arcana +8, History +8, Perception +3, Persuasion +5
Condition Immunities frightened
Senses passive Perception 13
Languages Common, Eonic, Giant, Sylvan
Challenge 7 (2,900 XP)

Amend Time. As a bonus action, the savant alters the strands of time surrounding a creature it can see within 30 feet. If the target is friendly, the target has advantage on its next weapon attack roll. If the target is hostile, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on its next weapon attack roll.

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

Past and Future, Present. A savant is always accompanied by its past and future selves. They occupy the savant's same space seconds before and after the savant and can't be targeted separately. They provide the savant with the following benefits.

- The savant can concentrate on two spells simultaneously. If it casts a third spell that requires concentration, the savant loses concentration on the oldest spell. If the savant is concentrating on two spells and loses concentration because of taking damage, it loses concentration on the oldest spell.
- When a creature targets the savant with an attack, roll a d6. On a 1 through 4, the attack hits one of the savant's future or past selves, halving the damage the savant takes. On a 5 or 6, the attack hits the savant, and it takes damage as normal. The savant is still the target of the attack and is subject to effects that trigger when a creature is hit or damaged.

Spellcasting. The savant is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). The savant has the following wizard spells prepared:

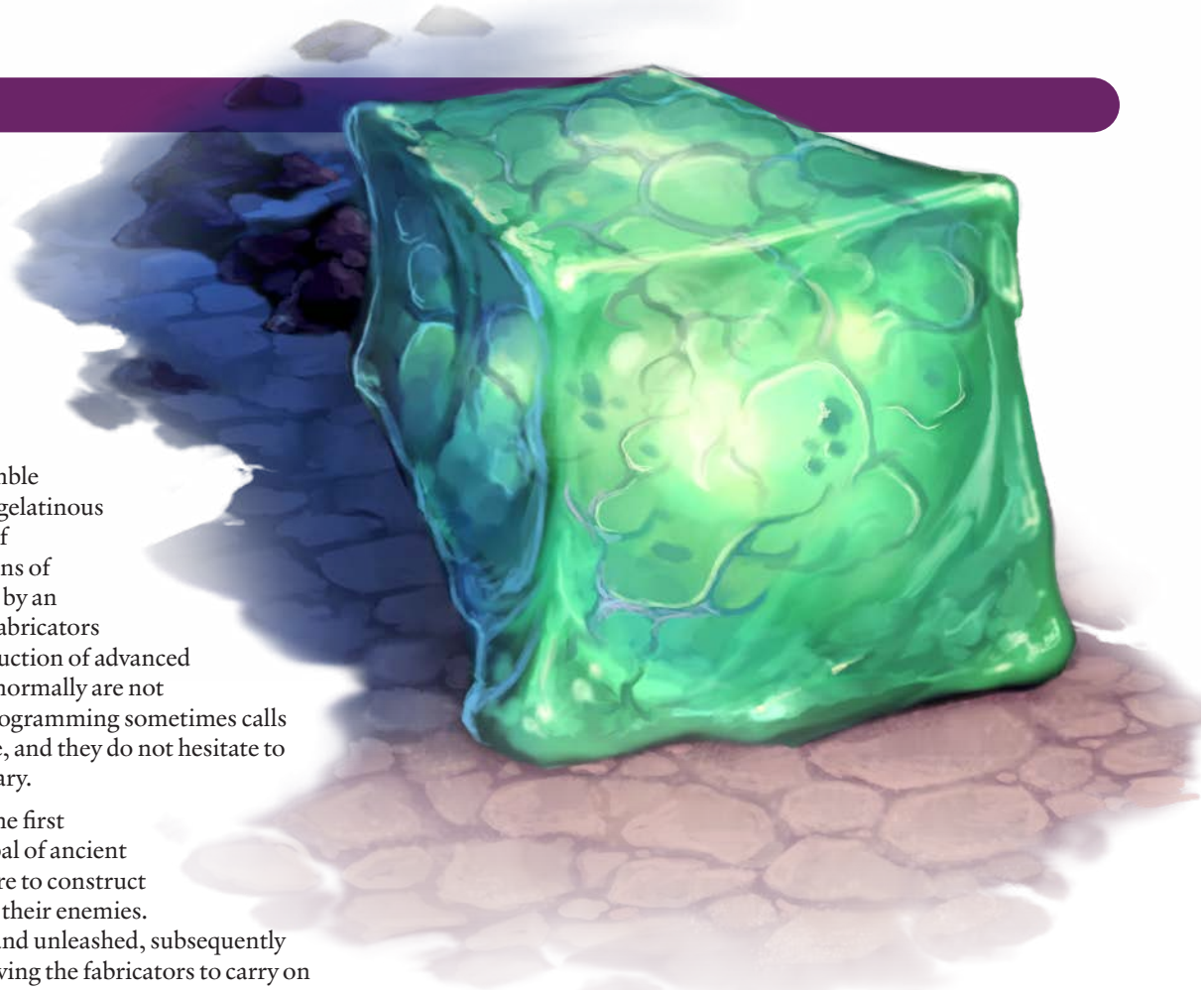
Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st Level (4 slots): *detect magic, mage armor, magic missile, sleep*
2nd Level (3 slots): *enlarge/reduce, gust of wind, misty step*
3rd Level (3 slots): *counterspell, fireball, fly*
4th Level (3 slots): *arcane eye, confusion, dimension door*
5th Level (1 slot): *arcane hand*

Actions

Multiattack. The eonic savant makes three melee attacks.

Time Warping Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) force damage.

Fabricator



A rectangular slab of thick, green ooze flows slowly across the floor. Twisting metallic veins and strange lights illuminate its translucent interior, and everything it touches dissolves into a formless sludge.

Artificial Oozes. Though fabricators superficially resemble monsters like ochre jellies or gelatinous cubes, they are in fact a type of construct composed of millions of minute constructs connected by an intelligent hive-mind. Most fabricators were built to aid in the construction of advanced machinery or structures and normally are not aggressive. However, their programming sometimes calls for the disposal of organic life, and they do not hesitate to apply fatal force when necessary.

Relic of Past Empires. The first fabricators were built by a cabal of ancient mages from a forgotten empire to construct a great weapon to use against their enemies. This weapon was completed and unleashed, subsequently dooming the creators and leaving the fabricators to carry on with the tasks assigned to them. Over time, the magical bonds to their masters' work slowly unraveled, freeing many fabricators from their responsibilities and leaving them without purpose. Today, some of these fabricators are employed by mage guilds to aid in the construction of magic items, communicating with the mages by etching words on sheets of copper.

Construct Nature. A fabricator doesn't require air, food, drink, or sleep.

FABRICATOR

Large construct, neutral

Armor Class 13 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	20 (+5)	15 (+2)	15 (+2)	5 (–3)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages understands Common, Deep Speech, and Draconic but can't speak

Challenge 10 (5,900 XP)

Assemble. With at least 10 minutes of work, a fabricator can refine raw materials and create entirely new objects by combining material it has absorbed. For example, it can create a rope from absorbed hemp, clothing from absorbed flax or wool, and a longsword from absorbed metal. A fabricator can create intricate objects like thieves' tools and objects with moving parts with at least 1 hour of work and twice the requisite raw materials, but it can't create magic items. The quality of objects it creates is commensurate with the quality of the raw materials.

Dismantling Form. A creature that touches the fabricator or hits it with a melee attack while within 5 feet of it takes 3 (1d6) force damage. Any nonmagical weapon made of metal or once-living material (such as bone or wood) that hits the fabricator is slowly dismantled by the minute constructs that make up the fabricator. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or once-living material that hits the fabricator is destroyed after dealing damage.

At the start of each of its turns, the fabricator can choose whether this trait is active.

Actions

Multiattack. The fabricator makes two disassembling slam attacks.

Disassembling Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 10 (3d6) force damage. A creature reduced to 0 hp by this attack immediately dies and its body and nonmagical equipment is disassembled and absorbed into the fabricator. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. The fabricator can choose to not disassemble a creature or its equipment after reducing it to 0 hp.

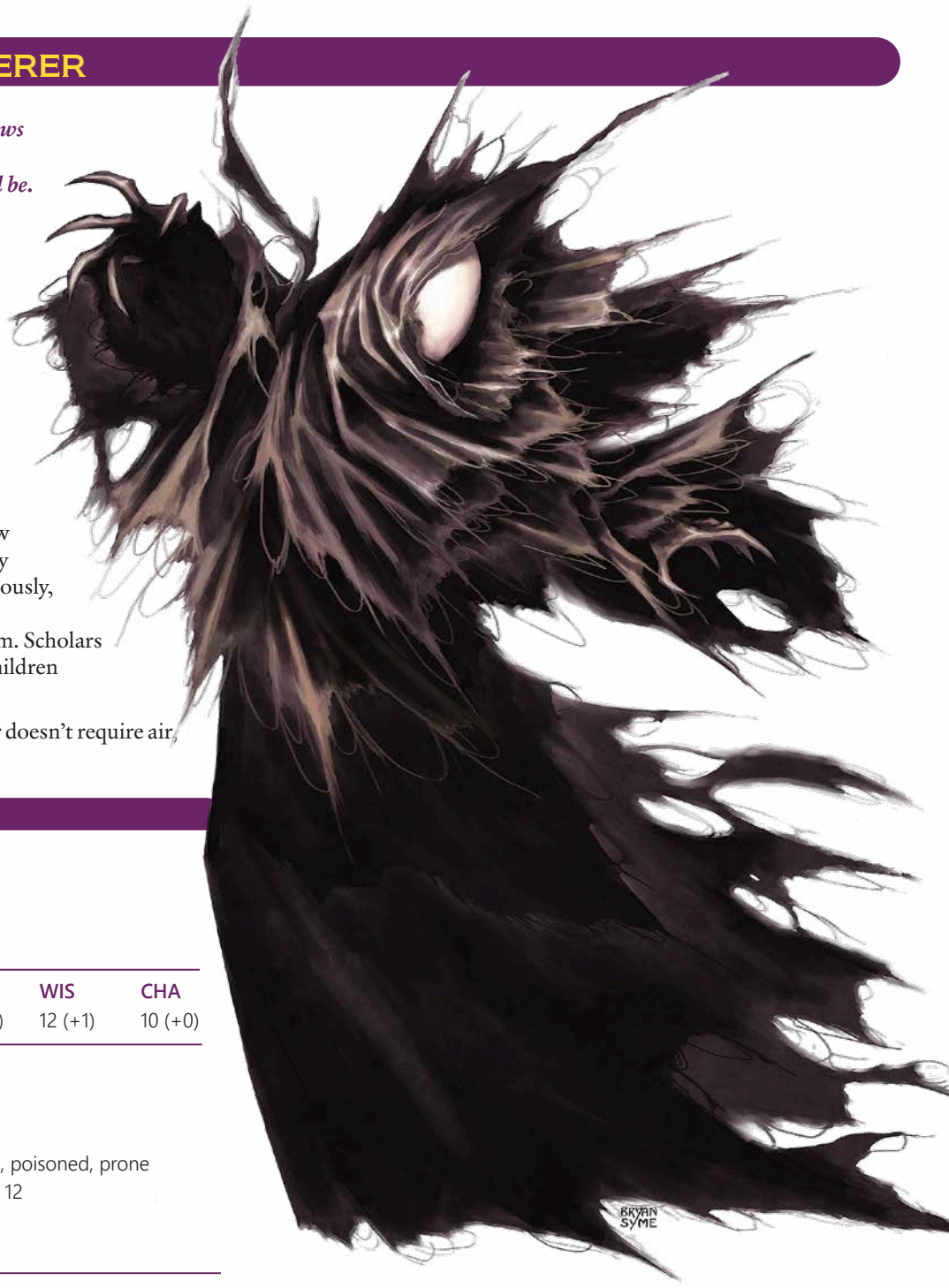
Faceless Wanderer

The robed figure formed of tattered shadows and swirling darkness has a bone-white, featureless oval disk where its face should be.

Corporeal Shadow. Faceless wanderers are creatures made of solid darkness. They are spawned from the Void whenever the minds of a large group of sentient creatures are broken or twisted as a result of exposure to the Void or its denizens. The minds and memories of living creatures draw them to mortal realms.

Memory Eater. The faceless wanderers survive by stealing memories from sentient humanoids and create new faceless wanderers when they completely drain a humanoid of its memories. Curiously, faceless wanderers don't harm young humanoids and sometimes even aid them. Scholars speculate this odd behavior is because children possess fewer memories than adults.

Void Traveler. The faceless wanderer doesn't require air, food, drink, sleep, or ambient pressure.



FACELESS WANDERER

Medium aberration, neutral evil

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Wis +3
Damage Resistance cold
Damage Immunities poison, psychic
Condition Immunities blinded, exhaustion, poisoned, prone
Senses blindsight 60 ft., passive Perception 12
Languages all, telepathy 60 ft.
Challenge 4 (1,100 XP)

Memory Loss. A creature that sees or interacts with a faceless wanderer must make a DC 11 Wisdom saving throw 1 minute after the faceless wanderer leaves. On a failure, the details of the faceless wanderer and the events surrounding its appearance rapidly fade away from the creature's mind, including the presence of the faceless wanderer.

Regeneration. The faceless wanderer regains 5 hp at the start of its turn. If a creature hasn't failed the saving throw of the faceless wanderer's Memory Drain within the last 1 minute, this trait doesn't function until a creature fails it. If a faceless wanderer is reduced to 0 hp while it is still capable of regenerating, its body dissipates into vapor and reforms 1d10 days later somewhere in the Void. Otherwise, it is permanently destroyed.

Actions

Multiattack. The faceless wanderer makes two attacks, but it can use its Memory Drain only once.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Memory Drain. The faceless wanderer drains memories from an adult creature within 30 feet of it. The target must make a DC 13 Intelligence saving throw. On a failure, the target takes 14 (4d6) psychic damage and its Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. A humanoid slain in this way rises 1d4 hours later as a new faceless wanderer. Otherwise, the reduction lasts until the target finishes a short or long rest. On a success, the target takes half the damage and its Intelligence score isn't reduced.

Falsifier Fog

Falsifier fogs are foul urban mists that seek to distort the memory and manipulate the reality of victims using illusion and enchantment.

Delusory Misery. Falsifier fogs feed on the continued anxiety and depression they foment in populated towns and cities, using their unique abilities to infect large groups at a time. They do not look to kill victims, instead hoping to feed on distress for as long as possible.

Relishing Manipulators. Falsifier fogs are the souls of abusers and cult leaders who died collaborating with or benefitting from the manipulations of dark forces. Sometimes falsifier fogs form mutually beneficial relationships, willingly cooperating with evil spellcasters to spread misery. Green hags are particularly fond of falsifier fogs, and large covens of the hags regularly aid and call on fogs.

Illusion and Enchantment. Often confused as fog or a passing cloud of smoke, falsifier fogs actively use subtle illusion to delude their victims and make them doubt their experiences and the validity of their feelings.

That Voice in the Back of Your Head. Their unique telepathy is their most effective tool. They assume the identity of a victim's inner discourse, spreading doubt and delusion while dispelling any efforts made by the victim to reality-check.

Undead Nature. The falsifier fog doesn't require air, food, drink, or sleep.

FALSIFIER FOG

Huge undead, chaotic evil

Armor Class 13

Hit Points 52 (8d12)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	17 (+3)	10 (+0)	14 (+2)	16 (+3)	15 (+2)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Enveloping Fog. The falsifier fog can occupy another creature's space and vice versa, and the falsifier fog can move through any opening as narrow as 1 inch wide without squeezing. The fog's space is lightly obscured, and a creature in the fog's space has three-quarters cover against attacks and other effects outside the fog.

False Appearance. While the falsifier fog hovers motionlessly, it is indistinguishable from ordinary fog.

Horrific Illusions. A creature that starts its turn in the falsifier fog's space must succeed on a DC 13 Wisdom saving throw or be frightened until the start of its next turn, as it sees visions of its worst fears within the fog. While frightened, a creature's speed is reduced to 0. If a creature fails the saving throw by 5 or more, it is afflicted with short-term madness.

Limited Telepathy. The falsifier fog can communicate telepathically with any creature in its space.

Actions

Multiattack. The falsifier fog makes two chill attacks.

Chill. Melee Spell Attack: +5 to hit, reach 5 ft., one target in the fog's space. *Hit:* 10 (3d6) cold damage.

Reaching Phantasms (Recharge 5–6). The phantasmal images within the falsifier fog reach outward. Each creature within 10 feet of the fog must make a DC 13 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. Creatures in the fog's space have disadvantage on the saving throw.

Fane Spirit

As the sun gently dips below the horizon, the priest undergoes a startling transformation, his benevolent form replaced by the ghastly countenance of death.

Temple Ghosts. When a lawful individual dies defending a place of worship such as a temple, shrine, or other holy site, it sometimes rises as a fane spirit bound to the site, protecting it even in death. Most fane spirits were formerly clerics, though druids, paladins, and even lay worshippers can become fane spirits under the right circumstances. Fane spirits are lawful and typically only attack those who discover their undead nature or who try to harm their place of worship.

Welcoming Priests. During daylight hours, fane spirits appear to be living creatures, carrying on the same tasks they did when they were alive. Normal methods for detecting undead creatures do not work on them, and, unless attacked or injured, they show no outward signs of their true nature. This deception extends to the fane spirit itself, as it does not have any recollection of dying or of its time in its undead form. When this deception is revealed, the fane spirit becomes enraged with suffering and lashes out at those who made it remember.

Undead Nature. The fane spirit doesn't require air, food, drink, or sleep.

FANE SPIRIT

Medium undead, any lawful alignment

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	16 (+3)	10 (+0)	18 (+4)	17 (+3)

Saving Throws Wis +6

Skills Deception +5, Religion +4

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

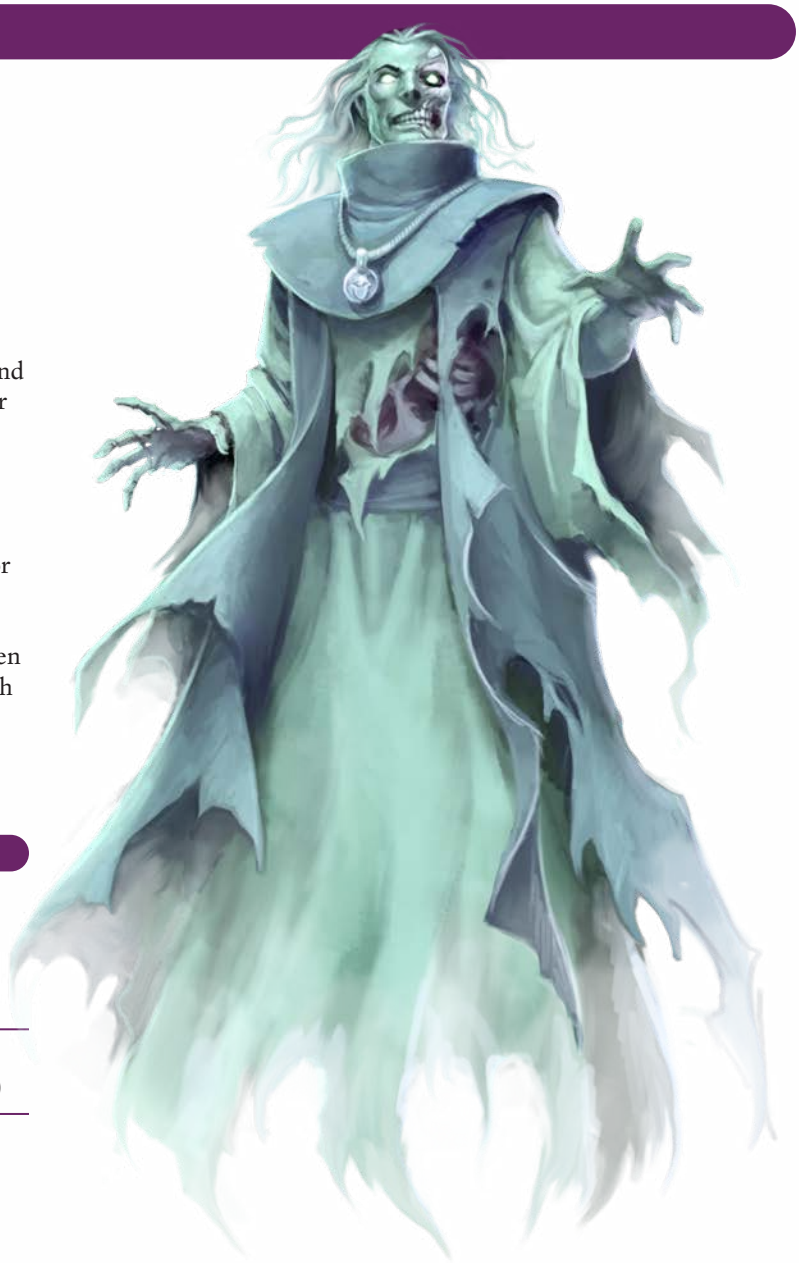
Senses darkvision 60 ft., passive Perception 14

Languages any languages it knew in life

Challenge 3 (700 XP)

Incorporeal Movement. The fane spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Veil of the Living. During the day a fane spirit appears much as it did in life and loses its Incorporeal Movement trait, its Touch of Forgetfulness action, and its immunity to being grappled and restrained. It retains all other statistics. While in this form, it has a Strength score of 10. If attacked in this form, it relies on its spells to defend itself, but it reverts to its undead form as soon as it takes any damage.



When the sun sets or when it takes any damage, the fane spirit assumes its undead form, and it has all of its listed statistics. Any creature witnessing this transformation must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. A fane spirit reverts to its living form in the morning, though creatures witnessing this don't need to make saving throws.

Innate Spellcasting. The fane spirit's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, spare the dying*

3/day each: *cure wounds, inflict wounds, shield of faith*

1/day each: *augury, hold person, lesser restoration*

Actions

Touch of Forgetfulness. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage. A target hit by this attack must succeed on a DC 13 Wisdom saving throw or forget any or all events that happened up to 5 minutes prior to this attack, as if affected by the *modify memory* spell. The GM decides how this affects the target.

Far Dorocha

The fey lady's attendant stands by, waiting on her from the shadows. The lady voices her desire, and the attendant leaps into action, calling a phantasmal charger made of midnight and shadow.

Fey Stewards. The far dorocha manage the servants of the fey courts and, when tasked, carry out the more sinister biddings of their masters. Fey lords and ladies prize the far dorocha for their attention to detail and composed mien.

Abductor of Mortals. Sometimes called the "dark man" or "fear dorcha," these malicious fey are described in grim folk tales. Parents scare their children into obedience by telling bedtime stories of villains who ride black horses in the night and steal the ill-behaved away to lands of perpetual darkness. Woe betide the children who wake up to find they are the ones alone.

FAR DOROCHA

Medium fey, lawful evil

Armor Class 14 (natural armor), 18 while in dim light or darkness
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	14 (+2)	10 (+0)	18 (+4)

Skills Deception +7, Perception +3, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan, Umbral
Challenge 5 (1,800 XP)

Shadow Traveler (3/Day). As a bonus action while in shadows, dim light, or darkness, the far dorocha disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

Traveler in Darkness. The far dorocha has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Under the Cloak of Night. While in dim light or darkness, the far dorocha's AC includes its Charisma modifier, and it has advantage on saving throws.

Innate Spellcasting. The far dorocha's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *disguise self, thaumaturgy*
3/day each: *command, phantom steed*
1/day each: *compulsion, darkness*

Actions

Multiattack. The far dorocha makes two dirk attacks.

Dirk. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dark Invitation. One humanoid within 30 feet of the far dorocha and that can hear it must succeed on a DC 15 Charisma saving throw or be magically charmed for 1 day. The charmed target believes it has been invited to meet with the far dorocha's master and accompanies the far dorocha. Although the target isn't under the far dorocha's control, it takes the far dorocha's requests or actions in the most favorable way it can. Each time the far dorocha or its companions do anything harmful to the target, the target can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect ends if the far dorocha is destroyed, is on a different plane of existence than the target, or uses its bonus action to end the effect. If the target successfully saves against the effect, or if the effect ends for it, the target is immune to the far dorocha's Dark Invitation for the next 24 hours.

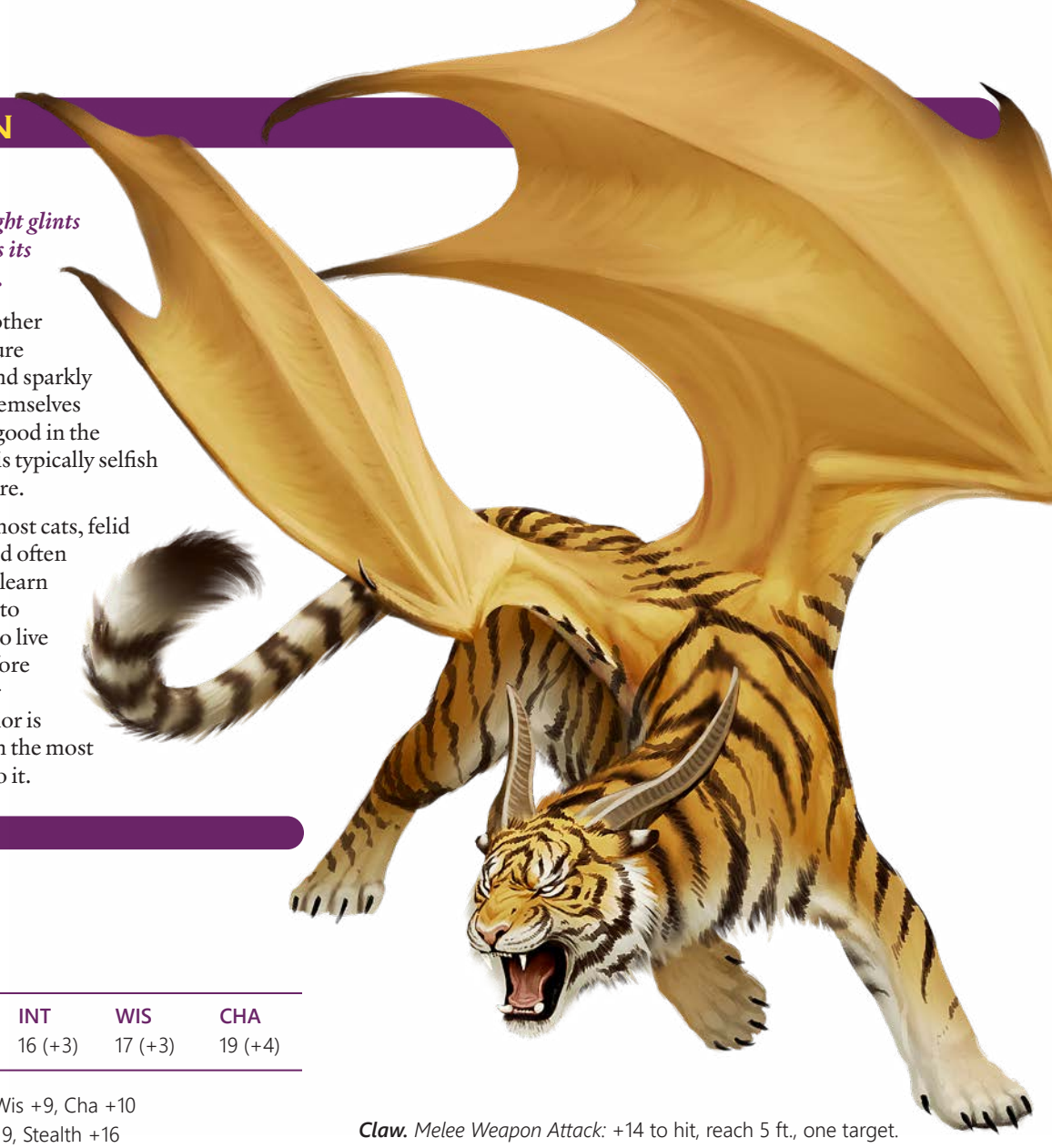
The far dorocha can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Felid Dragon

The tiger rises from its slumber, stretching its draconic wings. Light glints off its backswept horns as it roars its deafening challenge at intruders.

Treasure Hoard. Similar to other dragons, felid dragons are treasure hoarders with an eye for shiny and sparkly things. They sometimes align themselves with those who are trying to do good in the world, though their motivation is typically selfish and focused on obtaining treasure.

Curious and Playful. Like most cats, felid dragons are naturally curious and often put themselves in danger just to learn more about the world. They like to play with their prey, allowing it to live a little longer than necessary before knocking it down again for their own entertainment. This behavior is unavoidably instinctual and even the most austere felid dragons succumb to it.



FELID DRAGON

Huge dragon, neutral

Armor Class 18
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	26 (+8)	23 (+6)	16 (+3)	17 (+3)	19 (+4)

Saving Throws Str +10, Con +12, Wis +9, Cha +10
Skills Acrobatics +14, Perception +9, Stealth +16
Damage Immunities poison
Condition Immunities poisoned, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic
Challenge 19 (22,000 XP)

Flyby. The felid dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

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

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

Actions

Multiattack. The felid dragon can use its Deafening Roar. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and, if the target is a creature other than an undead or a construct, it must succeed on a DC 20 Constitution saving throw or take 2 (1d4) slashing damage at the start of each of its turns as a piece of the claw breaks off in the wound. Each time the dragon hits the target with this attack, the damage dealt by the wound each round increases by 3 (1d6). Any creature can take an action to remove the claw with a successful DC 16 Wisdom (Medicine) check. The claw pops out of the wound if the target receives magical healing.

Deafening Roar. Each creature within 60 feet of the dragon and that can hear it must succeed on a DC 18 Constitution saving throw or be deafened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Deafening Roar for the next 24 hours.

Sickening Bile (Recharge 5–6). The dragon coughs up partially digested food and slimy bile in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failure, a creature takes 70 (20d6) poison damage and is coated in bile. On a success, a creature takes half the damage and isn't coated in bile. While coated in bile, a creature is poisoned. A creature, including the target coated in bile, can use its action to remove the bile, ending the poisoned condition.

Commander of Horn and Gold

An imposing figure clad in black plate armor chased with gold embellishment steps out of the shadows, flourishing a claw-tipped black spear.

Kaedrin Blackwing cuts a striking image in his gold and black armor, adorned with the horns, teeth, and claws of elder shadow drakes. He is a tall, purple-skinned fey with a pair of curling ram's horns, and he moves with military precision. His voice is hollow, and his expression borders on cruel at the calmest of moments.

He is the Commander of Horn and Gold, and he oversees a watchtower that perches on a black mountain crag in the Plane of Shadow, where thick gray ashes drift from the leaden sky like grimy snow. The Tower of Horn and Gold is inhabited by a cadre of shadow fey knights and a contingent of goblin retainers and miners.

Master of Drakes. A network of lightless tunnels and caverns inhabited by a host of shadow drakes (*Tome of Beasts*, p. 153) fills the black mountain beneath the tower. The commander and his knights have forged an alliance with the drakes, exchanging access to the tunnels—and the drakes' service as fearsome mounts—for protection, food, and treasure.

Guardian of Wealth and Power. Besides the power the shadow drakes themselves represent, the tunnels beneath the tower brim with riches. Veins of shadow gold run through the rock, and the goblins and shadow fey diligently mine the precious substance.

The Commander's Lair

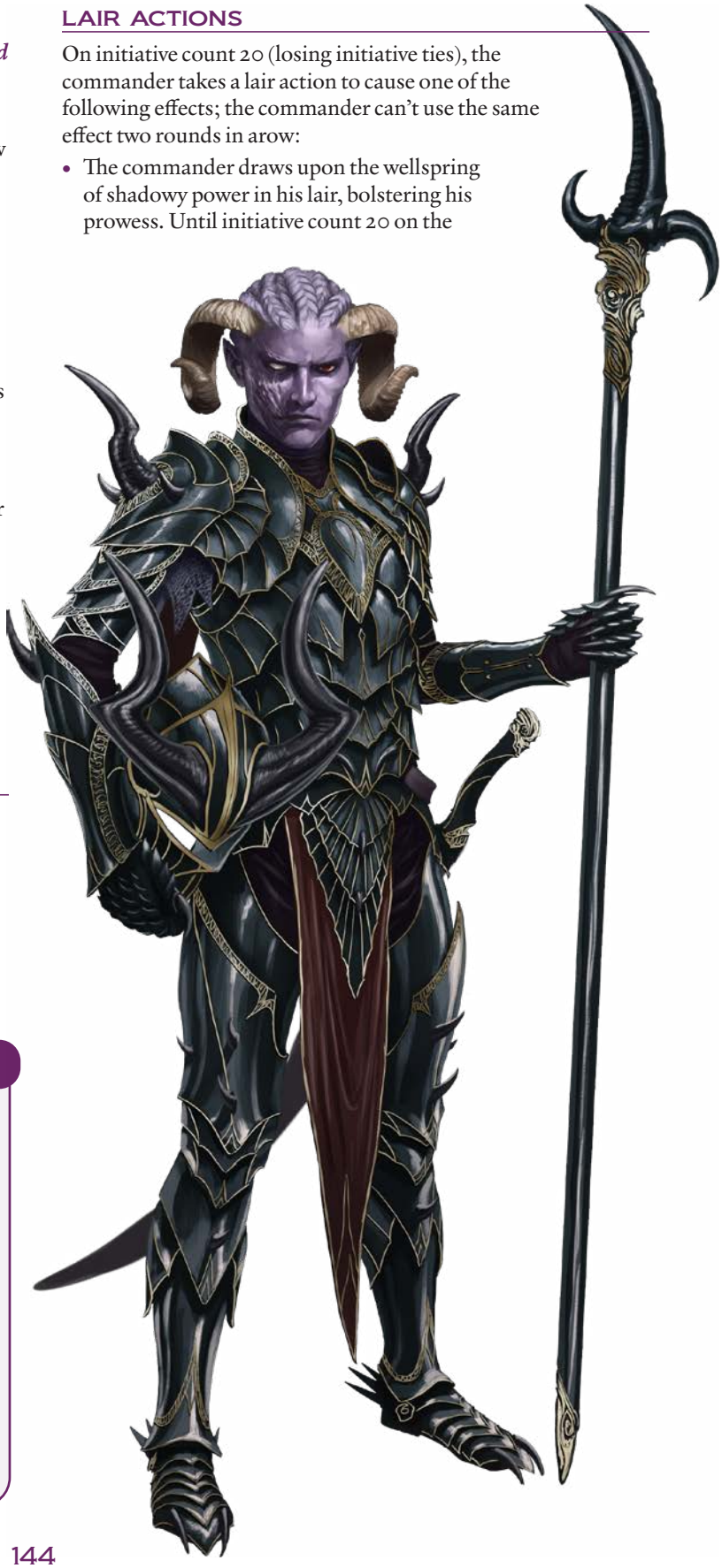
The commander's lair is the Tower of Horn and Gold in the Plane of Shadow, as well as the dark mountain ridge on which the tower sits and the shadow drake tunnels in the rock beneath the tower.

When encountered in his lair, the commander has a challenge rating of 16 (15,000 XP)

Lair Actions

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

- The commander draws upon the wellspring of shadowy power in his lair, bolstering his prowess. Until initiative count 20 on the



The Commander in Midgard

The Tower of Horn and Gold stands atop the Mistcall Mountains in the Shadow Realm, to the relative west of the Courts of the Shadow Fey. The commander holds this western border and defends the shadow gold mines, as well as a shadow road and powerful ley line nexus deep in the drake caverns.

Shadow gold resembles standard gold, but it is infused with the essence of the Shadow Ream. When the metal is molten, scratched, or bent, the damage to the metal is pitch black, revealing its true nature. Shadow fey mint coins and other trinkets from shadow gold, and shower it liberally upon mortals, buying their services, loyalty, and some say enslaving their souls, one coin at a time.

For more information on the shadow fey, see the *Midgard Worldbook*.

following round, the commander's speed increases to 80 feet, he regains 5 hp whenever he hits a creature with an attack during his turn, and while in dim light or darkness he can take the Hide action as a bonus action.

- Magical darkness gathers in a 15-foot radius sphere centered on a point the commander can see within 60 feet of him. The darkness spreads around corners. It lasts until the commander dismisses it as an action, he uses this lair action again, or until he dies. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
- The bloodcurdling cries of drakes on the hunt echo throughout the lair, coalescing around the commander. Each enemy of the commander within 100 feet of him and that can hear the cries must succeed on a DC 15 Wisdom saving throw or be frightened until initiative count 20 on the following round.

REGIONAL EFFECTS

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

- Elder shadow drakes are attracted to hunt and nest in the area within 10 miles of the lair.
- Gold and silver that remain within 5 miles of the lair for at least 1 day become tarnished with inky patches of darkness.
- Lighting conditions become dim and gloomy. The bright and dim light radiuses of nonmagical light are halved while within 3 miles of the lair.

If the commander dies, these effects fade in 1d10 days.

COMMANDER OF HORN AND GOLD

Medium fey, lawful neutral

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +7, Wis +8, Cha +8
Skills Athletics +11, Perception +8, Persuasion +8, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities cold, necrotic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages Common, Draconic, Goblin, Umbral
Challenge 15 (13,000 XP)

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

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

Overpowering Charge (1/Turn). If the commander or his mount moves at least 20 feet straight toward a creature and then the commander hits it with a melee attack on the same turn, the target must succeed on a DC 19 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The commander makes three melee attacks or two ranged attacks.

Shadowsteel Spear. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) cold damage. If the target is a creature, its speed is reduced by 10 feet until the end of its next turn.

Drakefang Dart. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage. If the target is a creature, it can't regain hit points until the start of the commander's next turn.

Shadow Slip. If he is not in direct sunlight, the commander magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Summon Drake (1/Day). The commander magically summons a wyvern or an elder shadow drake (*Tome of Beasts* p. 153). The drake appears in an unoccupied space within 30 feet of the commander, acts as an ally of the commander, and willingly serves as his mount. It acts during the commander's turn and obeys his verbal commands. It remains for 1 hour, until the commander dies, or until the commander dismisses it as an action.

REACTIONS

Parry. The commander adds 5 to his AC against one attack that would hit him. To do so, the commander must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Strike. The commander makes one melee or ranged attack.

Shadow Dash (Costs 2 Actions). The commander uses Shadow Slip and can make one melee attack after he teleports, if a target is within range. If he does so, he has advantage on the attack roll.

One with Shadow (Costs 3 Actions). The commander becomes shadowy and insubstantial until the start of his next turn. For the duration, attack rolls against him have disadvantage, and he has advantage on Dexterity saving throws.

TOUCH OF IRON

Lords and ladies of the fey courts are timeless creatures, inured to many of the world's threats. A universal exception to this is weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh. A cold iron weapon is treated as magical when used against any fey creature, and is the only weapon with any hope of harming the most powerful fey lords and ladies. However, cold iron weapons are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

Mistress of Midnight Teeth

The elegant gnomish noblewoman smiles, flashing dazzling white teeth in contrast to her rich blue hair, and moves with fluid grace past a mirror. As she passes the mirror, her reflection briefly shows old blood caked on her face.

Phylomara Gladrienne is mistress of the Court of Midnight Teeth, an influential and loyal vassal to the queen and king of the shadow fey courts. She is a refined and fashionable gnome, bedecked in fine silks and gleaming jewels that compliment her azure hair. She styles her locks elaborately and never quite the same way twice, setting trends among her courtiers. Beneath this veneer of civility and style, however, blood and secrets await.

Manicured lawns, incredibly lifelike statues, and bubbling fountains filled with inky midnight waters surround her home. String music drifts on the perpetual gloom, beckoning travelers to this oasis of lantern-dappled beauty.

Lady of the Blue Barbers. The gnome courtiers of Midnight Teeth who attend the mistress in her home also serve as her agents abroad. They call themselves the Blue Barbers, after their universally blue hair and their desire to bring style to all they meet. They serve as valets, barbers, art dealers, decorators, and stylists of all kinds. The Blue Barbers are polite, gregarious, and knowledgeable on a variety of topics, which they eagerly share while plying their trade.

Hunger for Secrets and Flesh. The mistress is perpetually ravenous for secrets and flesh. The Blue Barbers are such sparkling conversationalists and irresistible gossips because every scrap of information passes from their lips to their mistress' ears.

The feasts and banquets thrown at her court are legendary. They are nightly events, and the perfect opportunity to seek her favor. She knows much that is hidden and might be willing to part with her knowledge in trade, but those who cross her learn too late of the insatiable hunger for living flesh yawning beneath her refined exterior.

The Mistress' Lair

The mistress resides within the Court of Midnight Teeth, a lavish manse of marble and silver in the Plane of Shadow. Gilt-framed mirrors adorn almost every wall. Goblin servants wait on gnome courtiers who wear outrageous, elaborate cobalt blue hairstyles.

When encountered in her lair, the mistress has a challenge rating of 16 (15,000 XP)

Lair Actions

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

- The mistress forges a bond with her reflections in the many mirrors adorning her lair, shuffling her wounds off onto the images. She gains 30 temporary hit points.
- The mistress magically steps into any reflective surface within 5 feet of her, and teleports to any other reflective surface within 100 feet of her. She appears in the closest unoccupied space to the destination reflection.
- Reflections of the mistress appear in mirrors or other reflective surfaces, including those carried or worn by creatures. The reflections reach out and grab up to three creatures the mistress can see within 120 feet of her. Each target must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15) by the reflections. Until this grapple ends, the target is restrained. The grapple lasts until the mistress uses this lair action again, until she dismisses it as an action, or until she dies.
- The mistress creates a 20-foot radius of gloom centered on a point she can see within 120 feet of her. The light conditions in the area diminish: bright light becomes dim light, and dim light becomes darkness. The sphere lasts until the mistress uses this lair action again, until she dismisses it as an action, or until she dies.

Regional Effects

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

- Humanoids and fey who finish a long rest within 5 miles of the lair find themselves exceedingly hungry. No matter how much they eat, this feeling of hunger never completely subsides unless the meal was in the banquet hall of the Court of Midnight Teeth.
- Reflections within 3 miles of the lair move of their own accord, but never while being directly observed.
- While in her lair, the mistress can cast the scrying spell at will, targeting any mirror within 3 miles of the lair or any mirror within 5 feet of any Blue Barber anywhere in the multiverse. Charisma is her spellcasting ability for this spell.

If the mistress dies, these effects fade in 1d10 days.

Mistress of Midnight Teeth

Small fey, neutral evil

Armor Class 16
Hit Points 130 (20d6 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	16 (+3)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +5, Wis +9, Cha +10
Skills Deception +10, Insight +9, Perception +9, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities poison, necrotic
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Common, Goblin, Gnomish, Umbral
Challenge 15 (13,000 XP)

Ambusher. In the first round of a combat, the mistress has advantage on attack rolls against any creature she has surprised.

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

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

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

ACTIONS

Multiattack. The mistress makes two attacks: one with her Gnashing bite and one with her Thirsting Razor.

Gnashing Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) necrotic damage. The mistress regains hit points equal to the amount of damage dealt.

Thirsting Razor. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature that isn't a construct or undead, it must succeed on a DC 19 Constitution saving throw or lose 3 (1d6) hp at the start of each of its turns due to a bleeding wound. Each time the mistress hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Animate Shadows. The mistress targets up to three creatures she can see within 60 feet of her and magically imbues their shadows with momentary malevolent life. Each target must make a DC 18 Dexterity saving throw. On a failure, a target takes 18 (4d8) cold damage and is weakened for 1 minute. On a success, a creature takes half the damage and isn't weakened. A weakened creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength for 1 minute. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Slice. The mistress makes one attack with her Thirsting Razor.

Evade. The mistress moves up to her speed without provoking opportunity attacks.

Shadows Grasp (Costs 2 Action). The mistress uses Animate Shadows.

THE BLUE BARBERS IN MIDGARD

The Blue Barbers are a staple sight in the Free City of Zobeck in Midgard. They are chatty, blue-haired and bearded gnomes set up on Wharf Street, offering haircuts, shaves, styles, and wonderful conversation.

The Blue Barbers are beginning to appear in other cities throughout the Crossroads region of Midgard and beyond, on the lookout for heroes of interest and skill who might one day be of use to their mistress.

For more information on the Blue Barbers, see the *Zobeck Gazetteer* and the *Midgard Worldbook*.

Tarkun the Desiccated

Wisps of grit dart around the creature's powerful form, his body seemingly made of sand. Only his tall, twisted horns belie this vision, a hint of what lurks beneath.

Once a powerful and well-to-do Fey Lord, Tarkun's aspirations were set too high for his abilities. When a coup against a Fey Lady failed, Tarkun was stripped of his power and banished into the desert, where the Lady believed he would perish. Weakened and dying, Tarkun reached deep within the wastelands around him, tying the power of the ley lines he found there to the very fiber of his being. While the effort twisted and marred his once-beautiful form, he found not only a fountain of life but new power at his fingertips. The sands now answer the call of Tarkun the Desiccated.

Coarse Visage. Though his form is now shriveled and marred, Tarkun never lost his vanity. The fallen Fey Lord wills sand to enshroud him in a form that looks much like his former beauty, albeit a bit coarse. When incensed, gaps appear in his visage as the sand swirls about, revealing glimpses of his desiccated form beneath.

Sandy Minions. Tarkun controls an ever-growing army of apaxrusl (see page 27), which he is able to communicate with telepathically at any distance as long as they are within his desert. Able to speak through any of his minions' mouths, Tarkun can also experience their senses. He shares this connection with his zalikum (see page 382), Hevn, as well.

Desert Prison. The desert has given him new power and granted him life, but Tarkun is trapped within its confines. He cannot leave the desert by any means, mundane or magical. With his powers, he is slowly pushing that barrier outward, covering the surrounding lands in sand. He strives for a future when he has regained his former power and can smother the fey courts in his sandy retribution.

Sandbound Nature. While in a desert, Tarkun doesn't require air, food, drink, or sleep.

Regional Effects

The desert creeps along with Tarkun wherever he goes, which creates one or more of the following effects:

- Sandstorms are common within 6 miles of Tarkun.
- If Tarkun spends 24 hours within 1 mile of a plant that is not acclimated to surviving in the desert, the plant wilts and dies at the end of the 24 hours.
- If Tarkun spends 1 week within 1 mile of an oasis pond or small lake, the body of water dries up at the end of the week.
- If Tarkun spends 1 month within 1 mile of a non-desert biome, the biome becomes a desert at the end of the month.

If Tarkun dies, plants that died don't return to life, but the other effects fade over the course of 1d10 days.

Tarkun the Desiccated

Medium fey, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	17 (+3)	13 (+1)	18 (+4)

Saving Throws Dex +5, Wis +4, Cha +7
Skills Deception +7, Insight +4, Perception +4
Damage Resistances acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages Abyssal, Common, Elvish, Infernal, Umbral
Challenge 8 (3,900 XP)

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

Rejuvenation. If killed in a desert, Tarkun's body reforms from the desert sands in 24 hours, regaining all his hp and becoming active again. His new body appears anywhere within the desert confines of his realm. Only the complete removal of his body from the desert prevents this trait from functioning.

Sand Stride. Tarkun can burrow through nonmagical sand at his walking speed. While doing so, he doesn't disturb the material he moves through. In addition, difficult terrain composed of sand doesn't cost him extra movement.

Actions

Multiattack. Tarkun makes two attacks.

Desiccating Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) fire damage, and the target must succeed on a DC 14 Constitution saving throw or become cursed with Tarkun's desiccation. While cursed, the target can't regain hp, and its hp maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hp maximum to 0, the target dies, and it rises 10 minutes later as an apaxrusl under Tarkun's control. The curse lasts until removed by the *remove curse* spell or similar magic.

Searing Sand Bolt. *Ranged Spell Attack:* +7 to hit, ranged 120 ft., one target. *Hit:* 14 (4d6) fire damage.

Engulfing Sand Wave (Recharge 5–6). Tarkun releases a wave of rippling sand. Each creature within 20 feet of Tarkun must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and is knocked prone and buried. On a success, a creature takes half the damage and isn't knocked prone or buried. The buried target is restrained and unable to breathe or stand up. A creature, including the target, can take an action to make a DC 15 Strength check, ending the buried state on a success. The area becomes difficult terrain.

LEGENDARY ACTIONS

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

Move. Tarkun moves up to his speed without provoking opportunity attacks.

Desiccating Touch (Costs 2 Actions). Tarkun uses his Desiccating Touch.

Blinding Sandstorm (Costs 3 Actions). Tarkun creates a whirling sandstorm in a 10-foot-radius, 40-foot-high cylinder centered on a point he can see within 60 feet of him. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or be blinded for 1 minute. Flying creatures have disadvantage on the saving throw. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The sandstorm lasts for 1 minute, until Tarkun uses this legendary action again, or until Tarkun dies.

Fey Revenant

An amalgam of shadow fey and spider, the thorn-covered fey appears out of the shadows and envelops its victim in icy tendrils of darkness.

Will of the Fey Queen. Shadow fey who have proven themselves most loyal to the commands and desires of the fey courts catch the eye of the Queen of Night and Magic (*Tome of Beasts*, p. 192). She calls them to her court and blesses them with a measure of her power.

Fey Transformation. A fey revenant retains the upper torso of its shadow fey body, its skin becomes thorny and bark-like, and its lower body changes into that of an arachnid or insect. Spiders, scorpions, and beetles are the most common, but many fey revenants have lower bodies resembling dragonflies, wasps, and locusts. Fey revenants with insect bodies that can fly have a flying speed of 30 feet.

FEY REVENANT

Large fey, lawful evil

Armor Class 19 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +7
Skills Perception +5, Stealth +7
Damage Resistances bludgeoning, piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elvish, Umbral
Challenge 7 (2,900 XP)

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

Shadow Sight. Magical darkness doesn't impede the fey revenant's darkvision.

Shadow Traveler (4/Day). As a bonus action while in shadows, dim light, or darkness, the fey revenant disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at its origin and destination when it uses this trait.

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

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

Thorn Body. A creature that touches the fey revenant or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

Actions

Multiattack. The fey revenant makes three attacks, either with its shortsword or longbow. It can use its Queen's Grasp in place of one shortsword or longbow attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) poison damage.

Queen's Grasp. *Ranged Weapon Attack:* +7 to hit, ranged 30/60 ft., one target. *Hit:* The target is restrained by icy wisps of shadow. While restrained, the creature takes 7 (2d6) cold damage at the start of each of its turns. As an action, the restrained creature can make a DC 15 Strength check, bursting through the icy shadow on a success. The icy shadow can also be attacked and destroyed (AC 10; 5 hp; resistance to bludgeoning, piercing, and slashing damage; immunity to cold, necrotic, poison, and psychic damage).

VARIANT: FEY REVENANTS OF THE MOONLIT KING

The Moonlit King sometimes creates his own fey revenants. They have the following action option in place of the Queen's Grasp action:

King's Fear. One creature of the fey revenant's choice within 60 feet of it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. While frightened, the creature takes 7 (2d6) radiant damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flayed Wraith

This flying creature looks like the disembodied skin of a once-living person. Its mouth is twisted into a tortured scream, and its eyes gleam a baleful blue.

Tortured to Death. Flayed wraiths come into being when certain dark energies are present at the moment when an individual is tortured to death. Unlike typical wraiths, they retain the skin they wore in life. Often, the various forms of torture used against them are still evident on the canvas of their bodies.

Mad. The flayed wraith is in a perpetual state of madness, reliving the days and moments that led to its demise. Flayed wraiths constantly feel the slice of the blade through their skin, the pain of blunt trauma to fingers and toes, or other objects being used on their bodies for the sheer purpose of causing agony. In death, they now seek to cause this same pain to others. They often keep their victims alive to inflict the unspeakable things that were once done to them upon the living. They desire to bring the same pain to others that was once so mercilessly brought against them, and in so doing, at least in their twisted minds, become the masters of life and death.

Undead Nature. A flayed wraith doesn't require air, food, drink, or sleep.

FLAYED WRAITH

Medium undead, neutral evil

Armor Class 12

Hit Points 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
9 (−1)	15 (+2)	17 (+3)	12 (+1)	9 (−1)	8 (−1)

Saving Throws Wis +2

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 9

Languages any languages it knew in life

Challenge 5 (1,800 XP)

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

Torturer. When the flayed wraith reduces a creature to 0 hp, it knocks out the creature, which falls unconscious and is stable.

ACTIONS

Multiattack. The flayed wraith uses its Howl of Agony. It then makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 5 (2d4) necrotic damage.

Howl of Agony. The wraith screams its pain into the mind of one creature it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failure, the target takes 10 (3d6) psychic damage and is incapacitated as it doubles over in pain. On a success, the target takes half the damage and isn't incapacitated.

Fleshdreg

A mass of disgorged plant material lies at the base of this fleshy tree. Hollowed out areas give the impression of a mouth and a pair of eyes.

Disgusting Display. At a distance, the fleshdreg's appearance is not quite so disturbing, but a close-up view invokes revulsion in many creatures. Their most unsettling aspect—the constant spewing of plant material—is due to a strange regenerative factor. The trees spontaneously generate plant material, which negatively interacts with their acidic interiors and causes them near-constant digestive discomfort. The fleshdregs can direct this acidified material as a spew, which temporarily suspends this continual production, but they are hesitant to do so except in extreme circumstances. If they lose too much acid or their acid somehow becomes neutralized, the pulpy material fills their innards, bloating them and eventually erupting through their skin.

Friendly Trees. Many intelligent creatures encountering fleshdregs judge them by their horrifying features, but the fleshdregs are amiable hosts. They understand that many creatures find them repulsive and react to hostility with calming words and a show of peace. Assuming they establish a friendly footing with visitors, they prove to be valuable sources of information about the surrounding territory. In some cases, fleshdregs volunteer to accompany their new acquaintances within a swamp, especially if the fleshdregs seek to relocate.

Otherworldly Origins. Scholars who have studied the strange trees conclude they derive from some foreign environment. They are split on whether the creatures come from beyond the stars or migrated from deep within the underworld. The scholars agree fleshdregs serve an environmental niche in their native habitat similar to trees and may be an otherworldly equivalent to treants. Fleshdregs assume that they've always existed in their swamps, but they aren't interested enough in their origins to argue with the scholars.

FLESHDREG

Huge plant, neutral good

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	20 (+5)	13 (+1)	16 (+3)	7 (–2)

Saving Throws Con +8
Skills Insight +6, Nature +4
Damage Resistances fire
Damage Immunities acid
Condition Immunities exhaustion, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Common, Deep Speech, Sylvan
Challenge 5 (1,800 XP)

Regeneration. The fleshdreg regains 5 hp at the start of its turn if it has at least 1 hp. If the fleshdreg uses its Disgorge Innards action, this trait doesn't function at the start of its next turn.

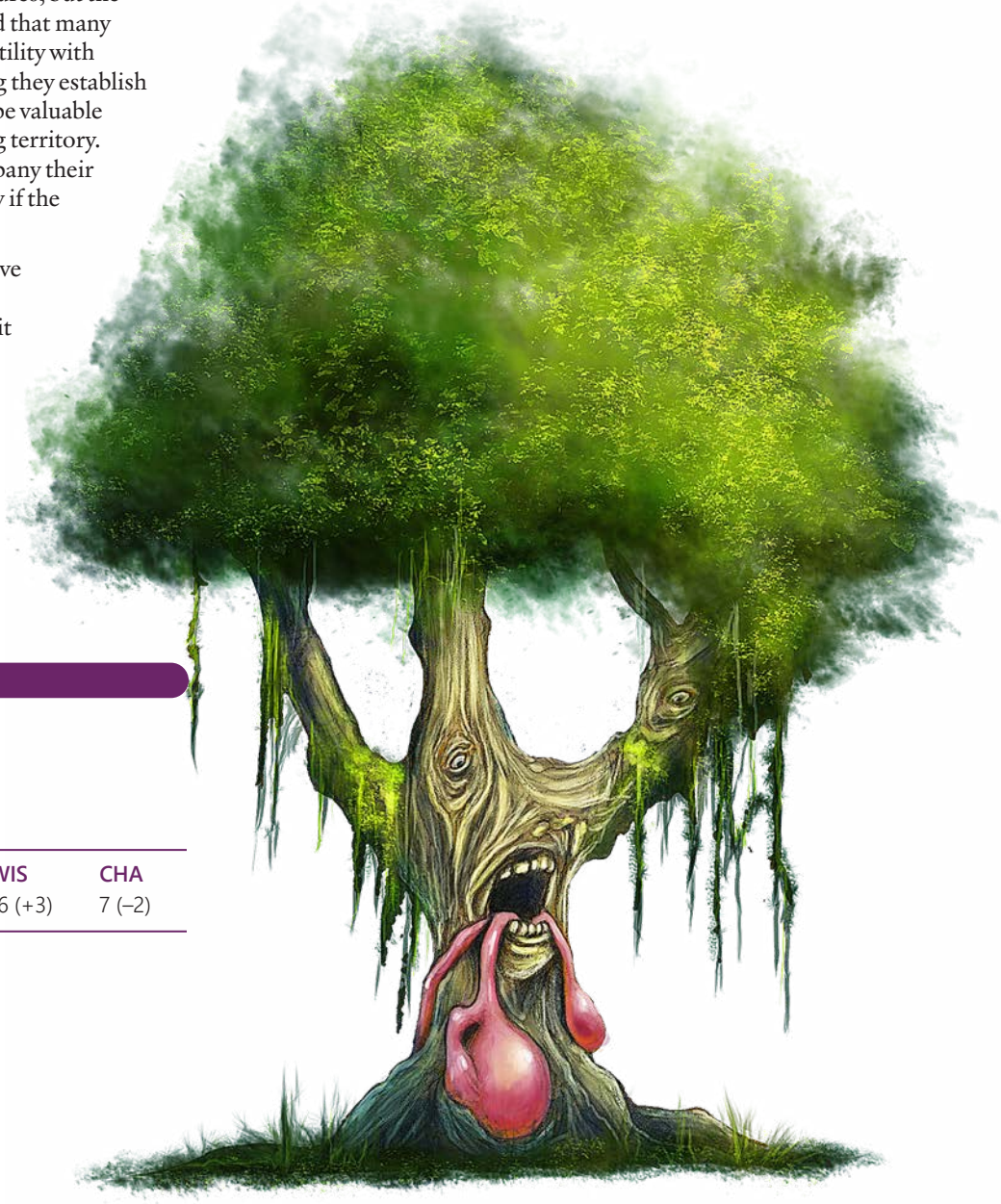
ACTIONS

Multiattack. The fleshdreg makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Rock. *Melee Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Disgorge Innards (Recharge 6). The fleshdreg expels acidic sludge in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw takes 9 (2d8) acid damage the end of its next turn, unless it or a creature within 5 feet of it takes an action to remove the sludge.



Fleshspurned

This horrifying apparition is the disturbing amalgam of a funerary shroud and a set of absurdly large floating teeth. The creature has a roughly humanoid form and clacks its teeth together with terrible ferocity.

Ghosts with Teeth. A fleshspurned is created when a humanoid is eaten alive or dies while swallowed by a creature such as a purple worm. These people are driven insane by their horrible deaths and arise as monstrous spirits that crave the flesh of other creatures to replace the bodies they lost. However, in a twist of fate, the fleshspurned cannot stomach corporeal flesh, leading it to consume the ectoplasm of wraiths and ghosts or the essence of creatures it turns ghostly with its strange bite.

Ghosts Hunting Ghosts. Fleshspurned are treated with a mixture of fear and loathing by intelligent ghostly creatures, such as specters and ghosts, since any ghostly creature killed and devoured by a fleshspurned is permanently destroyed, even if it would ordinarily return to haunt an area after being killed. Fleshspurned are sometimes controlled by powerful necromancers to act as ghost exterminators, clearing out haunted graveyards and ruins of other spiritual undead.

Undead Nature. The fleshspurned doesn't require air, food, drink, or sleep.

FLESHSPURNED

Medium undead, chaotic evil

Armor Class 14
Hit Points 75 (10d8 + 30)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +4
Skills Perception +4, Stealth +6
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ghost Eater. The fleshspurned has advantage on attack rolls against ghosts, wraiths, and other undead with the Incorporeal Movement trait, and such creatures aren't immune to the necrotic damage dealt by the fleshspurned's bite. When the fleshspurned kills one of these creatures, the fleshspurned gains temporary hp equal to double the creature's challenge rating (minimum of 1).

Incorporeal Movement. The fleshspurned can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. A fleshspurned can't move through other creatures with the Incorporeal Movement trait.

ACTIONS

Phantasmal Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage. If the target is a creature other than a construct or an undead, it must succeed on a DC 14 Constitution saving throw or become ghostly for 1 minute. While ghostly, it has the Incorporeal Movement trait and is susceptible to the fleshspurned's Ghost Eater trait. The creature can repeat the saving throw at the end of each of its turns, ending the ghostly effect on itself on a success.

Chatter. The fleshspurned clashes its oversized teeth together to create a clattering din. Each creature within 30 feet of the fleshspurned must succeed on a DC 14 Wisdom saving throw or be confused for 1 minute. While confused, a creature acts as if under the effects of the *confusion* spell. A confused creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the target is immune to the fleshspurned's Chatter for the next 24 hours.

Flithidir

The gnome-like creature flutters from tree to tree, sporting colorful, avian features.

Avian Fey. Flithidirs are small fey that embody the bright, chaotic nature of birds. They are slender and keen-eyed with feathery crests and feathered wings. Flithidirs are creatures of contrasts—loud and lively, yet prone to moments of calm wonder; bold and cocky, yet easily startled; able to sing with breathtaking beauty or confuse their foes with earsplitting noise.

Shapeshifters. Flithidirs are shapeshifters, able to change into birds or smaller humanoids, and they favor colorful clothes and adornments, even while shapeshifted. Relentlessly curious, flithidirs often take the form of a bird when they encounter strangers, quietly following and studying the creatures. If the strangers are deemed safe and intriguing, the flithidir approaches in a humanoid form to get better acquainted.

Easily Bored. Flithidirs tirelessly seek out new things. Some desire new experiences—songs and stories, unusual foods, and sudden discoveries—while others are more covetous, ceaselessly collecting objects they find interesting. Sometimes this greed manifests as a magpie-like desire for shiny things, but a flithidir is also just as likely to be fascinated by items of a certain shape, texture, or color. When a flithidir encounters someone who possesses a thing it wants, it may offer something in exchange—usually a splendid song or acrobatic display—or it may simply request the item with great charm, reacting with frustration or rage if the object is denied to it.

FLITHIDIR

Small fey (shapechanger), chaotic neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 30 ft. (20 ft., fly 60 ft. in bird or true form)

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

Skills Acrobatics +5, Perception +3, Performance +6, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 13

Languages Auran, Common, Sylvan

Challenge 1 (200 XP)

Cacophony. If three or more flithidirs are within 15 feet of each other, they can use their reactions to start a cacophony. Each creature that starts its turn within 30 feet of one of the flithidirs and that can hear the cacophony must succeed on a DC 10 Constitution saving throw or have disadvantage on its next attack roll or ability check. The DC increases by 1 for each flithidir participating in the cacophony to a maximum of DC 16. To join or maintain an existing cacophony, a flithidir must use its bonus action on its turn and end its turn within 15 feet of another flithidir participating in the cacophony. The cacophony ends when less than three flithidir maintain it. A flithidir can still speak and cast spells with verbal components while participating in a cacophony.

Shapechanger. The flithidir can use its action to polymorph into a Small humanoid, into a Small or smaller bird, or back into its true fey form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. No matter the form, it always has bright or multi-colored hair, fur, scales, or feathers. It reverts to its true form if it dies.

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

At will: *minor illusion* (auditory only), *vicious mockery*

1/day each: *charm person, enthrall*

Actions

Multiattack. The flithidir makes two melee attacks.

Dagger (Humanoid or Fey Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

Reactions

Mocking Retort. When a creature the flithidir can see misses it with an attack, the flithidir can cast *vicious mockery* at the attacker.

Forest Emperor

The smell of freshly turned soil and bubbling sulfur accompanies this terrible monster, an amalgam of wood and flesh vaguely reminiscent of a giant centaur with bony wooden limbs. Vast draconic wings sprout from the creature's back, and it bears a serpentine tail ending in a cone-shaped rattle.

Born of Dragons. When a particularly hardy child of Yggdrasil (*Creature Codex*, p. 61) comes across the still-fresh corpse of an adult or older dragon, it attempts to devour the dragon's heart and metamorphose into a larger and more vicious aberration known as a forest emperor. This process takes one week, and, while transforming, the child of Yggdrasil spins a thick green cocoon of acidic vines around itself. When the forest emperor finally emerges, it is close to starving and attacks and devours any creature that comes within reach of its terrible, gnarled limbs.

Continually Growing. Forest emperors never stop growing, and specimens of gargantuan size have been found residing in the most desolate and treacherous forests and mountains, often in the lairs of dragons they have consumed. Unusually powerful forest emperors have even made it as far as the tangled roots of the World Tree itself, spending their time communing with evil fey spirits and the terrible serpents said to twine about its boughs.

FOREST EMPEROR

Huge aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	12 (+1)	20 (+5)	8 (–1)

Saving Throws Con +10, Wis +10
Skills Nature +6, Perception +10, Stealth +6
Damage Immunities acid, cold; bludgeoning from nonmagical attacks
Senses darkvision 60 ft., passive Perception 20
Languages Common, Giant
Challenge 15 (13,000 XP)

Forest Camouflage. The forest emperor has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

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

Rattle. The forest emperor constantly rattles its tail when in combat. Each creature that starts its turn within 60 feet of the forest emperor and that can hear it must succeed on a DC 18 Wisdom saving throw or become frightened until the start of its next turn. A creature that succeeds on two saving throws is unaffected by the forest emperor's rattle for the next 24 hours.

ACTIONS

Multiattack. The forest emperor makes two claw attacks and one tail attack. If both claws hit the same target, the target must succeed on a DC 18 Constitution saving throw or its hp maximum is reduced by 7 (2d6) and the forest emperor regains hp equal to this amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Acidic Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 7 (2d6) acid damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Toxic Nectar Spray (Recharge 5–6). The forest emperor sprays a 60-foot cone of acid from its flower-ringed eye pits. Creatures in the path of this cone must make a DC 18 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

Fragrant One

A pale yellow and green slug-like creature with a benign expression on its round human face sits atop a large mushroom. Long antennae wave atop its bald head as its languid blue eyes observe its surroundings.

Fairytale Fey. A fragrant one is a whimsical and playful creature whose innocent and friendly demeanor hides a cunning intelligence. Fragrant ones feed on companionship and use their magical pheromones to inveigle themselves into the lives of other creatures, particularly woodland humanoids and giants. Strangely, a fragrant one knows nothing of real commitment or friendship, and all of its relationships are built on lies and deceptions.

Safety in Numbers. Fragrant ones are relatively weak when alone, barely having enough strength to fend off predators. When in the presence of multiple charmed companions, however, a fragrant one becomes much more of a threat, its body growing thick chitinous plates and its antennae lengthening.

FRAGRANT ONE

Small fey, chaotic neutral

Armor Class 11
Hit Points 45 (13d6)
Speed 20 ft., climb 20 ft.

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

Saving Throws Int +6, Wis +4, Cha +6
Skills Deception +8, Insight +4, Perception +4, Persuasion +8
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan, telepathy 60 ft.
Challenge 3 (700 XP)

Fragrant Aura. The fragrant one emits a cloud of sweet-smelling pheromones within 20 feet of it. A giant, humanoid, or beast that starts its turn inside the aura must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a creature fails the saving throw three times in 1 hour, it is charmed for 1 day and obeys the fragrant one's verbal or telepathic commands. If the creature suffers harm from the fragrant one or its allies or receives a suicidal command, it can repeat the saving throw, ending the effect on a success.

The fragrant one can have no more than six creatures charmed at a time. The fragrant one can end its charm on a creature at any time (no action required). If the fragrant one has six creatures charmed and a seventh creature fails its saving throw, the fragrant one can choose to release its charm on another creature to replace it with the new creature or to have the new creature unaffected by the aura.

Strength in Numbers. The fragrant one grows more powerful when it has charmed allies. For each charmed ally within 20 feet of it, the fragrant one gains 5 temporary hit points, its Armor Class increases by 1, and it deals an extra 2 (1d4) psychic damage when it hits with any attack. Temporary hp gained from this trait replenish every 1 minute.

Actions

Phrenic Antennae. *Melee Spell Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of its next turn.

Reactions

Interpose Ally. When a creature the fragrant one can see targets it with an attack, the fragrant one can force a charmed ally within 5 feet of it to move between it and the attack. The charmed ally becomes the target of the attack instead. If the charmed ally takes damage from this attack, it can immediately repeat the Fragrant Aura's saving throw, ending the charmed condition on itself on a success.

Fungi

Boomer

An ear-piercing shriek echoes in the cavern. The sound comes from a human-sized mushroom whose stalk steadily swells with air as it shrieks.

Thunderous Shriek. Boomers are a subspecies of shrieker, nearly indistinguishable from their more innocuous cousins. When shrieking, however, the stalk of the boomer noticeably expands, swelling with air until it releases the air in a thunderous burst of noise. Like its more common relative, it is often deliberately cultivated by intelligent subterranean races as a defensive measure against intruders.

Boomer

Medium plant, unaligned
Armor Class 7 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 0 ft.

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

Damage Immunities thunder
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/2 (100 XP)

Deafening Boom. When a creature hits the boomer with a melee attack, the boomer releases a blast of sound. Each creature within 10 feet of the boomer that can hear it must make a DC 12 Constitution saving throw. On a failure, a creature takes 5 (2d4) thunder damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

Death Burst. When it dies, the boomer explodes in a cacophonous burst. Each creature within 30 feet of the boomer that can hear it must make a DC 12 Constitution saving throw. On a failure, a creature takes 7 (2d6) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened.

False Appearance. While the boomer remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. If bright light or a creature is within 30 feet of the boomer, it emits a shriek audible within 300 feet of it. The boomer continues to shriek until the disturbance moves out of range and for 1d4 of the boomer's turns afterward.

Ophio

Row after row of bruise-purple fungus grows from the rocks like living shelves. The air becomes hazy as the fungus lets out a sudden puff of spores.

Ambitious Parasite. The ophio fungus is native to the subterranean caverns that wind through Leng, but it has no intention of remaining solely in its native world. The fungus seeks to infect as many carriers as possible to distribute itself across many planes and worlds.

Mind Control. The fungus attempts to infect carriers by issuing clouds of microscopic spores. Once inhaled, these spores attack the victim's brain, sapping their willpower and eventually leaving the victim under the control of the fungus.

Master Plan. Once a victim is infected with ophio spores, it is entirely under the control of the fungus, connected to the parent fungus by a psychic link that even reaches across planes. The fungus uses these victims to carry pieces of itself to other places or to lure more victims into its caverns.

Ophio Fungus

Huge plant, unaligned
Armor Class 14 (natural armor)
Hit Points 119 (14d12 + 28)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (–2)	14 (+2)	20 (+5)	17 (+3)	17 (+3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages Void Speech, telepathy 120 ft.
Challenge 7 (2,900 XP)

Hypnotic Secretion. When a creature starts its turn within 30 feet of the fungus, it must make a DC 15 Charisma saving throw. On a failure, the creature is charmed for 1 hour and regards the fungus as a friendly acquaintance. If the fungus or one of its allies harms the charmed creature, this effect ends. If a creature stays charmed for the full hour, it becomes infected with ophio spores (see the Ophio Spores sidebar). If the creature's saving throw is successful or the effect ends for it, the creature is immune to the ophio fungus' Hypnotic Secretion for the next 24 hours. A creature that doesn't need to breathe is immune to the fungus' Hypnotic Secretion. A creature that does need to breathe can still be affected, even if it holds its breath.

ACTIONS

Release Spores. The ophio fungus focuses its spores on up to three creatures it can see within 30 feet of it. Each creature must make a DC 15 Constitution saving throw. On a failure, a creature takes 14 (4d6) poison damage and, if it is a humanoid, it becomes infected with ophio spores (see Ophio Spores sidebar). On a success, a creature takes half the damage and isn't infected with spores. A creature that doesn't need to breathe automatically succeeds on this saving throw. A creature that does need to breathe can still be affected, even if it holds its breath.

OPHIO SPORES

This disease affects humanoids who breathe. The eyes of infected creatures become glassy, and purple bruising appears on their spines, bulging as the disease progresses. At the end of each long rest after infection, an infected creature is wracked by terrible dreams or visions and must succeed a DC 15 Constitution saving throw or suffer one level of exhaustion that can't be removed until the disease is cured. After the creature has two levels of exhaustion, it moves to the second stage of the infection. During the first stage of infection, a *lesser restoration* spell or similar magic ends the infection.

At the end of each long rest after the creature reaches the second stage of infection, it must succeed on a DC 15 Constitution saving throw or become a thrall of the ophio fungus, falling completely under its control. A victim in the second stage of the infection or that is completely under the fungus' control can be restored only by killing the fungus that caused the infection or through the use of a *wish* spell.

PIXIE'S UMBRELLA

Dozens of flat, purple-capped mushrooms float and spin through the air.

Huge colonies of pixie's umbrellas inhabit the Underworld. When they sense danger, they fill their caps to gain height then release the air, using the flattened caps to slow their descent.

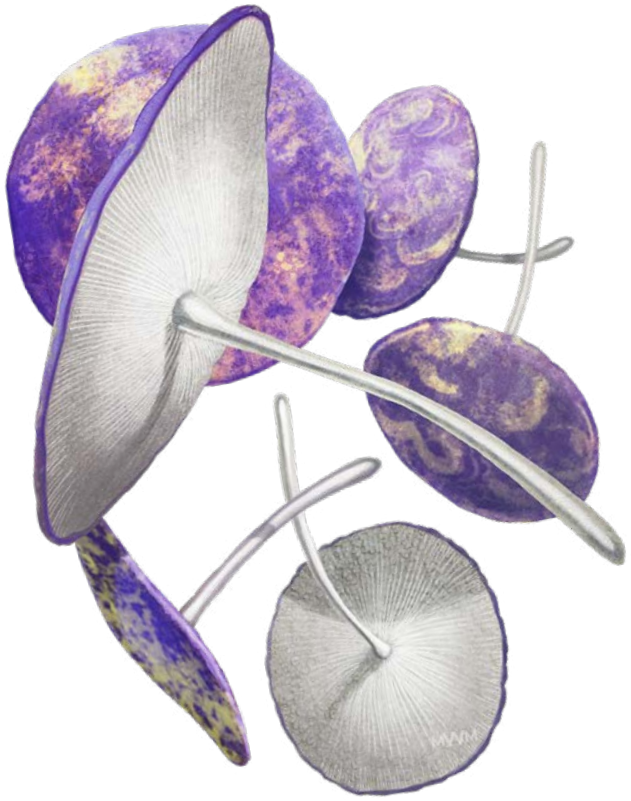
Migrating Fungus. Their ability to float allows pixie's umbrellas to make homes on hard-to-reach surfaces, frustrating those who enjoy the mushrooms' bitter flesh. The ground beneath wall- and cliff-dwelling pixie's umbrellas is sometimes littered with the skeletal remains of starving travelers who fell in their desperate attempts to gather food.

Dizzying Drifters. Witnessing the migration of a colony of pixie's umbrellas can be fascinating to those who enjoy watching large numbers of the mushrooms float from cavern to cavern. Intelligent Underworld hunters sometimes use the migration of pixie's umbrellas to mask their approach, counting on the display to distract their prey.

PIXIE'S UMBRELLA

Small plant, unaligned
Armor Class 7
Hit Points 10 (4d4)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	5 (–3)	10 (+0)	1 (–5)	5 (–3)	1 (–5)



Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/8 (25 XP)

False Appearance. While the pixie's umbrella remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Twirl. The pixie's umbrella twirls, spinning its spores at nearby creatures. Each creature within 5 feet of the pixie's umbrella must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also poisoned until the end of its next turn.

REACTIONS

Float. When a pixie's umbrella senses motion within 30 feet of it, it fills its cap with air and flies 20 feet away from the motion without provoking opportunity attacks.

SHIFTSHROOM

The plain, white mushroom suddenly shifts and twists into a poisonous deathcap.

In their natural form, shiftshrooms are white mushrooms with bifurcated stalks. Their natural ability to disguise themselves as other mushrooms evolved as a defense against creatures harvesting them for food.

Sought for Food. Roasted shiftshroom has a nutty flavor and aroma and is considered a delicacy by many of the Underworld's denizens. Discerning surface world gourmands pay respectable sums for shiftshroom caps due to the difficulty in harvesting them from the Underworld and the difficulty in growing them above ground.

Hidden in View. Shiftshrooms can often be found interspersed with deadlier fungi. The Underworld hides colonies of the fungus wherein only a few of the mushrooms toward the outer edges of the group are dangerous varieties of fungus, and the remainder are disguised shiftshrooms.

SHIFTSHROOM

Medium plant (shapechanger), unaligned
Armor Class 5
Hit Points 18 (4d8)
Speed 10 ft.

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

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/4 (50 XP)

Shapechanger. The shiftshroom can use its action to alter its appearance into a more frightening fungus, such as a poisonous deathcap mushroom, or back into its true form. Alternatively, it can change back into its true form as a reaction when it takes damage. Its statistics are the same in each form, and it reverts to its true form if it dies. While in its frightening form, the shiftshroom can take only

the Dodge, Disengage, and Hide actions. Any creature that starts its turn within 10 feet of a shiftshroom in its frightening form must succeed on a DC 10 Wisdom saving throw or be frightened of the shiftshroom until the start of its next turn. On a successful saving throw, the creature is immune to this feature for 24 hours.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

STROBING FUNGUS

This creature is translucent with a white core and is composed of a narrow stalk topped with a bulbous head. It suddenly emits a powerfully bright light, then flashes bright and dark in rapid succession.

Chemical Warrior. The strobing fungus' body houses chemicals that, when mixed together, cause it to shine brighter than a torch. It also uses those chemicals for self-defense. When it senses danger, it mixes the chemicals inside a pouch within its body and secretes the mixture, which it can then shoot at the creature threatening it. Once exposed to the open air, the chemicals become highly corrosive and toxic.

Wandering Mushroom. Unlike many fungi, the strobing fungus is able to move, albeit at a slow pace. It does this by severing the portion of its base anchoring it in place and secreting some of the chemicals within its body to help it glide along to a new location. When it has reached its intended destination, it stops secreting the chemical, its movement stops, and the creature quickly attaches to the ground at the new location.

Popular Guards. Strobing fungi are often employed as guardians, particularly by creatures that have blindsight. The fungi understand rudimentary Common and can obey commands not to attack their master's allies. They typically assume anyone who has not been specifically introduced to them is an enemy and behave accordingly.

STROBING FUNGUS

Medium plant, unaligned

Armor Class 13 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	5 (−3)	13 (+1)	15 (+2)

Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Common but can't speak
Challenge 4 (1,100 XP)

Strobe. As a bonus action, the strobing fungus can start emitting a powerful, strobing light. It rapidly alternates between shedding bright light in a 60-foot radius and shedding no light, creating a dizzying effect unless the area's ambient light is bright light. Each creature within 60 feet of the strobing fungus and that can see the light must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

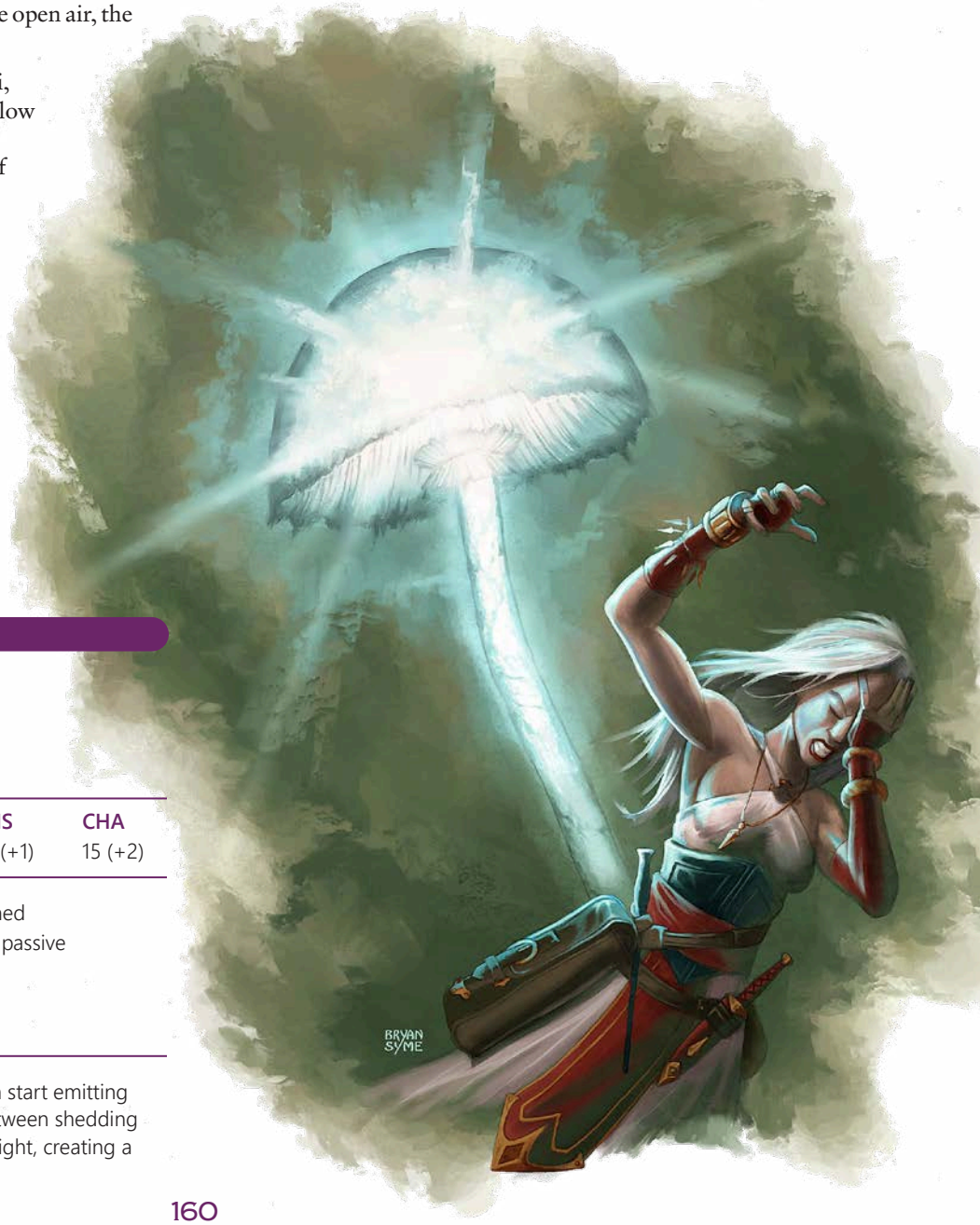
Unless surprised, a creature with a shield or other similarly-sized object can use its reaction to raise the object and protect its eyes from the light, avoiding the saving throw. If it does so, it can't use that object for anything else. For example, a creature using a shield to protect its eyes loses the shield's bonus to its Armor Class while using the shield in this way. If the creature looks at the strobing fungus or lowers or uses the object protecting its eyes, it must immediately make the save.

While emitting light, the strobing fungus can't attack. It can stop emitting light at any time (no action required).

ACTIONS

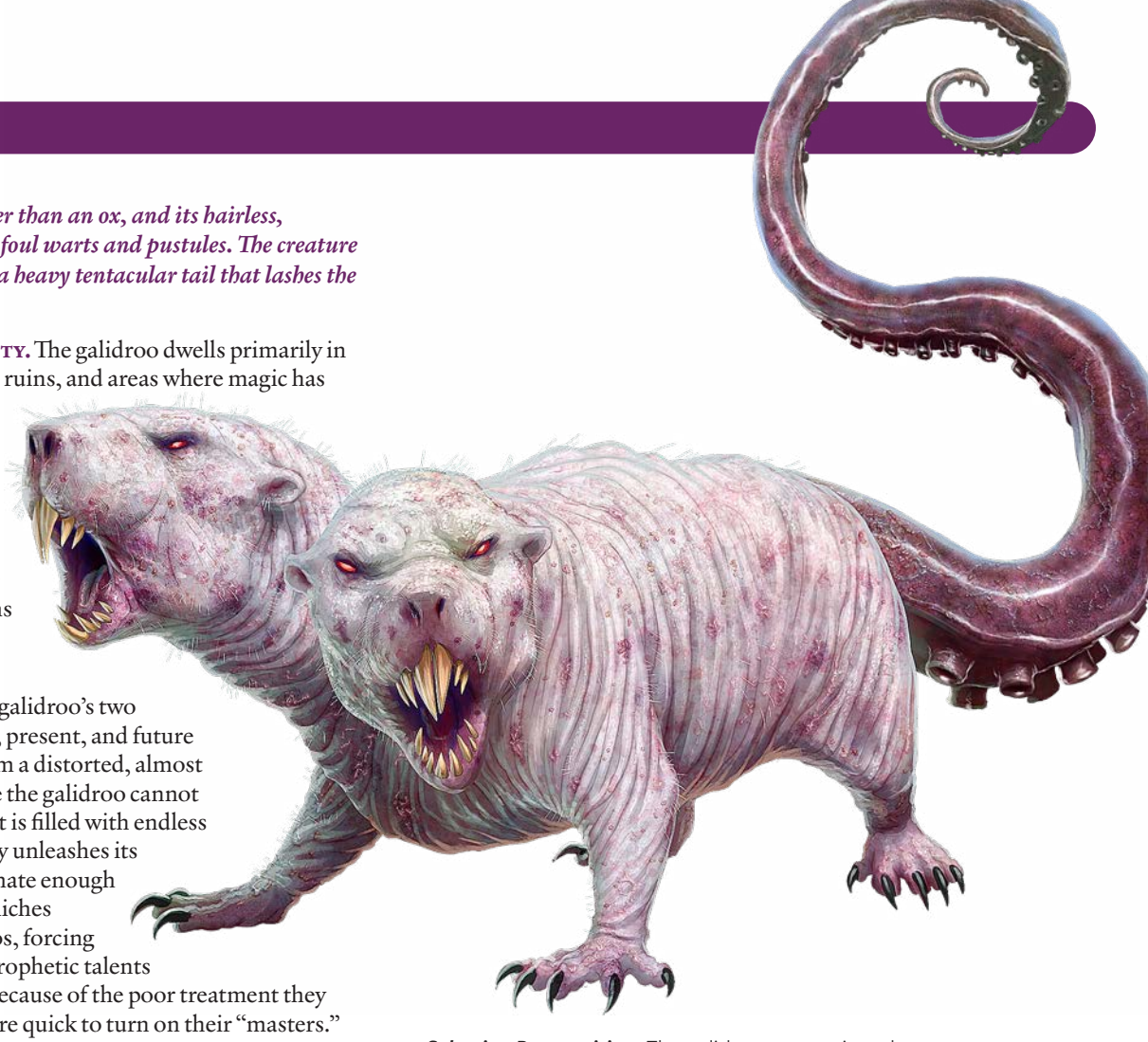
Multiattack. The strobing fungus makes two attacks.

Chemical Burn. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 13 (3d6 + 3) acid damage.



Galidroo

This horrid creature is larger than an ox, and its hairless, wrinkled skin is covered in foul warts and pustules. The creature has two rat-like heads and a heavy tentacular tail that lashes the air malevolently.



Wasteland Monstrosity. The galidroo dwells primarily in desolate badlands, ravaged ruins, and areas where magic has corrupted the landscape and the creatures within it. Though powerful monsters in their own right, they are rarely at the top of the food chain and have to watch out for other monsters like purple worms and wasteland dragons (*Creature Codex*, p. 117).

Prophetic Beasts. The galidroo's two heads can see into the past, present, and future simultaneously, giving them a distorted, almost fatalistic view on life. Since the galidroo cannot see its own past or future, it is filled with endless frustration, and it zealously unleashes its rage upon anyone unfortunate enough to cross its path. Powerful liches frequently enslave galidroos, forcing the creatures to use their prophetic talents to serve the liches' plans. Because of the poor treatment they usually receive, galidroos are quick to turn on their "masters."

GALIDROO

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Con +9, Wis +8
Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities exhaustion
Senses darkvision 90 ft., passive Perception 18
Languages Deep Speech, telepathy 60 ft.
Challenge 12 (8,400 XP)

Aura of Lassitude. A creature that starts its turn within 30 feet of the galidroo must succeed on a DC 17 Constitution saving throw or feel lethargic until the start of its next turn. While lethargic, a creature can't use reactions, its speed is halved, and it can't make more than one melee or ranged attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. On a successful saving throw, the creature is immune to the galidroo's Aura of Lassitude for the next 24 hours.

Selective Precognition. The galidroo can see into the past, present, and future simultaneously. It can innately cast *divination* and *legend lore* once per day each, requiring no material components. Its innate spellcasting ability is Wisdom. The galidroo can't use these spells to gain information about itself or its personal future or past.

Two-Headed. The galidroo has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The galidroo makes four attacks: two with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. The target is grappled (escape DC 17) if it is a Large or smaller creature and the galidroo doesn't have another creature grappled. Until this grapple ends, the target is restrained, and the galidroo can't use its tail on another target.

Prophetic Screech (Recharge 5–6). The galidroo unleashes a burst of prophetic power in a 60-foot cone. Each creature in that area must make a DC 17 Intelligence saving throw. On a failure, a creature takes 35 (10d6) psychic damage and is incapacitated for 1 minute as its mind is bombarded with visions of its past and future. On a success, a creature takes half the damage and isn't incapacitated. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Garlicle

The leafy creature chants as it interprets a portent in a column of roiling, acrid smoke. The little creature shouts "Woe!" while pointing a gnarled finger, signaling the other leafy creatures to rise with readied weapons.

Trusted Seers. In the gardens of the alliumites (*Creature Codex*, p. 13), alliumite elders practice divination magic to guide and protect their communities. Named "garlicles" by their communities, these elders use cloves plucked from their own heads to predict the future, casting the cloves like an augur's knucklebones. The residual fey magic that infuses all alliumites sometimes causes peculiar results in a garlicle's predictions.

Wisdom Sought, Rarely Given. Desperate folk often search for garlicles, seeking answers for such things as weather forecasts, lost relics, and hidden fates. These efforts are often in vain, as alliumites turn away most petitioners. Only those who earn the title "Gardenfriend" are allowed an audience. Often, the wrathful retaliate for being rejected, but the wise garlicles are quick to negotiate peace or, failing that, prepare an apt defense.

GARLICLE

Small plant, chaotic neutral

Armor Class 12
Hit Points 31 (7d6 + 7)
Speed 20 ft., burrow 20 ft.

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

Skills Insight +6, Perception +6, Persuasion +3, Stealth +4
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan
Challenge 1 (200 XP)

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

Tearful Stench. Each creature other than an alliumite or garlicle within 5 feet of the garlicle when it takes damage must succeed on a DC 14 Constitution saving throw or be blinded until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Tearful Stench of all alliumites and garlicles for 1 minute.

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

At will: *guidance, shillelagh*
3/day: *augury, comprehend languages*
1/day: *divination, entangle*

Actions

Walking Staff. *Melee Weapon Attack:* +0 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 1 (1d6 – 2) bludgeoning damage, 2 (1d8 – 2) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Cloves of Fate (Recharge 4–6). The garlicle plucks cloves from its head and throws them at up to three creatures it can see within 30 feet of it. Roll a d4 for each creature. The garlicles allies have +1 on the roll while its enemies have a –1 on the roll. Determine the result and consult the following table.

d4	Fate
0	***Worst Fortune***. Whatever the target is holding slips from its grasp into a random space within 5 feet of the target, and the target falls prone as it trips over a rock, rain-dampened grass, its shoelaces, or similar.
1	***Bad Fortune***. The target takes 10 (3d6) poison damage and must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.
2	***Adverse Fortune***. The target has disadvantage on its next attack roll.
3	***Favorable Fortune***. The target has advantage on its next attack roll.
4	***Good Fortune***. The target regains 5 (2d4) hp.
5	***Best Fortune***. The target's next successful hit is critical.

Gaunt One

This corpse-like creature's flesh is gray, its body is emaciated, and its skin is pulled tight across its skeleton. A strange, writhing tentacle protrudes slightly from its gaping mouth.

Unnatural Origin. Centuries ago, an order of wizards, known as the Covenant of Infinum, found itself in need of slaves and descended upon a nearby human settlement. The order enslaved every villager and conducted magical experiments upon them in the wizards' remote mountain tower. The wizards were trying to create the perfect servitor race, using the villagers as a baser life form. The experiment failed spectacularly, unleashing a magical transformative wave upon the tower. Many of the wizards managed to escape, but all of the human slaves were caught in the magical chaos and were forever changed into gaunt ones.

Undead Appearance. At first glance, gaunt ones appear to be some form of undead creature, leading many to underestimate them. Their skin is pale, shrunken, and withered, and their teeth are yellow and jagged with receded gums.

Hunger for Hearts. Gaunt ones have an inherent hunger for hearts and often sit quietly for hours, listening for the heartbeats of nearby creatures. A gaunt one grabs hold of its prey and worms its tentacle-like tongue into the creature's mouth to extract the creature's heart. Insatiable, a gaunt one continues to eat the hearts of creatures it finds until there is nothing left to harvest. Lacking readily available food, it moves on.

GAUNT ONE

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages understands Undercommon but can't speak
Challenge 3 (700 XP)

Keen Hearing. The gaunt one has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The gaunt one makes two claw attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14).

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Extract Heart. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one humanoid grappled by the gaunt one. *Hit:* The target must make a DC 13 Constitution saving throw, taking 22 (5d8) piercing damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hp, the gaunt one kills the target by extracting and devouring its heart.

Ghast of Leng, Greater

The creature has a maddened expression on its almost featureless face. Its vaguely humanoid body is covered in lumpy, grayish-green skin, and its head sits on a long neck. Its long arms end in vicious claws, and it stands on sharp hooves.

Leaders of Carnivores. Ghasts of Leng (*Creature Codex*, p. 168) who claw their way up, surviving rounds of feeding frenzies, become greater ghasts. They are stronger, tougher, and usually taller than their peers, who look to them for leadership. The greater ghasts of Leng do not, however, provide structured leadership. Instead, they chaotically direct flow of their hungry kin, pointing out prey and keeping the lesser ghasts in line. They are, in essence, the biggest bullies in a pack of scavenger bullies.

GREATER GHAST OF LENG

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	12 (+1)	10 (+0)	8 (−1)

Saving Throws Con +6, Wis +3
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, cold
Senses darkvision 60 ft., passive Perception 10
Languages Void Speech
Challenge 8 (3,900 XP)

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

Command Ghasts of Leng. As a bonus action, the greater ghast of Leng commands a ghast of Leng within 30 feet of it to make one attack as a reaction against a creature the greater ghast attacked this round.

Keen Smell. The greater ghast of Leng has advantage on Wisdom (Perception) checks that rely on smell.

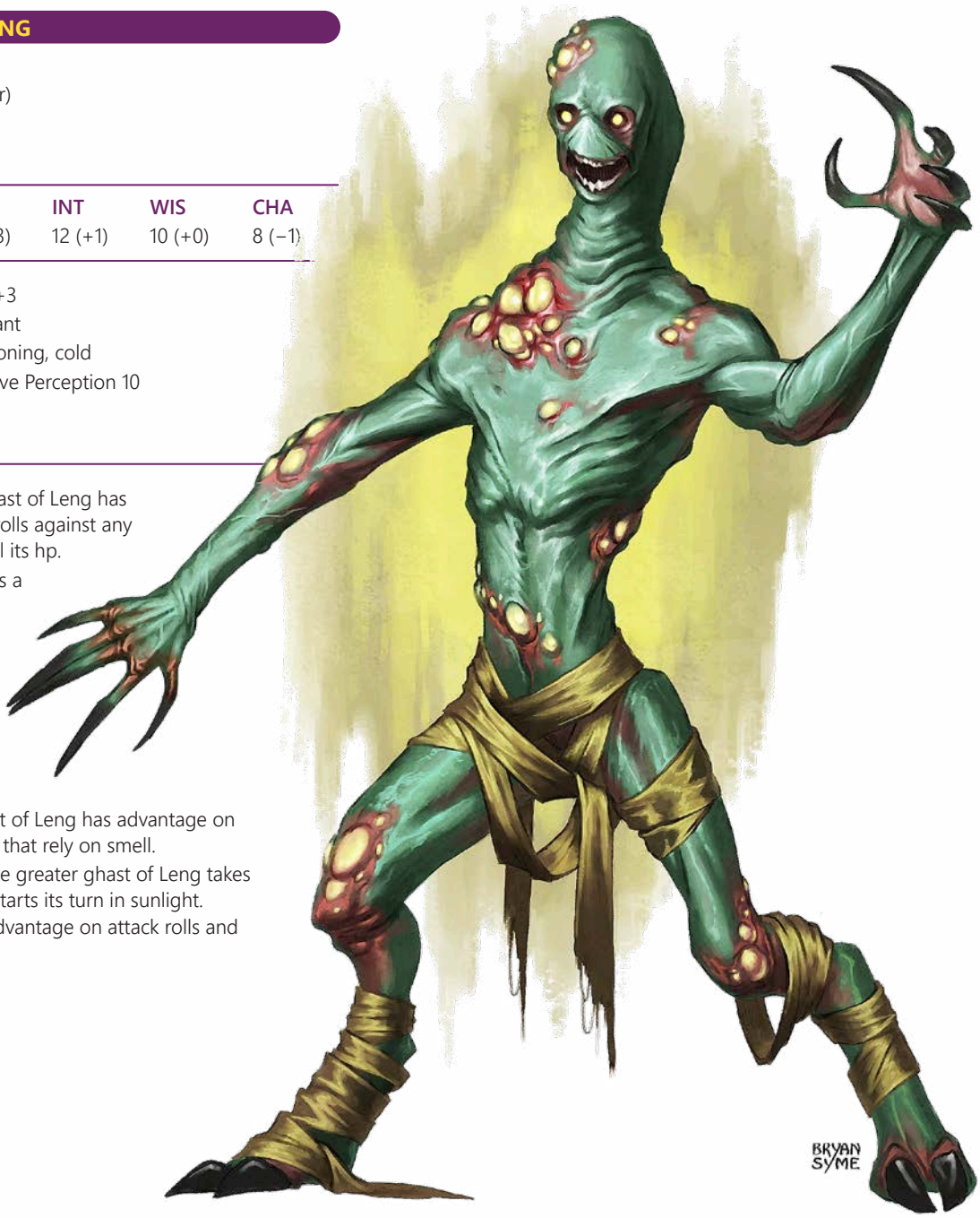
Sunlight Hypersensitivity. The greater ghast of Leng takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The greater ghast of Leng makes three attacks: one with its bite and two with its claws. If both claw attacks hit a Medium or smaller target, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the greater ghast can automatically hit the target with its claws, and the greater ghast can't make claw attacks against other targets.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

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



Ghillie Dubh

This bipedal creature seems to be a humanoid-shaped mound of leaves and moss given life. Dark pits in its head resemble empty eye sockets.

Protectors of the Lost. Ghillie dubhs hail from good-aligned arboreal planes. There, they guide visitors through the sometimes-confounding landscape. They often rescue those who incidentally succumb to the peaceful nature of planar woodlands and might otherwise perish. However, they find their services more useful on the Material Plane where nature is generally more unforgiving. Their desire to help mortals leads them to more extreme climates, with a strong preference for colder weather. Ghillie dubhs find lost travelers and guide these unfortunates to safe places. If a traveler impresses a ghillie dubh with knowledge or a desire for knowledge about the forest, the ghillie dubh gifts the traveler with some of its knowledge.

Punishment of Transgression. Likewise, a ghillie dubh expects visitors to the area it oversees to be respectful of the land. Ghillie dubhs lecture mild violators and briefly use nature to inconvenience them, such as by covering paths or removing tracks. More heinous acts—like wantonly slaughtering animals or setting trees ablaze—are met with physical retaliation.

Part of the Forest. Ghillie dubhs take on characteristics of the forests they call home to blend in seamlessly with the trees and other plants. They can listen to subtle variations in the trees' movements to receive early warning about attacks, and they can turn their attention to any part of the forest to ensure no harm is coming to an area.

GHILLIE DUBH

Medium celestial, lawful good

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 20 ft., swim 20 ft.

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

Saving Throws Wis +6, Cha +5
Skills Nature +3, Perception +6, Stealth +3, Survival +8
Damage Resistances cold, radiant
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Celestial, Common, Sylvan, telepathy 60 ft.
Challenge 1 (200 XP)

Forest Camouflage. The ghillie dubh has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

One with the Trees. If the ghillie dubh has spent at least 24 hours in a forest, it has advantage on Wisdom (Perception) checks while in that forest. In addition, it can spend 10 minutes focusing its attention on the forest and an invisible, sapling-shaped sensor anywhere in its forest within 1 mile of it. It can see and hear everything within 60 feet of this sensor, but it is deaf and blind with regard to its own senses while doing so. The sensor lasts for 1 minute or until the ghillie dubh dismisses it (no action required).

Speak with Beasts and Plants. The ghillie dubh can communicate with beasts and plants as if they shared a language.

Actions

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

Forest Knowledge (Recharge 6). The ghillie dubh can alter nearby creatures' knowledge of the forest, choosing one of the following. An effect lasts for 24 hours, until the creature leaves the ghillie dubh's forest, or until the ghillie dubh dismisses it as a bonus action.

- Remove Knowledge. Each creature within 30 feet of the ghillie dubh must succeed on a DC 13 Charisma saving throw or become hopelessly lost in the ghillie dubh's forest. The creature has disadvantage on Wisdom (Survival) checks and takes 50 percent more time on overland travel, even delaying clearheaded companions.
- Share Knowledge. Each creature within 30 feet of the ghillie dubh has advantage on Wisdom (Survival) checks. The creature can move at a fast pace through forest terrain, and difficult terrain composed of nonmagical plants doesn't cost it extra movement.

Bloated

Bloated ghouls are ghouls who have engaged in ritual gorging on the flesh of hundreds of humanoids, their bodies swelling with undigested meat and bone. They eventually become pot-bellied undead maddened with hunger. A bloated ghoul's home is often slick with spilled blood and guts, which it happily licks off the floor and walls.

Hungry Dead Nature. The ghoul doesn't require air or sleep.

Bloated Ghoul

Medium undead, neutral evil
Armor Class 14 (natural armor)
Hit Points 142 (19d8 + 57)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Damage Resistances necrotic, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Darakhul, Undercommon
Challenge 6 (2,300 XP)

Turning Defiance. The bloated ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Unholy Stench. When the bloated ghoul takes piercing or slashing damage, noxious vapors burst from its distended stomach. Each creature within 10 feet of it must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the end of its next turn.

Actions

Multiattack. The bloated ghoul makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage, and, if the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or have its speed halved and have disadvantage on Dexterity-based checks and saving throws for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hideous Feast. The bloated ghoul feeds on a corpse within 5 feet of it that is less than 1 week old. It regains 1d8 hit points per size category of the creature it consumes. For example, the ghoul regains 1d8 hit points when consuming a Tiny creature or 4d8 hit points when consuming a Large creature. The bloated ghoul can't use Hideous Feast on a corpse if it or another bloated ghoul has already used Hideous Feast on the corpse.

Darakhul Captain

Leaders of law enforcement units in undead cities, darakhul captains are stoic and steely darakhul hand-selected by the city's leadership for the role.

Patrol Teams. When on patrol, darakhul captains ride ghoulsteeds (*Creature Codex*, p. 177) and are rarely without a handful of darakhul and ghouls at their sides. In the larger cities, captains patrol with one or two emperor's hyenas (see page 135).

Dangerous Position. Many captains meet their ends not from threats outside the city but from forces within it. Captains regularly face the dangers of being assassinated by a rival or killed by a city leader upset about recent events.

Hungry Dead Nature. The darakhul doesn't require air or sleep.

Darakhul Captain

Medium undead, lawful evil
Armor Class 16 (breastplate)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

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

Skills Animal Handling +6, Insight +6, Intimidation +8, Perception +6
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Darakhul, Undercommon
Challenge 9 (5,000 XP)

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, it loses its Stench.

Necrotic Weapons. The darakhul captain's weapon attacks are magical. When the captain hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the darakhul's Stench for 24 hours.

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

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The darakhul captain makes three attacks: one with its bite, one with its claw, and one with its longsword. Alternatively, it can make four attacks with its longsword.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid is paralyzed for more than 2 rounds, it contracts darakhul fever.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 7 (2d6) necrotic damage.

Imperial Conscription (Recharge 6). The darakhul captain targets one incapacitated creature it can see within 30 feet. The target must make a DC 15 Wisdom saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. If the victim has darakhul fever, this reduction can't be removed until the victim recovers from the disease. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises as a ghast 1d4 hours later under the darakhul captain's control, unless the humanoid is restored to life

DARAKHUL FEVER

Spread mainly through bite wounds, this disease makes itself known within 24 hours by swiftly debilitating the infected. An infected creature must make a DC 17 Constitution saving throw after every long rest. On a failed save, the victim takes 14 (4d6) necrotic damage, and its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the victim finishes a long rest after the disease is cured. The victim recovers from the disease by making two consecutive successful saving throws. *Greater restoration* cures the disease, while *lesser restoration* gives the victim advantage on the next saving throw.

Primarily spread among humanoids, the disease can affect ogres, and therefore other giants may be susceptible. If a creature dies while infected with darakhul fever, roll a d20, add the character's Constitution modifier, and find the result on the table below to determine what undead form the victim's body rises in.

Roll	RESULT
1–9	None; victim is simply dead
10–16	Ghoul
17–20	Ghast
21+	Darakhul

or its body is destroyed. The captain can have no more than four ghasts under its control at one time.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the darakhul captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

DARAKHUL SPY

The eyes and ears of undead armies, darakhul spies originate from all nations and backgrounds.

Masters of Disguise. Darakhul spies are rarely without a slew of disguises, including wigs, colored pastes, cosmetics, and clothing appropriate for various nationalities and economic levels. Some of the best spies have spent decades hiding in plain sight in courts, taverns, and slums across the world.

Complex Network. Each spy has one superior to whom it reports, and each superior spy has a separate superior spy to whom it reports. Only the highest leaders have knowledge of the intricacies of the spy network, and even they aren't fully aware of the true identities of their furthest-reaching agents.

Hungry Dead Nature. The darakhul doesn't require air or sleep.

DARAKHUL SPY

Medium undead, neutral evil

Armor Class 16 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Skills Deception +5, Perception +4, Stealth +7, Survival +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Darakhul
Challenge 5 (1,800 XP)

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

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, it loses its Stench.

Sneak Attack (1/Turn). The darakhul spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darakhul spy that isn't incapacitated and the darakhul doesn't have disadvantage on the attack roll.

Stench. Any creature that starts its turn within 5 feet of the darakhul must make a successful DC 13 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the darakhul's Stench for the next 24 hours. A darakhul using this ability can't also benefit from Master of Disguise.

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

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The darakhul makes three attacks: one with its bite, one with its claw, and one with its shortsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and, if the target creature is humanoid, it must succeed on a DC 13 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead, it must make a successful DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid creature is paralyzed for more than 2 rounds, it contracts darakhul fever.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Ghul

A creature wearing a black turban steps out of the sudden fog. It is roughly the size and shape of a short man, with gray skin and pointed teeth. The thing sneers as it summons lightning to its hand, the air suddenly stinking of ozone. Its stony gray skin shifts to an icy blue as it raises its arm to direct its electrical attack.

Elemental Remnants. When an undead with the ability to raise more of their kind, such as a vampire, wight, or wraith, slays a geniekin or other lesser elemental, the risen creature is a ghul instead. Rather than retaining control of whatever elemental forces it may have had during its life, the ghul becomes representative of all four of the classical elements.

Unyielding Hunger. Like more common ghouls and ghasts, a ghul's existence is focused around a relentless, agonizing need to consume living flesh. Ghuls favor live targets and can be seen sampling their meal even while battle rages around them. Despite their substantial innate magical ability, some ghuls prefer to rend with their claws, reveling in the tearing of flesh and the sensation of hot blood dripping from their cold bodies.

Royal Aspirations. Ghuls evolve over the centuries, gaining power and a semblance of their original personality, now twisted by countless evil acts. Their slow personal growth leads most ghuls to a craven existence, striking from the shadows and using their magic to flee if their prey puts up too much of a fight. If a ghul survives long enough, it gains enough power to be grudgingly acknowledged by lesser ghuls. These greater ghuls are often called "ghul kings" by those who encounter them, as the greater ghuls often create a semblance of a "royal court" out of lesser ghuls and other undead.

Hungry Dead Nature. The ghul doesn't require air or sleep.

GHUL

Medium undead, any evil alignment

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 30 ft.

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

Damage Resistances cold, fire, lightning, necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Paralyzing Throes. When the ghul dies, it explodes in a puff of noxious smoke. Each creature within 5 feet of it must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Turn Resistance. The ghul has advantage on saving throws against any effect that turns undead.

Variable Immunity. As a bonus action, the ghul changes one of its damage resistances to immunity to that type of damage until the start of its next turn.

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

At will: *chill touch, fire bolt, ray of frost, shocking grasp*
3/day each: *fog cloud, levitate*, misty step, shatter**
1/day each: *blur, fireball, gaseous form, sleet storm*, stinking cloud*
*if using the *Midgard Heroes Handbook*, replace the indicated spells with *rolling thunder, spire of stone*, and *frozen razors*, respectively

Actions

Multiattack. The ghul makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant, Abbanith

This giant has a bulky, muscular body and small eyes in its broad, flat face. The giant's thumbs end in large, black claws.

Ancient Giants of the Deep. Abbanith giants are among the oldest races of giants known to exist and are said to have been around since the world was first formed. Many scholars turn to the giants' deep connection with the earth as evidence of this fact, and the giants themselves make no efforts to deny it. Indeed, the oral tradition of the abbanith giants dates back millennia, to a time when gods walked the land, elves were first learning the secrets of magic, and humans were still living in caves. Most abbanith giants wear simple tunics or shorts woven of a strange subterranean fungus, though leaders occasionally wear armor.

Consummate Diggers. Abbanith giants dwell almost exclusively underground and are adept at using their incredibly hard thumb claws to dig massive tunnels through the earth. Druids and wizards studying the giants' unique biology have deduced that mineral-based materials actually soften when struck by their claws. This feature has also made them the target of derro and duergar slavers wishing to use their skills to mine precious gems or build their fortifications, something the giants violently oppose despite their normally peaceable nature.

Allies of the Earth. For as long as either race can remember, abbanith giants have been allies of the pech (*Creature Codex*, p. 294), the two races sharing a passion for all things earth and stone. Families of abbanith giants frequently live with pech colonies, the abbanith giants harvesting the stone the pech work and the two races sharing in the defense of the community. Abbanith giants defer to their smaller pech friends in most matters of importance, and many outsiders view the fondness and attentiveness that the much larger giants have for their stony friends with bemusement.

ABBANITH GIANT

Large giant, neutral

Armor Class 13 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	17 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +7, Con +5
Senses tremorsense 120 ft., passive Perception 11
Languages Giant, Terran
Challenge 3 (700 XP)

One with the Earth. The abbanith giant can detect the flows and rhythms of the earth—including things that interfere with these rhythms, such as earthquakes and magical anomalies. As a result, the abbanith giant can't be surprised by an opponent that is touching the ground. In addition, the giant has advantage on attack rolls against constructs and elementals made of earth or stone.

Siege Monster. The giant deals double damage to objects and structures and triple damage to objects and structures made of earth or stone.

Actions

Multiattack. The abbanith giant makes two thumb claw attacks.

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

Reactions

Earth Counter (Recharge 6). When a creature the abbanith can see within 30 feet of it casts a spell, the abbanith counters it. This reaction works like the *counterspell* spell, except the abbanith can only counter spells that directly affect or create earth or stone, such as *stone shape*, *wall of stone*, or *move earth*, and it doesn't need to make a spellcasting ability check, regardless of the spell's level.

Giant, Cave Shaman

This massive, bipedal creature has a slight hunch, making its long arms appear even longer. It wields a massive club etched with sigils. A pair of yellow tusks, adorned with rings of all materials, protrudes from its lower jaw.

Cave giant shamans are gifted spellcasters who believe they are suited to consume spellcasting humanoids and absorb the humanoids' power. While the truth to this claim is dubious, there is no doubting their arcane prowess. They gravitate toward magic that allows them to change the composition of all materials, including air, flesh, and stone.

Practical Leader. Cave giant shamans are less superstitious than lesser cave giants (*Creature Codex*, p. 182) and have learned to employ superstitions as a weapon to maintain power or convince the giants to do something they may not otherwise wish to do. Despite their more practical approaches to the world around them, cave giant shamans still jealously hoard the flesh of known spellcasters to sustain or enhance their power.

CAVE GIANT SHAMAN

Huge giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	20 (+5)	10 (+0)	15 (+2)	21 (+5)

Saving Throws Dex +5, Con +10, Wis +7
Skills Arcana +5, Athletics +13, Perception +7, Survival +7
Senses darkvision 120 ft., passive Perception 17
Languages Common, Giant
Challenge 14 (11,500 XP)

Sunlight Petrification. If the cave giant shaman starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, it moves at half speed and has disadvantage on attack rolls and ability checks. If the giant is reduced to 0 hp while in sunlight, it is petrified.

Spellcasting. The cave giant shaman is a 14th-level spellcaster. Its spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). The shaman has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, mending, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, expeditious retreat, fog cloud, shield*
2nd level (3 slots): *enlarge/reduce, shatter, spider climb, web*
3rd level (3 slots): *gaseous form, haste, lightning bolt, water breathing*
4th level (3 slots): *ice storm, polymorph, wall of fire*
5th level (2 slots): *cloudkill, insect plague*
6th level (1 slot): *disintegrate*
7th level (1 slot): *reverse gravity*

ACTIONS

Multiattack. The cave giant shaman makes two attacks: one with its club and one with its tusks.

Club. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (3d4 + 8) bludgeoning damage.

Tusks. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, and, if the target is a Large or smaller creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one creature. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Giant, Phase

This immense humanoid is covered in dark, spiny, chitinous skin, and its sizeable fists are rough and decorated with sharp spikes.

Natural Carapace. The phase giant has naturally hard skin, similar to that of a giant insect. Its face, hands, and joints are articulated and overlapping, allowing it to move freely beneath its hardened skin. The carapace grows into spikes in numerous places throughout its body, which it uses against captured prey and to aid it in climbing.

Highly Mobile. Deep caverns can be difficult to navigate with their twists and tight squeezes. The phase giant overcomes this by sliding into the Ethereal Plane and passing through the solid stone.

Familial. Phase giants are smaller than the average hill giant, but they more than make up for it in their ferocity. They are aggressive toward others, but not actually evil, tending to view most they encounter as mere annoyances. They are usually found in small family units of up to four, but rarely band together in larger groups.

PHASE GIANT

Huge giant, neutral

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	8 (–1)	15 (+2)	8 (–1)

Senses darkvision 60 ft., passive Perception 12
Languages Giant, Undercommon
Challenge 5 (1,800 XP)

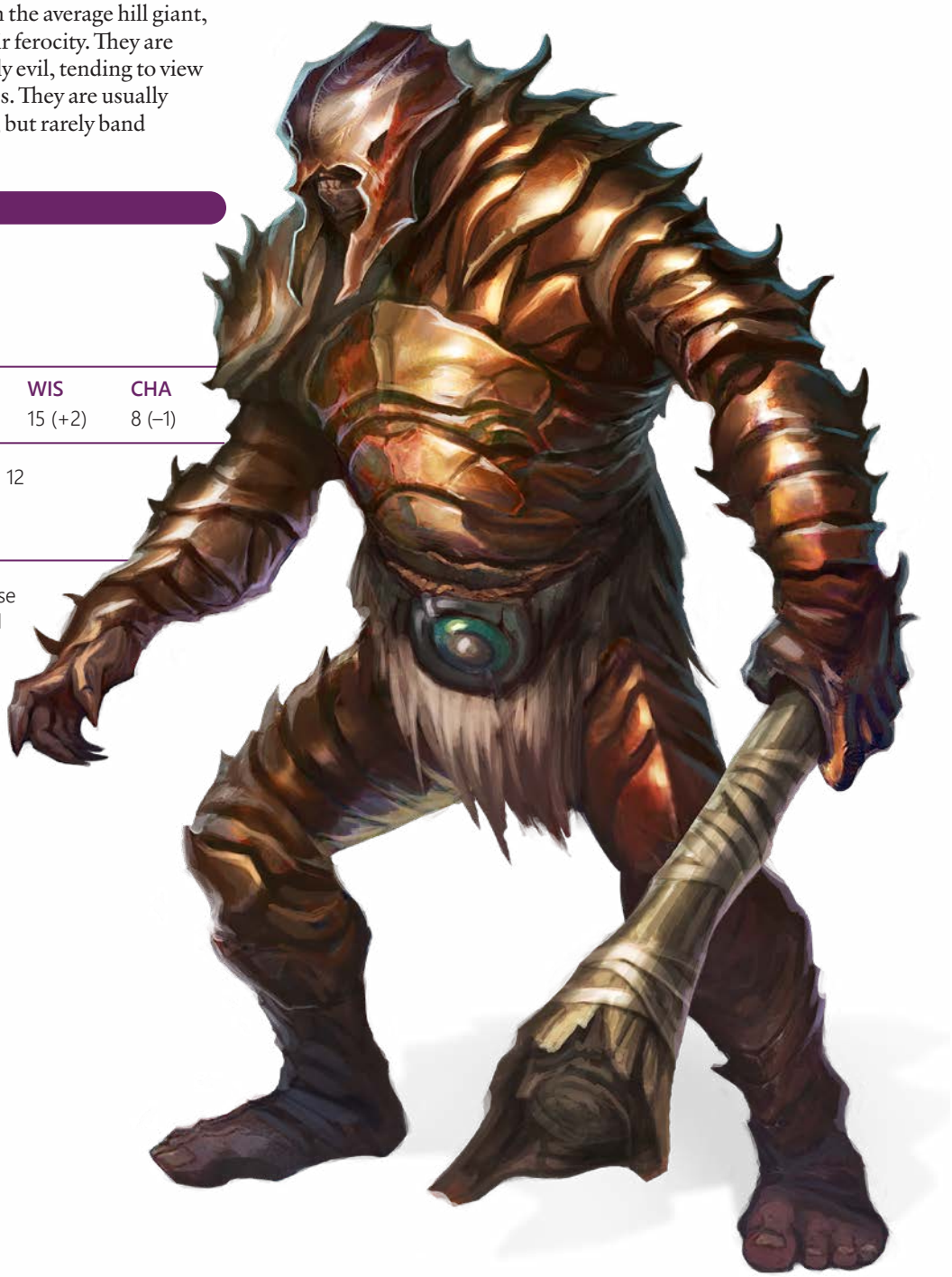
Ethereal Jaunt. As a bonus action, the phase giant can magically shift from the Material Plane to the Ethereal Plane, or vice versa. Any equipment it is wearing or carrying shifts with it. A creature grappled by the phase giant doesn't shift with it, and the grapple ends if the phase giant shifts while grappling a creature.

ACTIONS

Multiattack. The giant makes two attacks with its spiked fists. If both attacks hit a Large or smaller target, the target must succeed on a DC 15 Strength saving throw or take 7 (2d6) piercing damage as the giant impales the target on its body spikes.

Spiked Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). The phase giant has two fists, each of which can grapple only one target.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



Giant, Shadow

If not for the horns curling from its brow and the long, bestial talons erupting from its fingers, the creature would look like a grim-faced, ashen-skinned elf of monstrous height.

Cast into Darkness. In ages past, shadow giants were called hjartakinde, and they dwelt in the lands of the fey. When the giants declined to go to war with the shadow fey, the fey exiled them to the Shadow Realm. When they refused to serve the dark fey courts, the queen cursed them into their current form.

Of Two Worlds. Shadow giants are cursed to exist simultaneously on the Shadow Realm and the Material Plane. Unable to properly live in either world, they have become embittered and indignant. Shadow giants desire to end their cursed existence but lash out against anyone who shows them pity or mercy.

Undying. When a shadow giant is killed, its spirit roils in the Shadow Realm for a century before it is reborn to its cursed fate.

SHADOW GIANT

Huge giant, chaotic evil
Armor Class 17
Hit Points 209 (22d20 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	25 (+7)	17 (+3)	12 (+1)	13 (+1)	21 (+5)

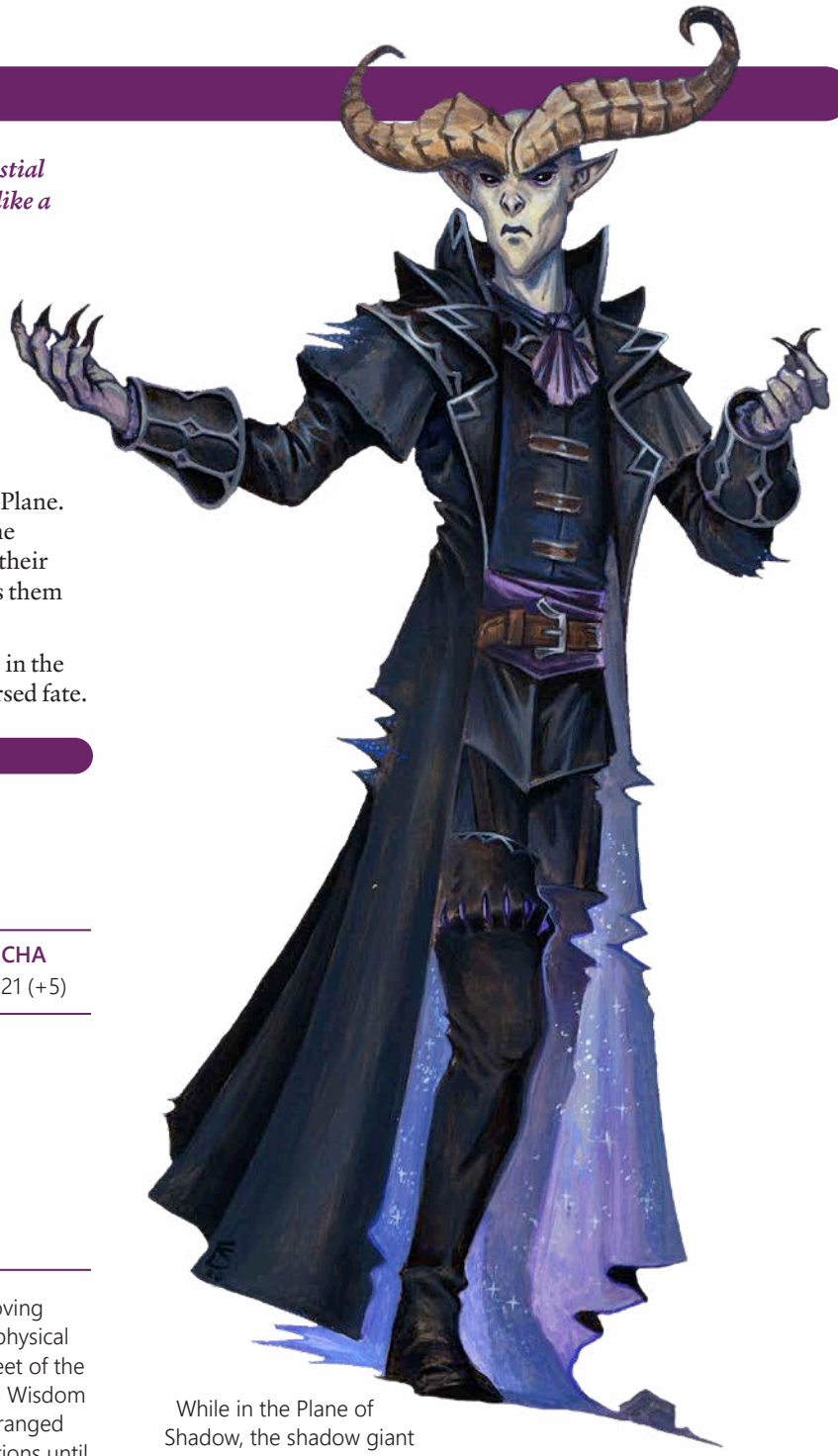
Saving Throws Wis +6
Skills Perception +6
Damage Resistances cold, necrotic
Condition Immunities exhaustion
Senses darkvision 120 ft., passive Perception 16
Languages Common, Elvish, Giant, Umbral
Challenge 15 (13,000 XP)

Blacklight Strobe. The visual flicker of the shadow giant moving between the Material Plane and the Shadow Realm has a physical effect on viewers. A creature that starts its turn within 30 feet of the shadow giant and that can see it must succeed on a DC 18 Wisdom saving throw or be unable make more than one melee or ranged attack on its turn and unable to use bonus actions or reactions until the start of its next turn.

Distracting Flicker. A creature that starts its turn within 30 feet of the shadow giant and that is maintaining concentration on a spell must succeed on a DC 18 Constitution saving throw or lose concentration.

Shadow Sight. Magical darkness doesn't impede the shadow giant's darkvision.

Umbral Glimmer. At the end of each of the shadow giant's turns, it must roll a d20. On a roll of 11 or higher, it enters the Plane of Shadow from the Material Plane. At the start of its next turn, it returns to the Material Plane in an unoccupied space of its choice that it can see within 40 feet of the space where it vanished. If no unoccupied space is available within that range, it appears in the nearest unoccupied space.



While in the Plane of Shadow, the shadow giant can see and hear 120 feet into the Material Plane. It can't affect or be affected by anything on the Material Plane while in the Plane of Shadow.

ACTIONS

Multiattack. The shadow giant makes three attacks with its tenebrous talons.

Tenebrous Talons. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 18 (4d8) necrotic damage.

Cold Shadow (Recharge 5–6). The shadow giant directs its shadow to stretch out in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failure, a creature takes 52 (15d6) cold damage and has disadvantage on attack rolls and saving throws until the end of its next turn. On a success, a creature takes half the damage and doesn't have disadvantage.

Giant, Snow

Flurries drift from the body of this gigantic humanoid seemingly crafted from snow. Its simple clothes are almost pointless, and it carries a massive icicle as a club.

Subservient to Frost Giants. Snow giants inhabit the same territory as frost giants, but they are considerably smaller than their more aggressive kin. Snow giants offer themselves up as servants to frost giants, most likely as a survival mechanism. The larger giants often employ snow giants as menial domestic servants, forcing them to clean lairs or craft armor and weapons. Frost giants view snow giants as incompetent at waging war, but they send the lesser giants as a vanguard against foes they suspect will prove tougher than their own numbers can handle. The bigger giants also use snow giants as proxies to settle clan disputes or questions of leadership.

Despite the bullying and maltreatment they receive from frost giants, snow giants rarely consider rebelling against their more powerful cousins. They often take the long view that their lives would be worse without the frost giants' protection.

Inherently Playful Beings. If snow giants had their druthers and managed to avoid sharing space with frost giants, they would be more concerned with enjoying the wintry landscape they inhabit. When not driven by frost giants or by the need to acquire food, snow giants are mirthful and enjoy getting into snowball fights with those they encounter. Among themselves, these snowball fights are akin to children playing in the snow. They are unaware of their own strength when engaging in such activity with smaller beings. The giants quickly realize the harm they inflict, and, provided they don't receive armed retaliation for the accidental injuries they cause, they apologize and revert to using considerably smaller and less impactful snowballs.

Snowy Flesh. As most giants are at least touched by primal elements, so too are snow giants partially composed of the element of water, at least in its frozen form. While this offers them considerably less protection than a stone giant's granite flesh, their connection to snow allows them to heal themselves merely by applying a patch of snow to an injury. Packing on snow also allows the snow giants to hide themselves more effectively, which becomes useful when they attempt to avoid the notice of brutal frost giants.

Snow Giant

Huge giant, neutral

Armor Class 11
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	9 (–1)	15 (+2)	6 (–2)

Saving Throws Con +8, Wis +5
Skills Athletics +7, Stealth +4, Survival +5
Damage Vulnerabilities fire
Damage Immunities cold
Condition Immunities grappled, restrained
Senses passive Perception 12
Languages Common, Giant
Challenge 5 (1,800 XP)

Snow Camouflage. The snow giant has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Regeneration. The snow giant regains 5 hp at the start of its turn if it has at least 1 hp and it is in snowy terrain.

Actions

Multiattack. The snow giant makes two club attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

Giant Snowball. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 4 (1d8) cold damage, and the target must succeed on a DC 16 Dexterity save or be blinded until the end of its next turn.

Giant, Thin

This tall, emaciated giant has unnaturally long arms ending in razor-sharp talons. It has a strangely conical head with glowing red eyes and fearsome fangs. Its skin is a dark gray-green, and its body is completely devoid of hair.

Giant Bogeymen. Lurking in abandoned mansions, dark wells, ancient mine shafts, and similar locations, thin giants are one of the most sinister and frightening of all giant species. The villains of many children's nightmares, thin giants are feared even by other giants, as their life-draining bite and ability to get into tight spaces make them unsettling at best and horrifying at worst. Thin giants don't get along with most creatures, but they have been observed leading groups of ghouls, ettercaps, and trolls to capture and devour prey.

Contortion Experts. Thin giants have remarkable control over their bodies. They can twist their limbs into unnatural positions and even bend completely double. The flexibility and elasticity help the giants shrug off crushing blows. They can stay in contorted positions for extraordinary lengths of time and use this to their advantage to ambush unsuspecting creatures.

THIN GIANT

Huge giant, chaotic evil
Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	11 (+0)	13 (+1)	9 (–1)

Saving Throws Dex +7, Con +8, Wis +5
Skills Perception +5, Stealth +11
Damage Resistances bludgeoning, necrotic
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages Common, Deep Speech, Giant
Challenge 9 (5,000 XP)

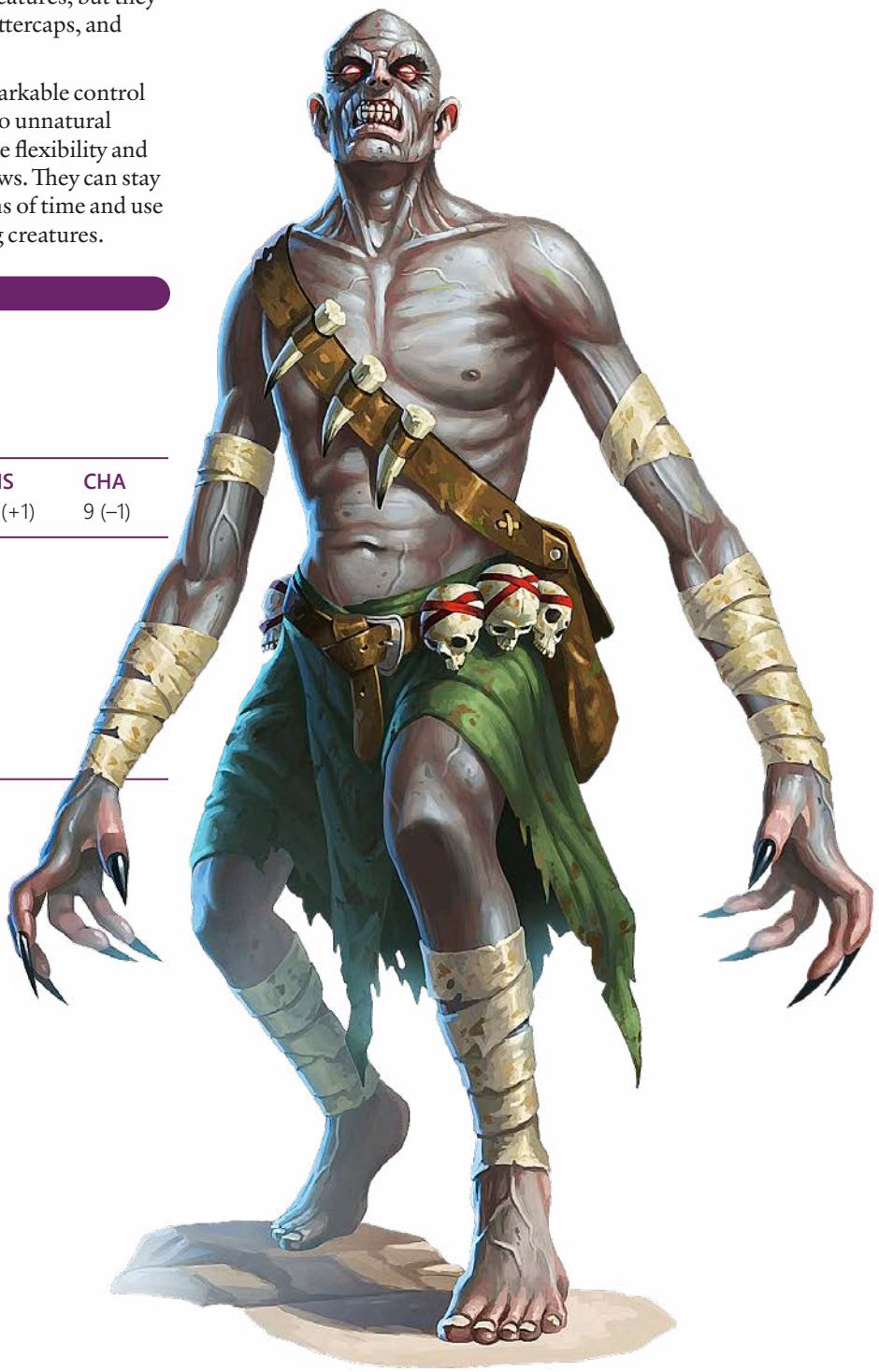
Contortionist. The thin giant can contort its body into unnatural positions, allowing it to easily move through any opening large enough for a Medium creature. It can squeeze through any opening large enough for a Small creature. The giant's destination must still have suitable room to accommodate its volume.

ACTIONS

Multiattack. The thin giant makes three melee attacks, but it can use its Consuming Bite only once.

Consuming Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the giant regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Claw. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.



Glacial Corrupter

This skeleton's bones are crystal and caked with layers of frost and ice.

Origin. Glacial corrupters are similar in nature to most skeletons, except their bones have been transformed into crystal by the dark magic that created them. Cold has permeated their forms to such an extent that they exude an unnatural cold that cannot be warmed. They come about in one of two ways: when a creature is killed by a glacial corrupter or when a creature is killed by a sapphire jelly (see page 312).

Limited Intelligence. Glacial corrupters are much like basic skeletons in that they are not truly self-aware. They are undead who either follow the simple instructions of necromancers or other creatures that can control them, or they follow a basic drive to destroy any living creatures they encounter. They are often used as guardians who do not tire, or as part of an attacking force for a greater power. They have no memories of their previous lives.

Undead Nature. A glacial corrupter doesn't require air, food, drink, or sleep.

GLACIAL CORRUPTER

Medium undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	6 (−2)	8 (−1)	5 (−3)

Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned, petrified
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Glacial Touch (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) cold damage. The target must succeed on a DC 13 Constitution saving throw or take 2 (1d4) cold damage at the start of each of its turns, as a frozen shard lodges itself in the wound. Any creature can take an action to remove the shard with a successful DC 12 Wisdom (Medicine) check. The shard crumbles to snow if the target receives magical healing.

A humanoid slain by this attack rises in 1 week as a glacial corrupter, unless the humanoid is restored to life or its body is destroyed.

Glacier Behemoth

A depression in the ground trails in the wake of this six-legged creature. Aged ice, appearing more like granite, covers the creature's body.

Slow but Steady. Glacier behemoths earn their name from their resemblance to glaciers, including their slow, relentless pace. Their squat frames help conceal their six legs, reinforcing the notion that they are calved glaciers. Short of chasms blocking its way or the intervention of other glacier behemoths, nothing can stop a glacier behemoth when it moves. Its tough hide combined with its primal intellect render it fearless as it lumbers after its foes.

Bulettekin. Glacier behemoths are arctic relatives to bulettes, but their existence predates their temperate land–inhabiting kin. They are just as aggressive as their smaller cousins, but they don't have the speed or agility bulettes possess. They are also not as particular about the type of food they eat, owing to the lack of choice in the barren lands they inhabit.

Path of Destruction. Weighing at least 15 tons, a glacier behemoth can't help but crush everything in its wake. It leaves deep furrows in the ground as wide as its body. A sure sign of a wandering glacier behemoth is a crisscrossing set of ditches.

Despite its lack of stealth, a glacier behemoth can still take a settlement by surprise thanks to its ability to dig through the earth. The behemoth burrows into a building through the floor and attacks anything it finds. After this initial assault, it devastates the rest of the settlement, picking off those foolish enough to stay and fight.

GLACIER BEHEMOTH

Huge beast, unaligned

Armor Class 18 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	3 (–4)	21 (+5)	4 (–3)	14 (+2)	7 (–2)

Saving Throws Con +9, Wis +6
Skills Athletics +11, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities grappled, prone, restrained
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages —
Challenge 12 (8,400 XP)

Ground Disruptor. When the glacier behemoth moves, it can choose to make the area it moves through difficult terrain. When it uses Inexorable Charge, it automatically makes the ground difficult terrain.

Unstoppable. Difficult terrain composed of ice, rocks, sand, or natural vegetation, living or dead, doesn't cost the glacier behemoth extra movement. Its speed can't be reduced by any effect.

ACTIONS

Multiattack. The glacier behemoth makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage.

Inexorable Charge. If the glacier behemoth moves at least 10 feet, it can then use this action to continue moving in a 40-foot line that is 15 feet wide. Each creature in this line must make a DC 17 Dexterity saving throw. On a failure, a creature takes 35 (10d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. The glacier behemoth's movement along this line doesn't provoke opportunity attacks.

Golem, Bearing

A scattering of metal ball bearings coalesces into a constantly shifting humanoid shape.

Made up of thousands of ball bearings, a bearing golem can assume nearly any shape it chooses, though it always remains an amalgamation of metal pellets.

Thievish Inspiration. The first bearing golem was created when a wizard saw a thief foiling the traps in its tower with ball bearings. After disposing of the thief, the wizard collected the metal balls and realized their purpose could be improved if the bearings spread themselves.

Natural Ambushers. Bearing golems regularly lie in wait for hours, days, even weeks, hiding as an innocuous, scattered pile of bearings. When travelers move through the bearings, the golem springs back together and attacks.

Construct Nature. The bearing golem doesn't require air, food, drink, or sleep.

BEARING GOLEM

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	16 (+3)	8 (–1)	12 (+1)	3 (–4)

Skills Perception +3, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

Ambusher. In the first round of combat, the golem has advantage on attack rolls against any creature it has surprised.

False Appearance. While the bearing golem is scattered, it is indistinguishable from a normal pile of ball bearings.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Reform. If the golem is scattered and has at least 1 hit point, it can reform as a bonus action in any space containing at least one of its ball bearings without provoking an opportunity attack. If it reforms within 5 feet of a prone creature, it can make one slam attack against that creature as part of this bonus action.

Scatter. As a bonus action, the bearing golem can disperse, scattering its ball bearings in a 15-foot cube, centered on the space it previously occupied. A creature moving through a space containing any of the golem's ball bearings must succeed on a DC 15 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save. While scattered, the bearing golem can't attack or move, except to reform, and it can't be targeted by attacks or spells. It can still take damage from spells that deal damage in an area.

ACTIONS

Multiattack. The golem makes two slam attacks. Alternatively, it uses its Steel Shot twice.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Steel Shot. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Scattershot (Recharge 5–6). The golem's body explodes. Each creature within 15 feet of the golem must make a DC 15 Dexterity saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. The golem immediately scatters.

VARIANT: CALTROP GOLEM

Some particularly devious wizards create bearing golems out of caltrops instead of ball bearings. These caltrop golems deal piercing damage instead of bludgeoning damage, and, when the golem uses its Scatter trait, the area is covered with caltrops instead of ball bearings.

Golem, Death Shroud

A filthy burial shroud glides silently through the air, the vague features of a humanoid outlined on its cotton surface. The stench of an open grave hangs around it.

Suffocating Automatons. A death shroud golem is created from the used burial shroud of a humanoid. Most death shroud golems are stained with dirt, blood, or mold, and a few are covered in even more unsavory substances. Despite their appearance, death shroud golems are sturdy constructs and can take quite a beating. A death shroud golem typically strikes from a hidden location, grappling and suffocating its victim.

Funerary Constructs. Death shroud golems are normally found guarding tombs or other locations where their appearance wouldn't arouse suspicion. Occasionally, necromancers and intelligent undead wear death shroud golems like a cloak or robe, releasing the creature to attack their enemies.

Construct Nature. A death shroud golem doesn't require air, food, drink, or sleep.

DEATH SHROUD GOLEM

Large construct, unaligned

Armor Class 12

Hit Points 95 (10d10 + 40)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	3 (–4)	10 (+0)	1 (–5)

Skills Stealth +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Fabric Form. The golem can move through any opening large enough for a Tiny creature without squeezing.

False Appearance. While the golem remains motionless, it is indistinguishable from a shroud, cloak, or similar piece of fabric.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Smothering Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage and the creature is grappled (escape DC 15). Until this grapple ends, the target is restrained, blinded, and unable to breathe, and the golem can automatically hit the target with its smothering slam but can't use its smothering slam on another target.

Direct Victim. The death shroud golem forces a creature it is grappling to move up to the creature's speed and make one attack with a melee weapon the creature is holding. If the creature isn't holding a melee weapon, it makes one unarmed strike instead. The death shroud golem decides the direction of the movement and the target of the attack. The grappled creature can use its reaction and isn't considered blinded or restrained when moving and attacking in this way.

Golem, Dragonflesh

A hulking being with a dragon's head and a patchwork of black, blue, green, red, and white scales for skin lurches forward on two legs, raising clawed fists into the air.

Dragonflesh golems are rare constructs created from the remains of dead chromatic dragons.

Built from Dragon Corpses. Dragonflesh golems are powerful, but building such a creature requires great expense beyond the normal costs to create most other golems. The crafter must use the remains of five dragons, one of each color, of adult age or older. Mages looking to construct dragonflesh golems often hire adventurers to acquire the bodies they need.

Powered by Dragon Blood. Dragonflesh golems require frequent infusions of dragon blood to remain operational. This blood does not need to come from a true dragon; any creature with draconic blood will suffice.

Construct Nature. The dragonflesh golem doesn't require air, food, drink, or sleep.

DRAGONFLESH GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (–2)	20 (+5)	3 (–4)	10 (+0)	1 (–5)

Damage Resistances acid, cold, fire, lightning, poison
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The dragonflesh golem uses Terror Stare. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Terror Stare. The dragonflesh golem chooses a creature that can see its eyes within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Terror Stare for the next 24 hours.

Elemental Breath (Recharge 5–6). The dragonflesh golem exhales energy in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) damage of another type on a failed save, or half as much damage on a successful one. Roll a d4 to determine the additional damage type: 1 is acid, 2 is cold, 3 is lightning, and 4 is poison.

Golem, Vine

A humanoid-shaped tangle of green vines shambles through a portal and gives a friendly wave.

Druid Servants. Vine golems are constructs created by druids for use as scouts and guardians. These plant-like constructs maintain a psychic connection with their creators, who can see through their eyes and cast spells through them. The golem-creator connection is maintained across the planes of the multiverse and is severed only if the construct or the druid dies. The vine golem is made from a variety of rare plants and flowers found only in the depths of old-growth forests. The process of creating a vine golem is closely guarded by cabals of druids, who will sometimes gift worthy druids with the knowledge in the form of a manual of vine golems.

Golems without Creators. When a vine golem's creator dies, the construct carries out the druid's final orders and then retreats to the nearest wilderness. Driven by a psyche fractured from the loss of its creator, the vine golem guards the animals and plants of its chosen home with extreme prejudice, attacking all intruders, regardless of any previous affiliation they might have had with its creator.

Construct Nature. A vine golem doesn't require air, food, drink, or sleep.

VINE GOLEM

Medium construct, neutral

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	6 (–2)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +6

Damage Vulnerabilities slashing

Damage Resistances bludgeoning and piercing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Bound. The vine golem is psychically bound to its creator and can communicate telepathically with its creator as long as neither is incapacitated. In addition, each knows the distance to and direction of the other. The golem and its creator don't have to be on the same plane of existence to communicate telepathically, but they do have to be on the same plane to know each other's distance and direction.

Creator's Eyes and Ears. As a bonus action, the creator can see through the vine golem's eyes and hear what it hears until the start of the creator's next turn, gaining the benefits of the vine golem's darkvision. During this time, the creator is deaf and blind with regard to its own senses. While using the construct's senses, the creator can cast a spell through the vine golem, using those senses to target the spell. The range, area, and effect of the spell are calculated as if the spell originated from the vine golem, not the master, though the master must still cast the spell on the master's turn. Spells that require concentration must be maintained by the master.

Immutable Form. The vine golem is immune to any spell or effect that would alter its form.

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

Plant Camouflage. The vine golem has advantage on Dexterity (Stealth) checks it makes in any terrain that contains ample obscuring plant life.

ACTIONS

Multiattack. The vine golem makes two thorned vine attacks.

Thorned Vine. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 14 Strength saving throw or be pulled up to 10 feet toward the vine golem.

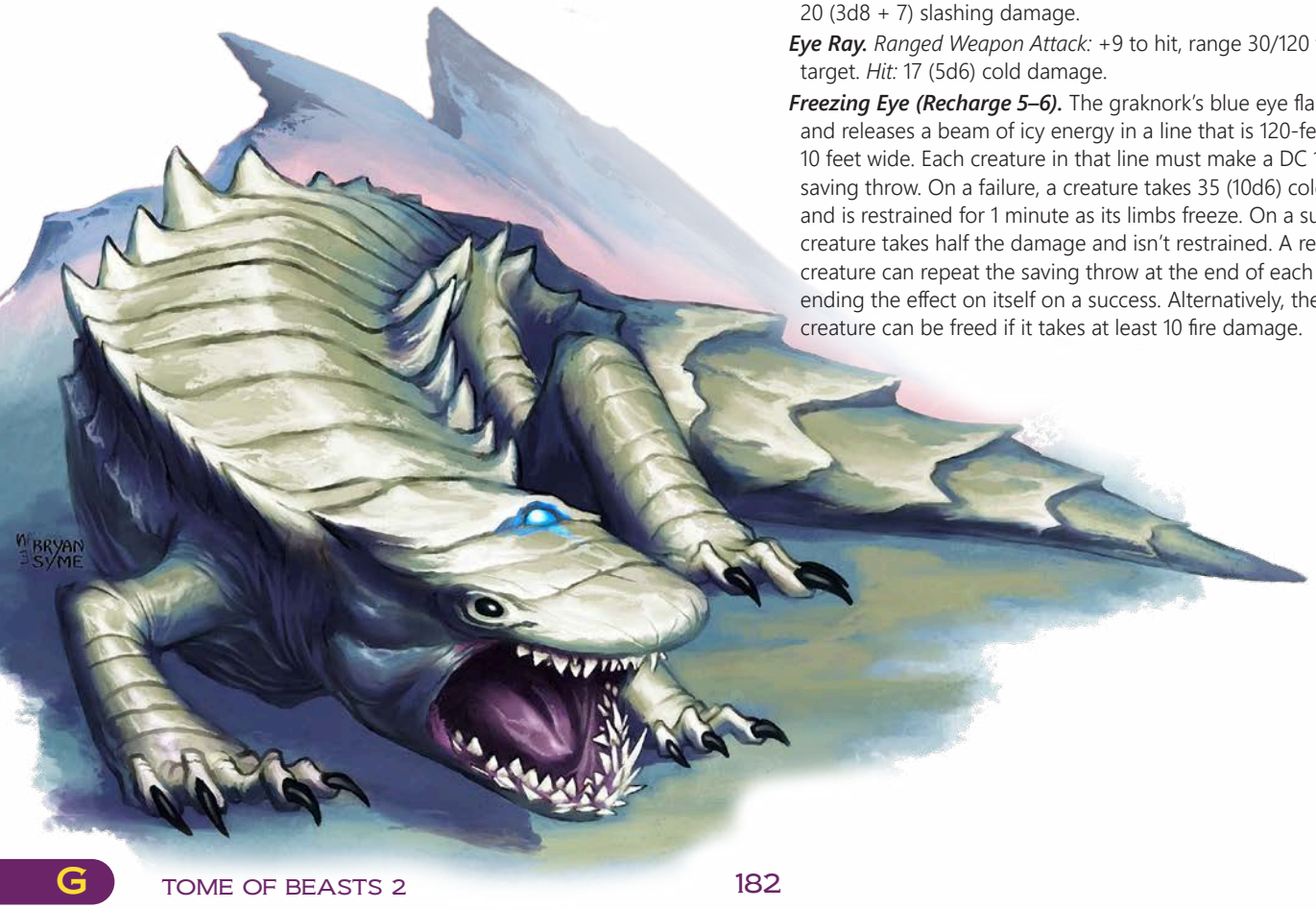
Thorned Embrace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target is grappled (escape DC 11). Until the grapple ends, the target is restrained, and the vine golem can't embrace another target.

Graknork

Towering over the frozen landscape, this immense saurian monstrosity possesses a terrifying shark-like head with a multitude of serrated teeth. The monster has three eyes: two soulless black pits and a third larger eye that glows with a freezing blue light.

Terror of the North. The legendary graknork is one of the most powerful monsters to roam the endless tundra and taiga of the north and is feared by all who live in the rugged and frozen expanses of the world. Only the largest white dragons surpass the graknork in size and strength, and lesser creatures give the monster a wide berth. Graknorks are mostly found on land but are reasonable swimmers. They have no problem taking to the water to pursue escaping prey or to hunt fishermen and even whales. Graknorks are solitary creatures and cannot stand the presence of their own kind, attacking and eating juvenile graknorks that cross their path. When they do mate, it is a destructive affair with the female uprooting dozens of trees to build her nest. A typical graknork is more than forty feet long, though even larger specimens have been sighted in the coldest regions of the world.

Great Blue Eye. While the graknork's raw physical prowess is justifiably feared, the aspect of its appearance that causes the greatest consternation is its great, freezing blue eye. Its eye is said to possess terrible and wondrous powers, including seeing through illusions, freezing souls outright, and causing everlasting blizzards. Most of these tales are mere fancy and hearsay spun by northern tribesmen, yet there is no denying that the graknork's central eye is a fearsome weapon.



GRAKNORK

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	5 (–3)	13 (+1)	7 (–2)

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Senses darkvision 90 ft., passive Perception 16
Languages —
Challenge 14 (11,500 XP)

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

Actions

Multiattack. The graknork makes three attacks: one with its bite and two with its claws. Alternatively, it can use its Eye Ray twice. If both claw attacks hit a Large or smaller creature, the creature must succeed on a DC 18 Strength saving throw or take an additional 9 (2d8) slashing damage and be knocked prone.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Eye Ray. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 17 (5d6) cold damage.

Freezing Eye (Recharge 5–6). The graknork's blue eye flares open and releases a beam of icy energy in a line that is 120-feet long and 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw. On a failure, a creature takes 35 (10d6) cold damage and is restrained for 1 minute as its limbs freeze. On a success, a creature takes half the damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the restrained creature can be freed if it takes at least 10 fire damage.

Graveyard Dragon

This draconic skeleton is surround by a nimbus of light, colored in such a way as to betray the undead creature's living origins.

Graveyard dragons form out of the remains of evil dragons killed as part of a cataclysm that claimed the lives of several dragons at the same time, or when their remains are exposed to heavy concentrations of necrotic energy. One of the most prominent homes of such dragons is the Dragon Graveyard on the edge of the Ghoul Imperium.

Vindictive Undead. Graveyard dragons are vengeful, like many other intelligent undead, but they focus their retribution on the ones responsible for their deaths rather than on their own kind. In fact, these undead dragons have a strange sense of protectiveness of other dragons, particularly for the type of dragons they were when they were alive. This sometimes extends to non-evil dragons, but most good-aligned dragons view the existence of graveyard dragons with distaste.

Intimidating Appearance. Graveyard dragons are particularly appealing to powerful undead as guardians for their lairs. A graveyard dragon's skeletal appearance is often enough to scare away most adventurers and tomb robbers. Unlike a more traditional animated skeleton, however, the graveyard dragon is capable of handling the few tomb robbers foolhardy enough to face it.

Undead Nature. The graveyard dragon doesn't require air, food, drink, or sleep.

GRAVEYARD DRAGON

Large undead, neutral evil
Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +6, Wis +3, Cha +4
Skills Perception +3, Stealth +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic
Challenge 7 (2,900 XP)

Elemental Aura. At the start of each of the graveyard dragon's turns, each creature within 5 feet of it takes 4 (1d8) damage of the type dealt by the dragon's breath weapon.

Elemental Resistance. The graveyard dragon has resistance to the type of damage dealt by its breath weapon.

False Appearance. While the graveyard dragon remains motionless, it is indistinguishable from a pile of dragon bones.

Reassemble Bones. As a bonus action, the graveyard dragon can rearrange its bone structure to fit into a space as narrow as 1 foot wide without squeezing. It can use a bonus action to reassemble itself into its normal form. While in this compressed form, it can't make melee weapon attacks.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 4 (1d8) damage of the type dealt by the dragon's breath weapon.

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

Breath Weapon (Recharge 5–6). The dragon releases a breath weapon that corresponds to the type of dragon it was in life. Each creature in the area must make a DC 14 Dexterity saving throw, taking 40 (9d8) damage of the corresponding type on a failed save, or half as much damage on a successful one.

- *Black.* Acid damage in a 30-foot line that is 5 feet wide.
- *Blue.* Lightning damage in a 30-foot line that is 5 feet wide.
- *Green.* Poison damage in a 30-foot cone.
- *Red.* Fire damage in a 30-foot cone.
- *White.* Cold damage in a 30-foot cone.

Greed Swarm

The sound of metal clinking against metal becomes a deafening cacophony as a swirling cloud of coins mindlessly hunts for more valuables to absorb into its ever-expanding mass.

Located in densely-populated areas, the greed swarm is solely focused on increasing the size of its hovering collection of valuables. Able to differentiate between objects of value and worthless junk, the swarm stalks streets and sewers alike. Its movements are erratic; the cloud swells and contracts in quick succession, repositioning itself in jerky, stilted bursts of motion.

Bad Penny. The swarm consists of normal, mundane valuables animated by a magical master coin. Often mistaken as a standard regional coin, this master coin is created in a dark ritual to serve as a vessel for pure, ceaseless avarice. If the master coin is destroyed or separated from the swarm, the remaining coins return to their normal inert state and fall to the ground.

All that Glitters. The master coin cannot exert its power without a large enough supply of valuables to control in close proximity. Bank and vault owners who fail to screen incoming coinage for latent magical properties may find themselves in need of adventurers to discreetly quell a storm of their accumulated wealth. Wishing wells and public fountains are also common homes for greed swarms.

Construct Nature. The greed swarm doesn't require air, food, drink, or sleep.

GREED SWARM

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	1 (–5)	9 (–1)	1 (–5)

Damage Vulnerabilities force
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 1/2 (100 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Deafening Clatter. A creature in the swarm's space is deafened.

False Appearance. While the greed swarm remains motionless, it is indistinguishable from a normal pile of coins and valuables.

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 object. Except for Gather, the swarm can't regain hit points or gain temporary hit points.

Actions

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

Coin Barrage. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer.

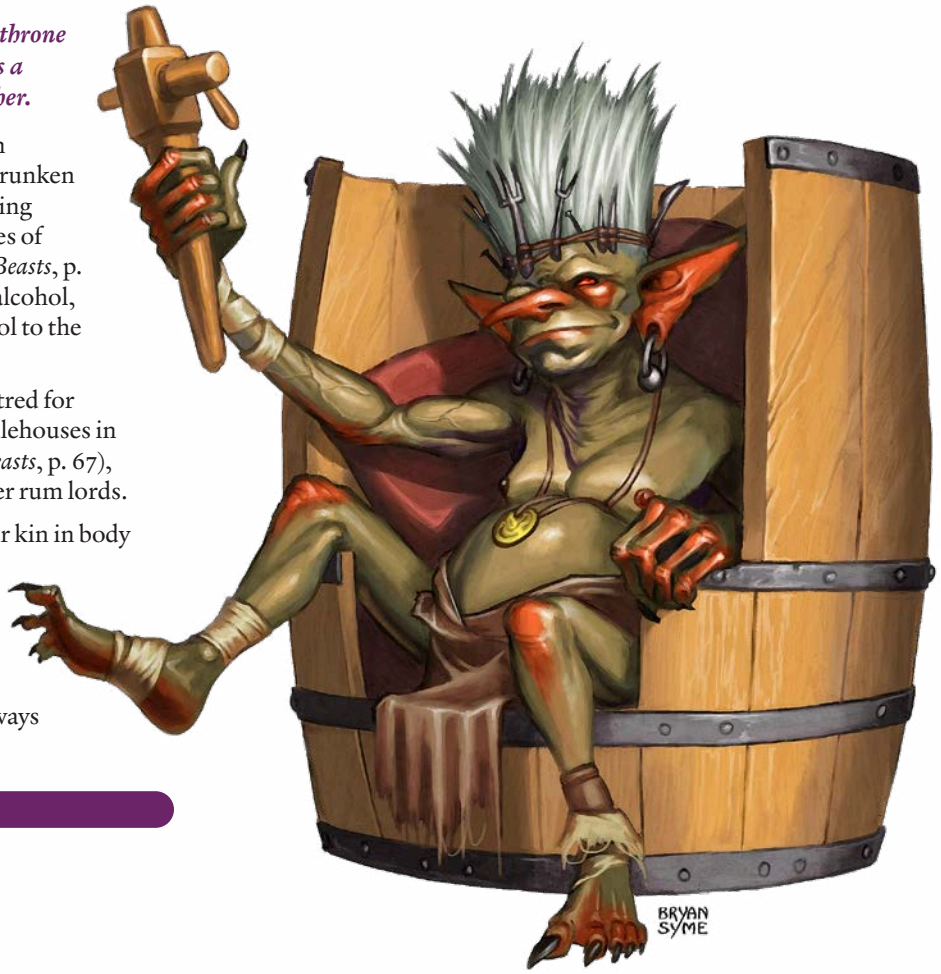
Gather (1/Day). The swarm magically gathers up to 100 gp worth of coins, gems, and other small, valuable objects within 60 feet of it, adding them to its mass. It regains 7 (2d6) hit points and has advantage on its next attack roll. A creature wearing or carrying such valuables must succeed on a DC 11 Dexterity saving throw or its valuables fly toward the swarm, joining the mass.

THE THREE SWARMS OF MAMMON

In Midgard, clerics of the arch-devil Mammon recall the sacred tale of the three greed swarms which appeared when Mammon's avatar arrived atop Demon Mountain by way of an infernally-corrupted shadow road. The swarms descended upon Tintager in the West, Stannasgard in the North, and Runkelstad in the East. After achieving gargantuan sizes, the swarms departed for the Hells, taking with them a vast hoard that resides in Mammon's vaults to this day.

Gremlin, Rum Lord

A large gremlin rises from a hollowed-out barrel throne and belches loudly, wielding a wood spigot tap as a scepter in one hand and a broken bottle in the other.



Drunken Kings. Rum lords attract other rum gremlins (*Tome of Beasts*, p. 239) into a court of drunken debauchery. Rum lords are known for entertaining guests of some notoriety within the darker circles of society, especially wererats and ratfolk (*Tome of Beasts*, p. 320). Like all rum gremlins, the rum lord loves alcohol, and wise petitioners bring rare and exotic alcohol to the lord before asking for aid.

Rival Drinkers. Rum lords have a special hatred for creatures that take up residence in taverns and alehouses in their territory, especially clurichauns (*Tome of Beasts*, p. 67), alehouse drakes (*Tome of Beasts*, p. 148), and other rum lords.

Tougher Than the Rest. Stronger than their kin in body and mind, rum lords aren't bothered by bells like rum gremlins. In spite of this, rum lords aren't overly cruel to their minions and often go out of their way to remove bells from their territory. This kindness doesn't extend to disobedient rum gremlins, and a rum lord always keeps one bell tucked away, just in case.

RUM LORD

Small fey, chaotic evil

Armor Class 15

Hit Points 78 (12d6 + 36)

Speed 20 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	9 (–1)	16 (+3)

Skills Athletics +6, Intimidation +5

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Common

Challenge 4 (1,100 XP)

Aura of Drunkenness. The rum lord radiates an aura of drunkenness to a radius of 20 feet. Each creature that starts its turn in the aura must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. A creature that has consumed alcohol within the past hour has disadvantage on the saving throw. While poisoned, a creature falls prone if it tries to move more than half its speed during a turn. A creature that succeeds on the saving throw is immune to the rum gremlin lord's Aura of Drunkenness for 24 hours.

Hearty. The rum lord adds its Constitution modifier to its AC (included in the Armor Class).

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

One for the Road. When the rum lord hits a poisoned enemy with any weapon, the target takes an extra 1d6 poison damage.

Innate Spellcasting. The rum lord's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

3/day: *command*

Actions

Multiattack. The rum lord makes two attacks: one with its ale tap scepter and one with its broken bottle shiv.

Ale Tap Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Broken Bottle Shiv. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rotgut Belch (Recharge 6). The rum lord vomits green bile in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failure, a target takes 18 (4d8) poison damage and is covered in green bile for 1 minute. On a success, a target takes half the damage and isn't covered in bile. A creature, including the target, can take an action to wipe off the bile. Rum gremlins have advantage on attack rolls against creatures covered in a rum lord's green bile.

Bring Me Another Round! (1/Day). The rum lord lets out a thunderous belch, calling 1d4 rum gremlins. The called rum gremlins arrive in 1d4 rounds, acting as allies of the lord and obeying its spoken commands. The rum gremlins remain for 1 hour, until the lord dies, or until the lord dismisses them as a bonus action.

Grimmlet

A jagged shard of smoky translucent crystal, approximately the size and mass of a housecat, hovers silently across the field.

Strange Families. Grimmlets reproduce by creating near clones of themselves when injured by arcane energy, leading them to quickly gather in large familial swarms. Strangely, a grimmlet can only swarm with other grimmlets created from the same progenitor grimmlet, which leads the swarm. Not long after the swarm forms, it disperses, each grimmlet moving on to create new swarms through magic injury.

Whispering Menace. Grimmlets do not speak. In fact, they never communicate with other creatures via any known form of language or telepathy, though they do seem to understand creatures of the Void. Despite this, the air around a grimmlet mutters and whispers at all times in a foul-sounding invocation. When the creature uses its innate magic, these whispers rise in volume slightly, giving canny listeners a split-second warning that something, likely unpleasant, is about to occur.

GRIMMLET

Tiny monstrosity, unaligned

Armor Class 11

Hit Points 28 (8d4 + 8)

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

STR	DEX	CON	INT	WIS	CHA
8 (−1)	12 (+1)	13 (+1)	3 (−4)	10 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, petrified, poisoned, prone, stunned

Senses blindsight 60 ft., passive Perception 10

Languages understands Void Speech but can't speak

Challenge 1 (200 XP)

Reproduce. When a grimmlet takes damage from a spell and isn't reduced to 0 hp, a number of new grimmlets equal to the spell's level appear in unoccupied spaces within 10 feet of the grimmlet. If the spell is a cantrip, only one grimmlet is created. Sixteen or more grimmlets within 30 feet of each other can use their reactions to come together and form a grimmlet swarm in a space within 5 feet of one grimmlet.

Self-destruct. When the grimmlet dies, it explodes in a spray of Void-infused crystal shards. Each creature within 5 feet of the grimmlet must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) slashing damage and 3 (1d6) psychic damage. Grimmlets damaged by this trait don't Reproduce.

Innate Spellcasting (Psionics). The grimmlet's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

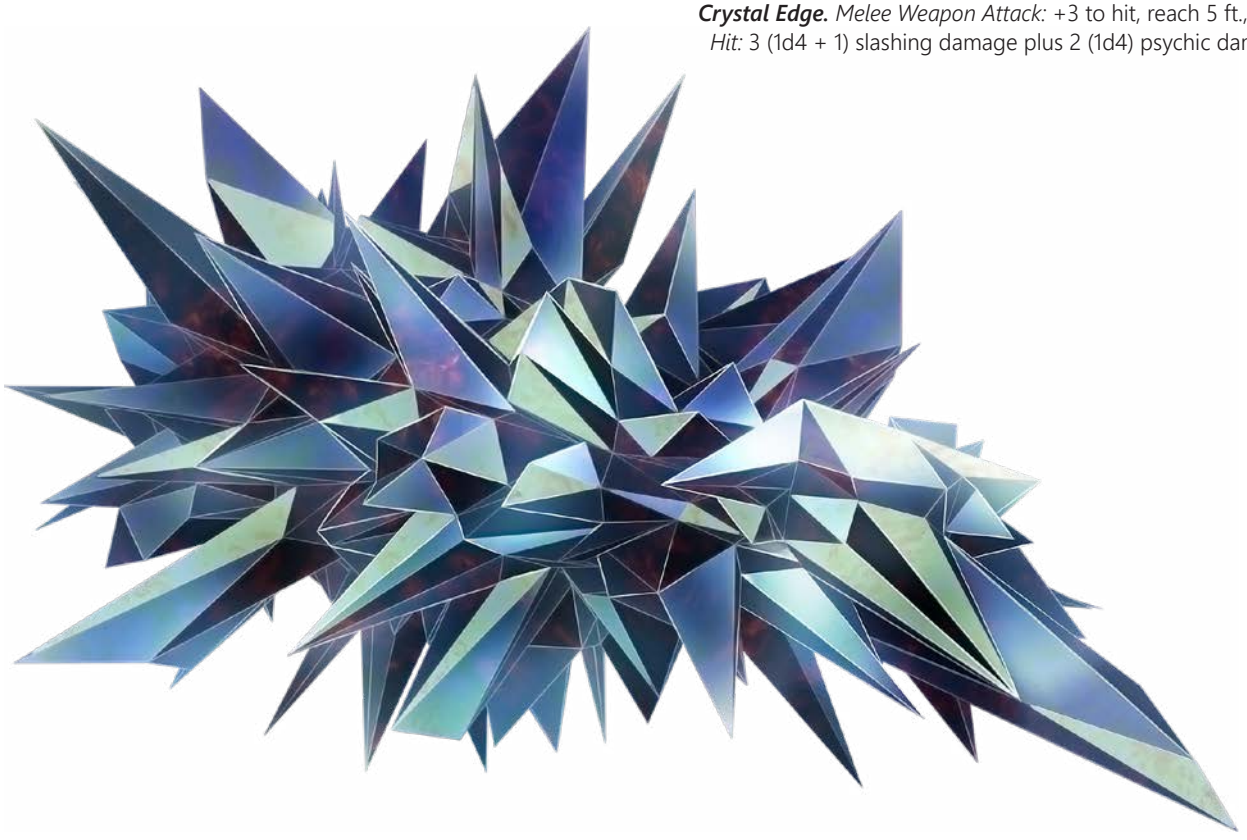
At will: *eldritch blast*, minor illusion*

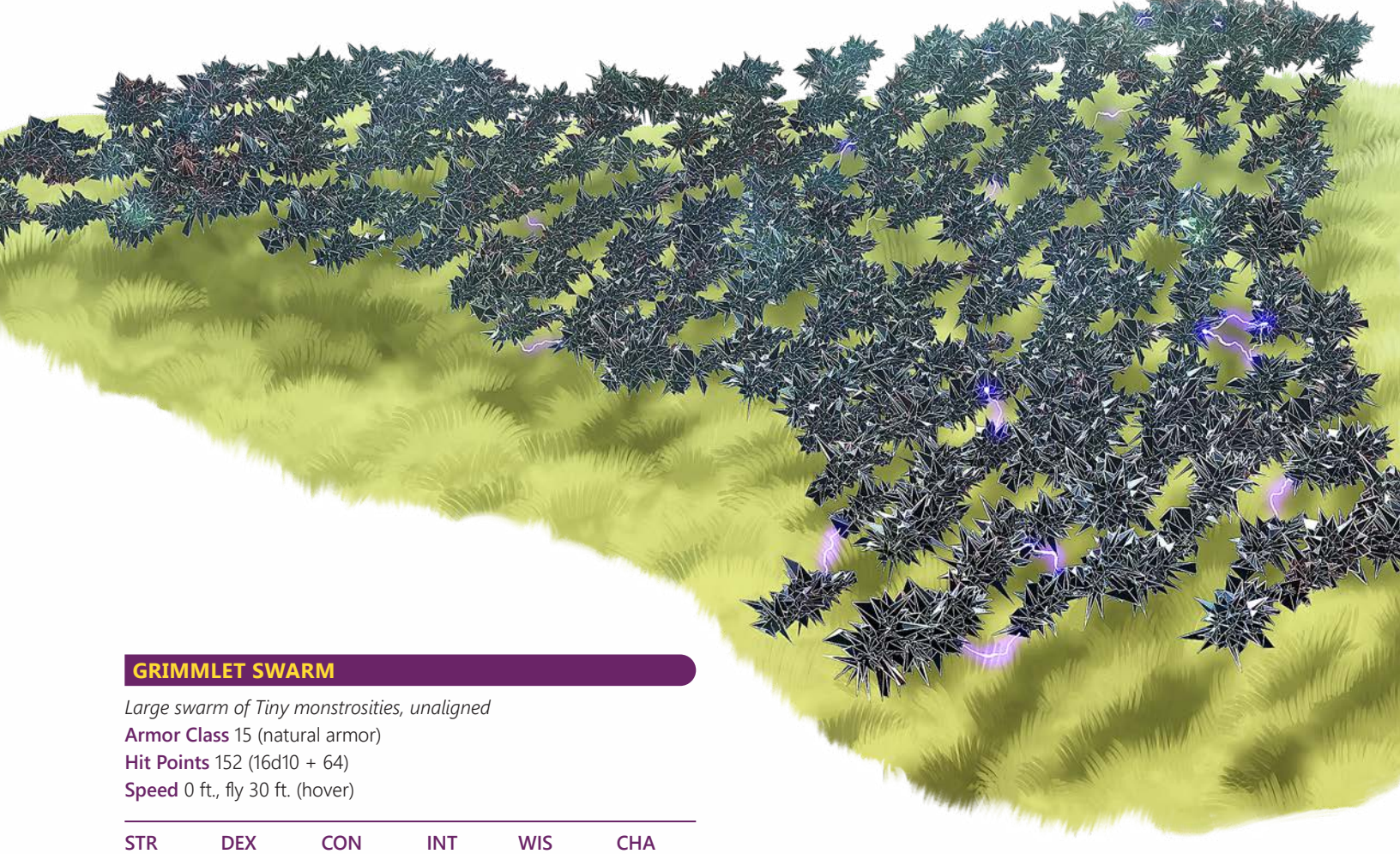
3/day each: *color spray**

*if using *Deep Magic for 5th Edition*, replace the indicated spells with *crushing curse* and *maddening whispers*, respectively

Actions

Crystal Edge. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) psychic damage.





GRIMMLET SWARM

Large swarm of Tiny monstrosities, unaligned

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	3 (−4)	10 (+0)	18 (+4)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 120 ft., passive Perception 10
Languages understands Void Speech but can't speak
Challenge 14 (11,500 XP)

Enervating Maelstrom. When the grimmlet swarm dies, it explodes in a plume of ennui. Each creature within 20 feet of the grimmlet swarm must make a DC 17 Dexterity saving throw. On a failure, a creature takes 21 (6d6) psychic damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer exhaustion. Grimmlets damaged by this trait don't Reproduce.

Maze of Edges. A creature that attempts to move out of or through the grimmlet swarm must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) slashing damage.

Reproduce. When a grimmlet swarm takes damage from a spell and isn't reduced to 0 hp, a number of new grimmlets equal to the spell's level appear in unoccupied spaces within 10 feet of the grimmlet swarm. If the spell is a cantrip, only one grimmlet is created. New grimmlets aren't subsumed into the swarm. Sixteen or more new grimmlets within 30 feet of each other can use their reactions to come together and form a new grimmlet swarm in a space within 5 feet of one grimmlet.

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

Innate Spellcasting (Psionics). The grimmlet swarm's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *color spray*, eldritch blast* (3 beams)*, *minor illusion*
3/day each: *hypnotic pattern, lightning bolt*, major image*
1/day each: *hallucinatory terrain*
*if using *Deep Magic for 5th Edition*, replace the indicated spells with *maddening whispers, crushing curse,* and *void strike,* respectively

ACTIONS

Multiattack. The grimmlet swarm makes two attacks with its crystal edges.

Crystal Edges. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half of its hp or fewer. The target must make a DC 17 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

GRIMMLETS IN MIDGARD

Grimmlets arrive in the mortal realm from the same portion of the Void that spawned the Waste Walker Kb'r'ck of Crystal. Grimmlets were named in honor of the unfortunate tracker who discovered them, Aleksei Grimmczyk. Aleksei did not survive this initial meeting, but his demise was recounted by his friend, the elfmarked mage Alethrie.

In some locations, the walls between the worlds of the living and the dead are thin. For the inhabitants of these areas, it is more important than ever to perform proper burial rites, for the smallest mistake could give rise to a guiguai.

Lifelike Appearance. If a guiguai does not look a living creature in the eye, it is indistinguishable from how it appeared in life. Once the ghost's gaze meets a living creature's gaze, its ghostly nature becomes apparent.

Sins of Life. While most ghosts result from the improper burial of a body, guiguai arise due to funeral rites that do not properly atone for the dead individual's unique sins in life. Restitution to the gods must be made to negate the weight of a person's sins pulling them back to the world of the living.

Undead Nature. The guiguai doesn't require air, food, drink, or sleep.

GUIGUAI

Medium undead, any alignment

Armor Class 13

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Skills Deception +5

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The guiguai can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The guiguai can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Peachwood Weapons. Guiguai are particularly vulnerable to weapons made from the wood of the peach tree. When the guiguai is hit by a weapon made of peachwood, it takes damage as if the weapon was magical.

Sunlight Vulnerability. While in sunlight, the guiguai has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight, and it loses its resistance to nonmagical weapons.

ACTIONS

Multiattack. The guiguai can make one withering touch attack or two necrotic bolt attacks.

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Necrotic Bolt. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit 10 (2d6 + 3) necrotic damage.

Etherealness. The guiguai enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane, with the exception of peachwood weapons.

MANIFESTATION

When creating a guiguai, you must choose how the guiguai manifests. Each guiguai manifests in a way unique to the sinful life it led before it died. A manifestation adds one or more features to the base guiguai or adjusts its current features. Each guiguai must have at least one manifestation, but it can have more. Increase the guiguai's challenge rating by 1 for each manifestation you add to it beyond the first manifestation.

BAGUI, DROUGHT GHOST

This manifestation occurs in humanoids who lived lives filled with greed, lust, and gluttony. In death, they seek to scour that which they once consumed with their scorching wind. A bagui retains its statistics except as noted below.

New Action: Desiccating Wind (Recharge 5–6). The bagui exhales a breath of burning wind and choking dust. Nonmagical liquids within 30 feet of the guiguai that aren't being worn or carried immediately turn to dust. Each creature within 30 feet of the bagui that isn't a construct or an undead must make a DC 13 Constitution saving throw, taking 11 (2d10) necrotic damage and 11 (2d10) fire damage on a failed save, or half as much damage on a successful one. Plants, oozes and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw.

MEIGUI, TRICKSTER GHOST

This manifestation occurs in humanoids who caused great disorder during their lives. In death, they exist to spread chaos. A meigui retains its statistics except as noted below.

New Action: Cause Chaos. The meigui chooses up to three creatures it can see within 30 feet of it. Each target must succeed on a DC 13 Wisdom saving throw or behave as if affected by the *confusion* spell for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the meigui's Cause Chaos for the next 24 hours.

New Action: Change Shape. The meigui magically polymorphs into a Tiny or Small beast commonly found on a farm that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the meigui's choice).

In the new form, the guiguai loses its Incorporeal Movement and Necrotic Aura traits and its size changes to that of the new form. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

GUDUGUI, VENOMOUS GHOST

This manifestation occurs in humanoids who were hateful to others during their lives. In death, they are compelled to spread their hate like a poison. A gudugui retains its statistics except as noted below.

New Action: Poisonous Touch. The gudugui replaces its Withering Touch with the following action:

Poisonous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

New Action: Insect Scream (Recharge 5–6). The gudugui spews insects out of its mouth in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 9 (2d8) piercing damage and 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

XIQIGUI, SPELLEATING GHOST

This manifestation occurs in humanoids whose lives were consumed with the search for arcane power. In death, their appetite continues, compelling them to seek out and consume spell energy. A xiqigui retains its statistics except as noted below.

Resistances. The xiqigui no longer has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. It has resistance to bludgeoning, piercing, and slashing from magical attacks. Magical weapons made of peachwood ignore these resistances.

New Trait: Spell Absorption Aura. The xiqigui replaces its Incorporeal Movement trait with the following trait:

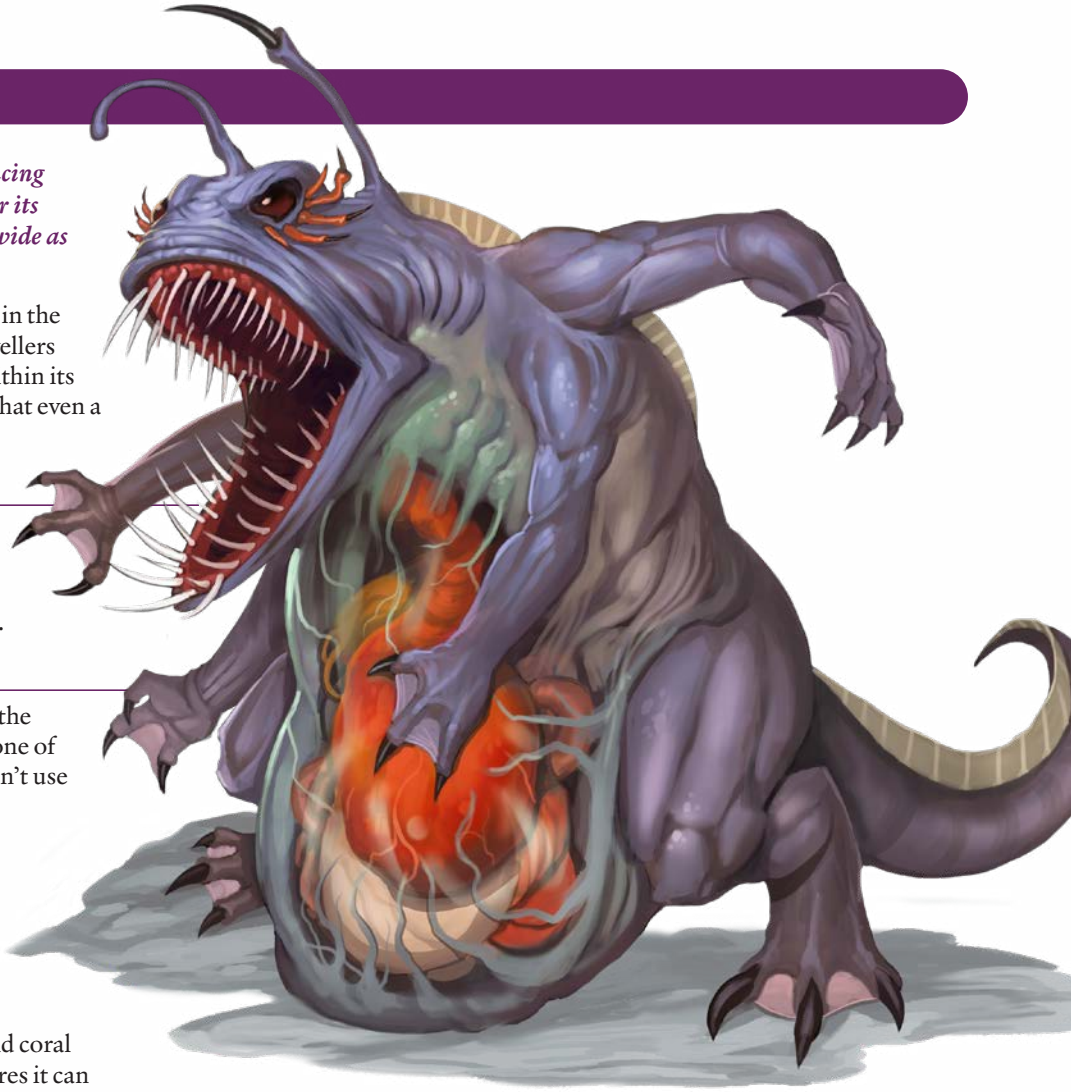
Spell Absorption Aura. When a spellcaster within 20 feet of the xiqigui casts a spell, or when the xiqigui is the target of a spell, the spell fails and has no effect if the spell is 3rd level or lower, and the xiqigui regains hp equal to twice the level of the spell.

LAOGUI, ELDER GHOST

If a guiguai has 3 or more manifestations, it becomes an elder ghost. The laogui has the following action option in addition to the other statistical changes it earns from its other manifestations:

New Action: Call Lesser Guiguai (1/Day). The laogui magically calls 1 shadow. The shadow arrives in 1d4 rounds, acts as an ally of the laogui, and obeys its verbal commands. The shadow remains for 1 hour, until the laogui dies, or until the laogui dismisses it as a bonus action.

Gulper Behemoth



The titanic eel-like creature has delicately dancing frills and flickers of phosphorescence just under its translucent skin. Its mouth opens impossibly wide as it surges forward.

Deep Sea Lure. The gulper behemoth lives in the waters of the remotest oceans. It lures sea dwellers to their deaths with dancing motes of light within its massive, ballooning gullet. Rumors abound that even a sharp pinprick will deflate the sea monster.

Gulper Behemoth's Lair

The gulper's lair is filled with brightly-colored and labyrinthine giant corals. Smaller, mutualistic predators swim throughout the lair, keeping it well protected.

Lair Actions

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

- The gulper behemoth commands deep sea eels and plants to constrict a target it can see within 60 feet of it. The target must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.
- The gulper behemoth commands plants and coral to shoot boiling water at up to three creatures it can see within 60 feet of it. Each target must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Gulper Behemoth

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	4 (−3)	10 (+0)	5 (−3)

Damage Vulnerabilities piercing
Damage Resistances acid, thunder
Condition Immunities blinded
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Death Burst. The gulper behemoth explodes when it drops to 0 hp. Each creature within 40 feet of it must succeed on a DC 16 Constitution saving throw, taking 21 (6d6) acid damage on a failed save.

Echolocation. The gulper behemoth can't use its blindsight while deafened.

Keen Hearing. The gulper behemoth has advantage on Wisdom (Perception) checks that rely on hearing.

Water Breathing. The gulper behemoth can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the gulper behemoth can't bite another target.

Swallow. The gulper behemoth makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the creature is also swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the behemoth, and it takes 14 (4d6) acid damage at the start of each of the behemoth's turns.

If the gulper behemoth takes 20 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Sonic Pulse (Recharge 5–6). The gulper behemoth expels a sonic pulse in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failure, the creature takes 21 (6d6) thunder damage and is stunned until the end of its next turn. On a success, the creature takes half the damage and isn't stunned.

Haleshi

A tall, gangly humanoid creature with pale-green skin and the head of a mackerel strides out of the water. It wears a loose-fitting tunic and carries a clamshell in its long, spindly hands.

Diplomatic Fey. Haleshi are fey that act as intermediaries between fey who live on the land and those who live in oceans and rivers, settling disputes that arise between the two groups. Haleshi are impartial in their rulings and prefer to make decisions based on evidence rather than rumor and speculation. The job of an haleshi is a difficult one due to the chaotic and unpredictable nature of many fey, but they usually receive the backing of the fey lords, particularly the River King (*Tome of Beasts*, p. 196), whose court they frequent, and the Bear King (*Tome of Beasts*, p. 186), who admires their stoic adherence to duty in the face of adversity.

Clam Riders. Haleshi have a mystical connection with ordinary clams and similar mollusks and are able to use mollusks to magically transport themselves from one body of water to another.

Food-Lovers. While haleshi have little to do with humanoids in their role as fey diplomats and judges, they have a predilection for human and elven cuisine, particularly desserts such as apple pies and strawberry tartlets. Some fey try to bribe haleshi with human or elven sweets, only to find that the fey are all but incorruptible.

HALESHI

Large fey, lawful neutral

Armor Class 17

Hit Points 123 (13d10 + 52)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	14 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +6, Cha +7

Skills Insight +9, Nature +5, Perception +6, Persuasion +7

Damage Resistances cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Amphibious. The haleshi can breathe air and water.

Charming Defense. While the haleshi is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in the Armor Class).

Innate Spellcasting. The haleshi's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: *charm person, invisibility* (self only)

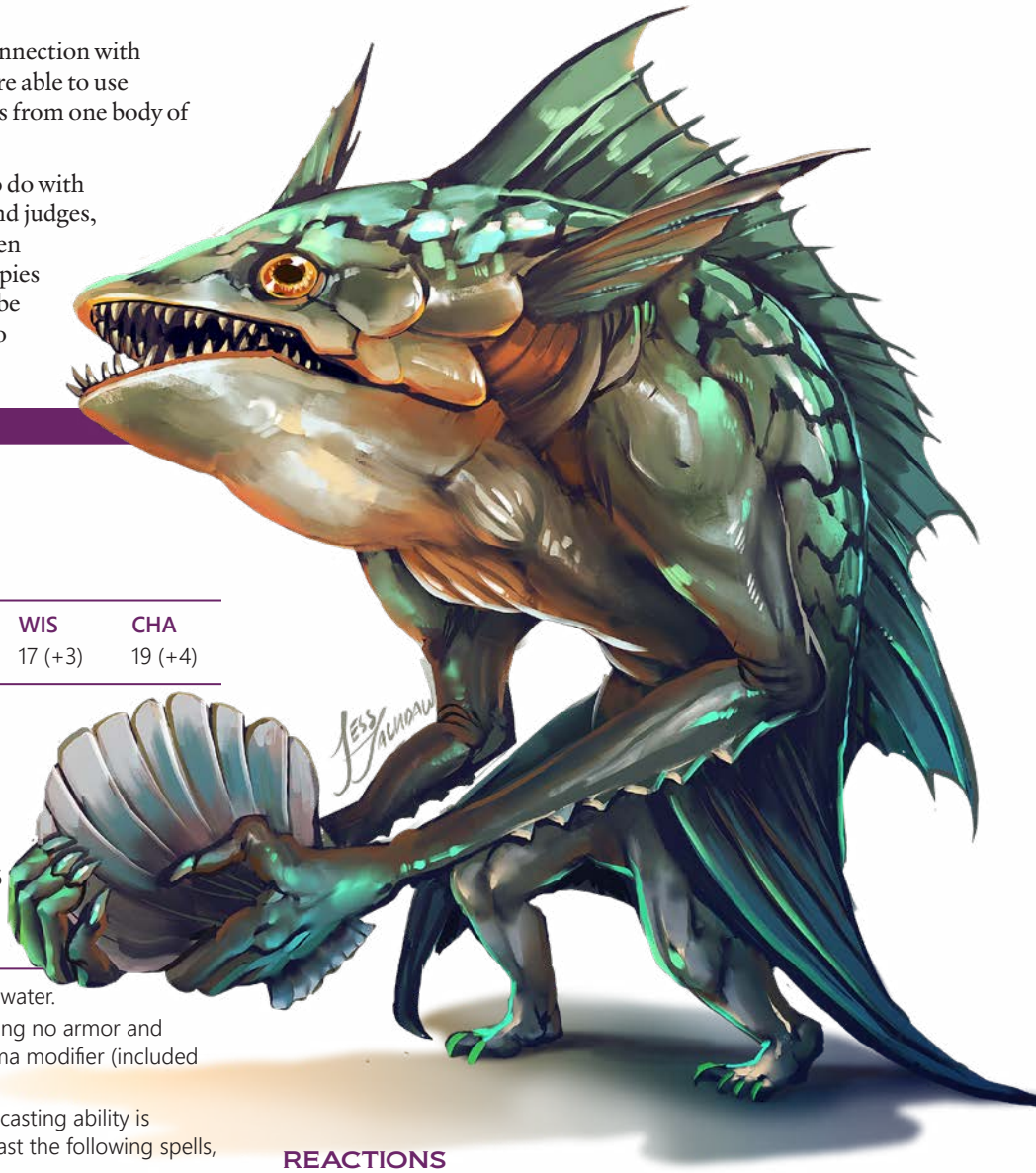
1/day each: *major image, water walk, zone of truth*

Actions

Multiattack. The haleshi makes two attacks with its stupefying touch.

Stupefying Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target must succeed on a DC 15 Intelligence saving throw or be incapacitated until the end of its next turn.

Clamport (3/Day). The haleshi touches a clam within 5 feet of it, which enlarges and swallows the haleshi and up to three willing Medium or smaller creatures within 15 feet of the haleshi. The clam then teleports to a body of water the haleshi has visited that is large enough to hold the clam's passengers and releases them. After releasing the passengers, the clam returns to normal.



Reactions

Water Shield (Recharge 5–6). The haleshi adds 3 to its AC against one attack that would hit it. To do so, the haleshi must be within 5 feet of a gallon or more of water. Alternatively, if the haleshi would take fire damage from an attack or spell, it can negate that damage if it is within 5 feet of a gallon or more of water.

Hantu Penanggal

The head of a beautiful woman flies through the air, trailing tentacle-like entrails while her headless body follows, bearing demonic claws.

Cursed Nature. Hantu penanggal arise when creatures pledged to fiendish powers break their agreements. They are cursed, becoming fiends hungering for the flesh and blood of the innocent.

Mistaken for Undead. Hantu penanggal are often mistaken for undead and don't correct this error, finding delight in taking advantage of adventurers ill-prepared for an encounter with a fiend.

HANTU PENANGGAL

Medium fiend, any evil
Armor Class 14 (natural armor)
Hit Points 123 (19d8 + 38)
Speed 30 ft. (0 ft., fly 40 ft. in head form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11(+0)	10 (+0)	18 (+4)

Saving Throws Dex +6, Wis +3
Skills Deception +10, Stealth +6
Damage Resistance cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 8 (3,900 XP)

Detachable Head. As a bonus action, the hantu penanggal detaches its head. The head trails entrails like flexible tentacles. While detached, the head and body act independently from each other on the same initiative, and each has hp equal to half its hp before detaching its head. Its statistics remain the same in both forms, except the body loses its truesight and gains blindsight out to a range of 60 feet.

The head and body can use the whole form's innate spellcasting trait, expending daily uses as normal. The two forms can rejoin into the fiend's whole form as a bonus action if they are within 5 feet of each other. If the head is destroyed while it is detached, the body also perishes. If the body is destroyed while the head is detached, the head has disadvantage on attack rolls and ability checks until it acquires a new body.

A creature within 30 feet of the penanggal and that can see the detachment must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting. The hantu penanggal's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *darkness, detect evil and good*
2/day each: *protection from evil and good, scorching ray*
1/day each: *gaseous form*

ACTIONS

Multiattack. When detached, the hantu penanggal's head makes one bite attack and one entrails attack, and its body makes two claw attacks. In its whole form, it can make three rapier attacks.

Rapier (Whole Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Claw (Body Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 3 (1d6) necrotic damage.

Bite (Head Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the penanggal regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way becomes the new body for the penanggal, if it is detached and its body died. Otherwise, the humanoid rises 24 hours later as a new hantu penanggal.

Entrails (Head Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the penanggal can't use its entrails on another target.

Harbinger of Wrath

Twisting adamantine spikes topped with an array of demonic and bestial skulls form the vaguely humanoid creature. It makes a loud screeching sound as it crushes everything in its path.

Engines of Decimation. The harbinger of wrath is a construct of immense size and destructive potential. Just seeing a harbinger causes most creatures to flee in terror, and few are willing or able to face one in battle. Creatures allied with a harbinger must also fear its terrible wrath, as it is not against skewering its allies on its many spikes to rejuvenate itself in the heat of battle.

Forged by Demons. The first harbingers were created in vast demonic forges by a powerful demon prince to use against his enemies. Since then, the construction process has passed to other demon princes and evil gods that delight in devastation and mayhem.

Construct Nature. A harbinger doesn't require air, food, drink, or sleep.

HARBINGER OF WRATH

Gargantuan construct, chaotic evil

Armor Class 21 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (–1)	22 (+6)	5 (–3)	11 (+0)	3 (–4)

Damage Resistances acid, lightning, necrotic
Damage Immunities cold, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 20 (25,000 XP)

Adamantine Weapons. The harbinger's weapon attacks are adamantine and magical.

Immutable Form. The harbinger is immune to any spell or effect that would alter its form.

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

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

Actions

Multiattack. The harbinger of wrath makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. The target is grappled (escape DC 20) if it is a Large or smaller creature and the harbinger doesn't have two other creatures grappled.

Impale. The harbinger makes one slam attack against a creature it is grappling. If the attack hits, the target is impaled on the harbinger's spikes. While impaled, the creature is restrained and takes 21 (6d6) piercing damage at the start of each of the harbinger's turns. A creature, including the impaled target, can take its action to free the impaled target by succeeding on a DC 20 Strength check. A freed creature falls prone in a space within 10 feet of the harbinger. If the harbinger dies, a creature is no longer restrained and can escape from the harbinger's spikes by using 10 feet of movement.

Drain Life (Recharge 5–6). The harbinger drains the life force of one creature impaled on its spikes. The target must succeed on a DC 20 Constitution saving throw or take 55 (10d10) necrotic damage. If a creature dies from this attack, its soul is absorbed into the harbinger and can be restored to life only by means of a *wish* spell. The harbinger then regains hp equal to the necrotic damage dealt.

Spike Volley (Recharge 5–6). The harbinger launches a volley of adamantine spikes. Each creature within 60 feet of the harbinger must make a DC 20 Dexterity saving throw, taking 42 (12d6) piercing damage on a failed save, or half as much damage on a successful one.

Harefolk

What appears to be an arctic hare given humanoid form is clad in leather armor and stands with its shortsword at the ready. Its bright eyes take everything in, while its nose quivers in search of predators.

Werewolf Foes. Harefolk have a long-standing hatred for werewolves, owing to their near extinction at the lycanthropes' jaws. All present-day harefolk know the story of Mathilda Lopear who, along with an adventuring band of humans (often downplayed or removed from stories about Mathilda), fought and killed a werewolf tribe and saved the lives of the last remaining harefolk clans. Because of this ancient enmity toward werewolves, harefolk are wary of other lycanthropes and shapechangers, even primarily good-aligned creatures such as werebears.

Rabbit Tenders. Harefolk keep arctic hares and other rabbits capable of surviving in arctic climes as pets. They believe the presence of rabbits brings good luck to a clan. Nomadic clans of harefolk ensure their pets can forage grasses as they travel, while more domestic clans grow gardens of hardy vegetables to feed the rabbits. Since harefolk are omnivorous, supplementing their diet of grubs and other insects with vegetation they find or grow, their dietary needs keep them from competing with their pets for resources. Though they are capable of eating flesh from other creatures, their bond with rabbits keeps many harefolk from hunting game animals, including non-rabbits. Adventuring harefolk often bring along a rabbit as a companion animal or familiar.

Pranksters. Harefolk enjoy pulling harmless tricks on each other, and stories of memorable pranks are passed down through generations. When dealing with their enemies, harefolk pranks turn injurious if not lethal. One of their favorite tricks is to seed areas beneath the snow with snares and bear traps. As they lead pursuers through these areas, they bound safely over the snow while the creatures pursuing them sink below the surface and set off the traps.

HAREFOLK

Small humanoid (harefolk), chaotic good

Armor Class 13 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft., burrow 10 ft.

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

Skills Perception +3, Survival +3
Senses passive Perception 13
Languages Common
Challenge 1/4 (50 XP)

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

Ready for Trouble. The harefolk can't be surprised, and it has advantage on initiative rolls if it isn't incapacitated or unconscious.

Shapechanger Sensitivity. The harefolk has advantage on Intelligence (Investigation) and Wisdom (Insight) checks to determine if a creature is a shapechanger. It automatically succeeds when the shapechanger is a werewolf. In addition, the harefolk has advantage on its first attack roll each turn against a creature with the Shapechanger trait or Change Shape action, regardless of whether the harefolk was previously aware of the shapechanger's nature.

Snow Camouflage. The harefolk has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Walker. The harefolk can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

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

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Harpy, Egret

This winged female has a short torso and long, gangly legs. Her wingspan is wider than her body is tall. Despite her awkward appearance, she moves with incredible grace.

Protectors of the Marsh. Egret harpies look after marshland flora and fauna, often allying themselves with druids and rangers who occupy the same area.

Uncommonly Hospitable. While most harpies have a reputation for sadism and bloodlust, egret harpies are considerably more welcoming. They possess the same alluring song all harpies have, but they can modulate the song to allow their captivated targets safe passage toward them. They often use their songs to prevent intruders from harming their home marshes. They can end their song in a mighty crescendo, imposing their will on those charmed by the song. The harpies typically coerce intruders to repair damages wreaked upon the marsh or to merely leave and never return. If a harpy suspects the intruders are unrepentant, she stops playing nice and allows her victims to fall prey to the marsh's hazards.

Powerful Yet Graceful. The wings that hold the egret harpy's larger frame aloft also serve as weapons. A powerful buffet from the harpy's wing can knock down weaker foes. The harpy's gawky build belies a fluidity to her movements, allowing her to balance on one leg even while engaged in battle.

EGRET HARPY

Medium monstrosity, neutral
Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	15 (+2)

Skills Acrobatics +4, Nature +2
Senses passive Perception 12
Languages Common, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting (3/Day). The egret harpy can innately cast *suggestion*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The egret harpy makes two attacks: one with its spear and one with its talons.

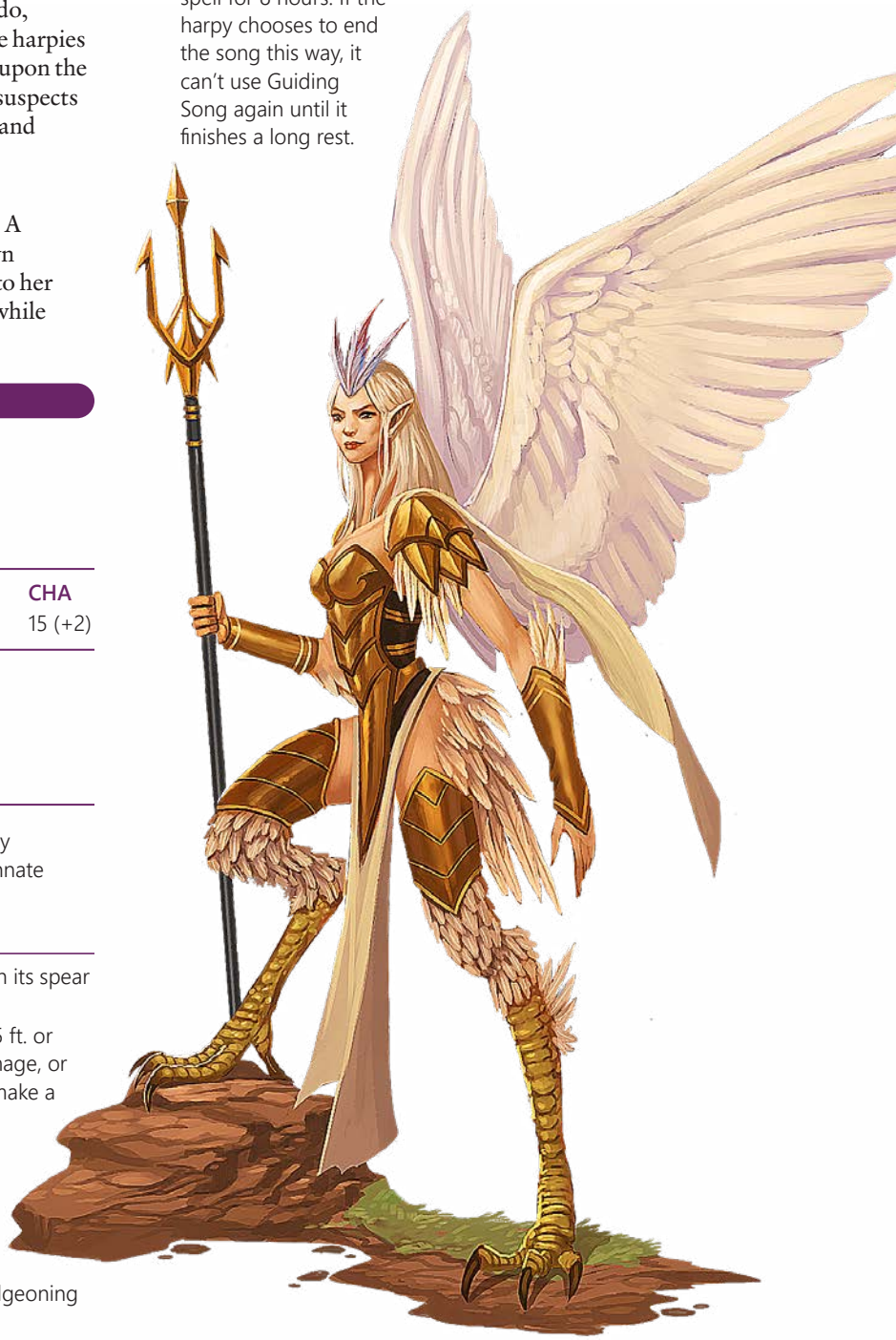
Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

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

Wing Buffet (Recharge 5–6). The egret harpy beats its wings rapidly. Each Medium or smaller creature within 5 feet of the harpy must make a DC 13 Strength saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Guiding Song. The egret harpy sings a magical melody. Each humanoid and giant of the harpy's choice within 300 feet of the harpy has advantage on Wisdom (Survival) checks to navigate marshes, and difficult terrain composed of mud, standing water, or other features of a marsh doesn't cost it extra movement. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

The harpy can use an action to end the song and cast *mass suggestion*. Each creature that can hear the harpy's song must succeed on a DC 12 Wisdom saving throw or be affected by the spell for 8 hours. If the harpy chooses to end the song this way, it can't use Guiding Song again until it finishes a long rest.



Heggarna

The foul abomination wriggles about on multiple caterpillar-like claspers. It has the jagged, circular maw and slippery body of an oversized leech and the head and coloration of a fierce tiger.

Night Terrors. Many sleepers have experienced nightmares in which a shadowy creature was sitting on them, draining them of their vital essence. While most of these experiences are because of some underlying psychological trauma, some are the result of visitations by terrifying creatures of the night. One such creature is the heggarna, a vile aberration that feeds on a creature's mental energy as it sleeps and infuses the victim's subconscious with terrible nightmares for its own vile amusement.

Hidden Fear. During the day, the heggarna disguises itself as a stray cat, lurking near the homes of potential prey and fleeing with feline-like caution when anyone comes near. Most humanoids overlook simple animals like cats when dealing with a heggarna infestation, but magic can detect the creature's true appearance. Normal animals react to the heggarna with a strange ferocity, which experienced hunters recognize as a sign of a heggarna.

HEGGARNA

Tiny aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 40 (9d4 + 18)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Deep Speech, telepathy 30 ft.
Challenge 1 (200 XP)

Cat Sneak. While in dim light or darkness, the heggarna has advantage on Dexterity (Stealth) checks made to hide. It can use this trait only while it is disguised as a cat.

Dream Eating. As a bonus action, the heggarna can attach its lamprey-like maw to a sleeping creature. The target's Charisma score is reduced by 1d4 when the heggarna first attaches to it. The target's Charisma score is then reduced by 1 for each hour the heggarna stays attached. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a long rest at least 24 hours after the heggarna reduced its Charisma.

While attached, the heggarna fills the target's dreams with nightmares. The target must succeed on a DC 13 Wisdom saving throw or it doesn't gain any benefit from its current rest. If the target succeeds on the saving throw by 5 or more, it immediately awakens.

The heggarna can detach itself by spending 5 feet of its movement. It does so after it reduces the target's Charisma by 8 or if the target dies.

ACTIONS

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

Dream Rift (Recharge 5–6). The heggarna unleashes a barrage of psychic energy in a 15-foot cone. Each creature in that area must make a DC 13 Wisdom saving throw. On a failure, a creature takes 7 (2d6) psychic damage and is incapacitated until the end of its next turn as it is bombarded with nightmarish images. On a success, a creature takes half the damage and isn't incapacitated.

Illusory Appearance. The heggarna covers itself with a magical illusion that makes it look like a Tiny cat. The illusion ends if the heggarna takes a bonus action to end it or if the heggarna dies. The illusion ends immediately if the heggarna attacks or takes damage, but it doesn't end when the heggarna uses Dream Eating.

The changes wrought by this effect fail to hold up to physical inspection. For example, the heggarna could appear to have fur, but someone touching it would feel its slippery flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern the heggarna is disguised.

Helashruu

An enormous looking glass floats forward, its enormous, warped frame composed of writhing purple tendrils, and its surface covered in dozens of hideous, swirling eyes. Several razor-sharp whips whirl through the air around it.

Mirrors from Beyond. The helashruu are bizarre and terrifying aberrations that travel the planes, spreading chaos and destruction. Resembling towering mirrors covered in tentacles and eyes, helashruu defy rational explanation. When they deem it necessary to communicate with other creatures, it is usually through a jumbled mishmash of thoughts with their telepathy, though making sense of what they say is often next to impossible.

Trapping Gone Astray. Sages versed in planar lore believe the helashruu were created when a *mirror of life trapping* swallowed a powerful, deity of chaos and shattered under the strain of the energies it tried to contain. The pieces then scattered across the planes before forming into the first helashruu. The helashruu sometimes trap creatures within themselves, giving credence to this belief. Some sages hypothesize that if all the helashruu were to gather together in one place, they would reform the original mirror, and the evil entity would be released from its confinement. Thankfully, these creatures are extremely rare and hold nothing but contempt for others of their own kind.

HELASHRUU

Huge aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

Saving Throws Dex +7, Wis +8
Skills Perception +13
Damage Vulnerabilities bludgeoning, thunder
Damage Resistances acid, cold, fire, lightning, piercing, psychic
Damage Immunities slashing
Condition Immunities charmed, paralyzed, petrified, prone
Senses truesight 90 ft., passive Perception 23
Languages Void Speech, telepathy 120 ft.
Challenge 13 (10,000 XP)

Innate Spellcasting (1/Day). The helashruu can innately cast *gate*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The helashruu uses Trap Life if it can. It then makes four shard whip attacks.

Shard Whip. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Reflect Energy (Recharge 5–6). The helashruu releases stored energy in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) damage of the most recent type dealt to the helashruu on a failed save, or half as much damage on a successful one. If the helashruu hasn't taken damage within the past 1 minute, the damage type is force.

Trap Life (Recharge 6). One creature of the helashruu's choice that is within 30 feet of the helashruu and that can see it must succeed on a DC 18 Wisdom saving throw or be trapped inside the helashruu's mirror. While trapped, the target is blinded and restrained, it has total cover against attacks and other effects outside the helashruu, and it takes 21 (6d6) force damage at the start of each of the helashruu's turns. The helashruu can have only one creature trapped at a time. A fragmented caricature of the trapped creature appears on the helashruu's surface while a creature is trapped inside it.

If the helashruu takes 30 or more bludgeoning or thunder damage on a single turn, the helashruu must succeed on a DC 15 Constitution saving throw or release the creature, which falls prone in a space within 10 feet of the helashruu. If the helashruu dies, a trapped creature is immediately released into a space within 10 feet of the helashruu.

Teleport. The helashruu magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Dimensional Hop (3/Day). The helashruu can transport itself to a different plane of existence. This works like the *plane shift* spell, except the helashruu can affect only itself and can't use this action to banish an unwilling creature to another plane.

Herald of Slaughter

The butcher strides down the lane, preaching of threshing the chaff from the wheat. Around it, people tear into each other, blind with rage. All the while, the butcher grows in stature and sprouts wicked horns as it revels in the massacre.

Heralds of slaughter are sent by dark gods to foment unrest and agitate mortals into committing barbaric atrocities.

Provokers of Wrath. Disguised as a trusted craftsman, a herald of slaughter finds a source of anger in a community and feeds it until it grows, all while pretending to understand and offer solutions to the source. A herald of slaughter fuels the anger of the people by instigating mass culling, revolts, and blood sacrifices. As problems escalate, a herald of slaughter reveals its fiendish form to culminate the savagery in a final, chaotic exaltation of the dark gods.

Brutality and Blood. Once a herald of slaughter has been revealed, it assumes its fiendish appearance and wades fanatically into combat. Wielding a massive meat cleaver and rage-inducing magic, a herald of slaughter seeks to destabilize its opponents by inciting blinding fury and pitting comrades against each other.

HERALD OF SLAUGHTER

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

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

Saving Throws Str +8, Dex +4, Wis +5, Cha +8
Skills Athletics +8, Deception +8, Perception +5, Persuasion +8
Damage Resistances cold, fire, lightning, slashing
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Common, Infernal
Challenge 11 (7,200 XP)

Corrupting Aura. The *calm emotions* spell instantly fails when cast within 60 feet of the herald. In addition, any creature that starts its turn within 30 feet of the herald must succeed on a DC 16 Wisdom saving throw or grow hostile. On its turn, a hostile creature must move to and make one attack against the nearest creature other than the herald. If no other creature is near enough to move to and attack, the hostile creature stalks off in a random direction, seeking a target for its hostility. At the start of each of the herald's turn, it chooses whether this aura is active.

Magic Weapons. The herald's weapon attacks are magical.

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

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

At will: *detect thoughts*
3/day: *charm person, fear, suggestion*
1/day: *modify memory, seeming*

Actions

Multiattack. The herald of slaughter makes three attacks: one with its gore and two with its cleaver. Alternatively, it can use Enkindle Hate twice. If it hits one target with Enkindle Hate twice using this action, the target must succeed on a DC 16 Charisma saving throw or use its reaction to immediately move up to half its speed and make one melee attack against a random target within range.

Enkindle Hate. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 18 (4d8) fire damage, and the target must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Cleaver. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) necrotic damage.

Herald of the Void

The herald of the void portends the world's ruination by means of cold, fire, plague, war, or a magical apocalypse of another kind. It speaks only in the voice of disasters, and it empowers, goads, and encourages the followers of every unspeakable god and the leaders of every profane death cult.

Empty Whispers. In the days before a herald of the Void visits a territory, ghostly occurrences become more common, especially at night. Strange, luminous forms are seen under rafts, among the trees, and in any dark and empty place.

Creature of Motion. The herald of the Void always seems stirred by a breeze, even in an airless space. Nothing short of stopping time itself can change this.

Folding Infinite Space. While the herald of the Void seems corporeal, its body displays a strange ability to fold itself in impossible ways, and sometimes it seems to teleport great distances or to summon objects from afar without effort.

HERALD OF THE VOID

Large fiend, chaotic evil
Armor Class 17 (natural armor)
Hit Points 123 (13d8 + 65)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	20 (+5)	19 (+4)	15 (+2)	12 (+1)

Saving Throws Dex +9, Con +9
Skills Stealth +9, Perception +10
Damage Resistances fire, lightning, poison
Damage Immunities cold, necrotic, radiant
Condition Immunities blinded, charmed, deafened, frightened, prone, stunned, unconscious
Senses truesight 60 ft., passive Perception 20
Languages Abyssal, Common, Void Speech
Challenge 11 (7,200 XP)

Annihilating Form. Any object that touches or hits the herald of the Void vaporizes. If the object is being worn or carried by a creature, the creature can make a DC 15 Dexterity saving throw to prevent the object from being vaporized. If the object is magical, the creature has advantage on the saving throw. The herald can choose to not vaporize an object.

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

Zero-Dimensional. The herald can move through any space without squeezing.

Actions

Multiattack. The herald makes two void claw attacks. Alternatively, it can use its Void Ray twice.

Void Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) cold damage plus 4 (1d8) force damage.

Void Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 9 (2d8) cold damage and 9 (2d8) force damage.

The Final Song (Recharge 5–6). The herald utters a melody of cosmic doom in a 30-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one. This melody doesn't affect creatures that understand Void Speech.

Legendary Actions

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

Move. The herald flies up to half its flying speed without provoking opportunity attacks.

Void Claw (Costs 2 Actions). The herald makes one void claw attack.

Discorporate (Costs 2 Actions). The herald chooses up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 17 Constitution saving throw or become intangible until the end of its next turn. While intangible, the creature is incapacitated, drops whatever it's holding, and is unable to interact with physical objects. The creature is still visible and able to speak.

Song of Mighty Doom (Costs 3 Actions). The herald emits a cacophonous dirge praising the Void. Each creature other than the herald within 30 feet of the herald and that understands Void Speech gains 10 temporary hp.

Hodag

A creature covered in green and brown fur with a horned, frog-shaped head and spikes running along its back and tail stalks forward, its fanged face twisted in a leering grin.

Hodags are carnivorous nocturnal predators that stalk temperate forests, hills, and plains.

Taste for Domestic Life. While fierce, hodags prefer to kill easy prey. Many stalk the lands outside farms, villages, and even small cities, attacking livestock, pets, and travelers. Hodags have been known to break down the doors of houses, barns, and other buildings to get at prey inside.

Solo Hunters until Mating. Hodags are generally solitary creatures with large territories. Babies are abandoned by their mothers after birth. There is an exception for one week each year in spring just after the end of winter. Hodags within several hundred miles instinctually gather in a prey-filled area, which never seems to be the same place twice. The hodags gorge on as much food as possible and engage in mating rituals. When the week is over, the hodags disperse, returning to their territories.

Impossible to Train. Hodags are born with strong predator instincts, which helps the young survive after being left by their mothers. Many believe this same instinct makes hodags impossible to train, but such claims only make them more valuable targets for those who collect exotic pets.

HODAG

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +5
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Charge. If the hodag moves at least 10 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Improved Critical. The hodag's teeth, claws, horns, and tail spikes are extra sharp. These weapon attacks score a critical hit on a roll of 19 or 20.

Keen Hearing and Smell. The hodag has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The hodag makes three melee attacks, but can use its bite and horn attacks only once each.

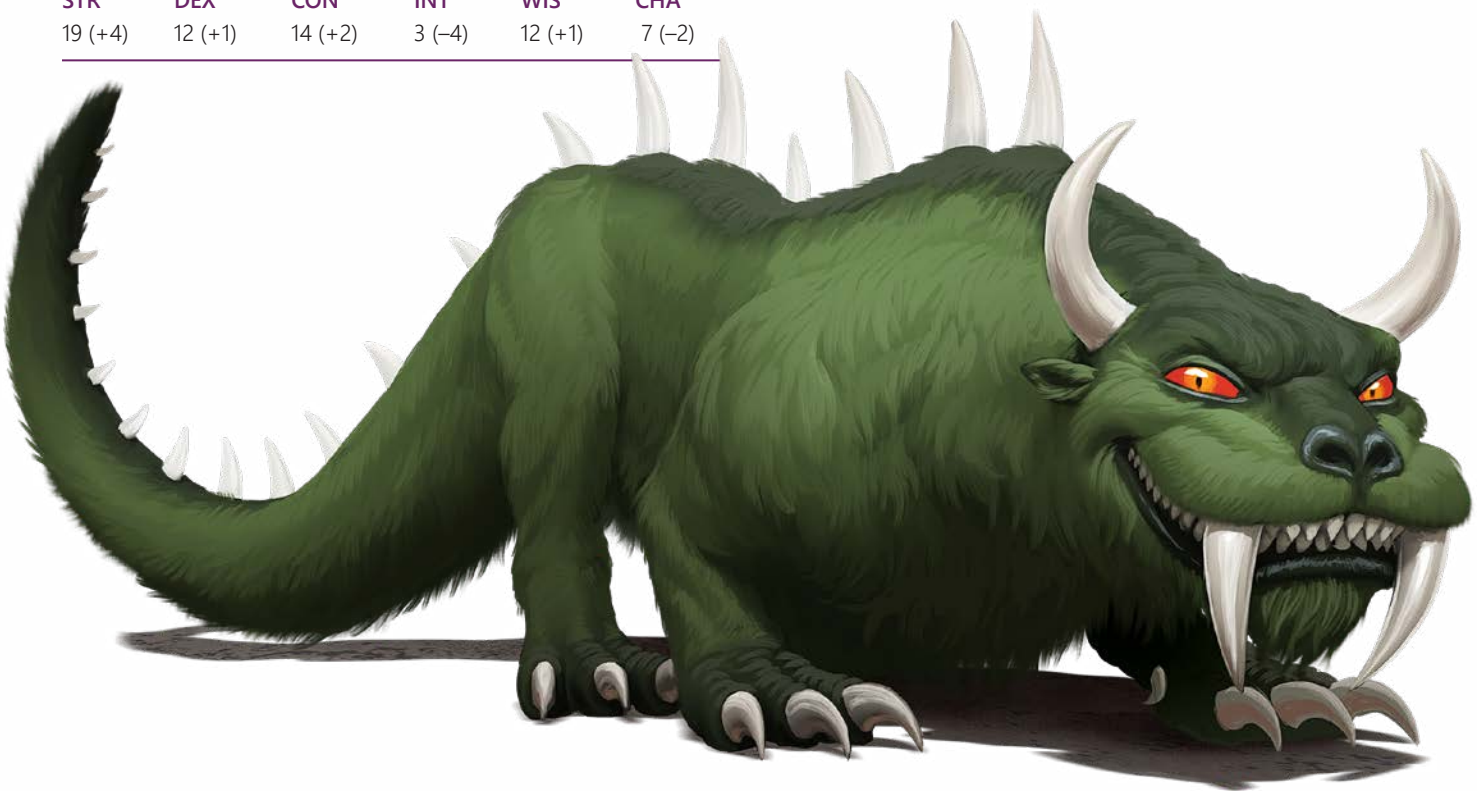
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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

Territorial Display (Recharge 6). The hodag rears and stomps on the ground then roars a territorial challenge. Each creature within 10 feet of the hodag must make a DC 14 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also knocked prone.



Hongaek

A faint disturbance signifies the presence of something terrible and evil—an unnatural miasma. Suddenly, the hazy air coalesces into a mass of greenish fog with multiple red eyes and a dozen vaporous tentacles.

Harbingers of Pestilence. The hongaek is an elemental creature from the most stagnant and fouled regions of the Elemental Plane of Air. Its mere presence serves to strengthen and empower diseases and poisons in its proximity. Hongaeks typically arrive on the Material Plane through planar portals in areas where pestilence and famine are rampant, but they are occasionally summoned by death cults or by those who venerate gods of plague or poison.

Elemental Hatred. Hongaeks are thoroughly evil and hate land-dwelling lifeforms like humans and elves. They detest other elemental creatures just as much, and battles between them are not uncommon where their territories on the planes meet.

Elemental Nature. The hongaek doesn't require air, food, drink, or sleep.

HONGAEK

Large elemental, neutral evil

Armor Class 15

Hit Points 105 (14d10 + 28)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	20 (+5)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Skills Medicine +5, Perception +5, Stealth +8

Damage Vulnerabilities fire

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

Damage Immunities poison

Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 15

Languages Auran, Common, Deep Speech

Challenge 8 (3,900 XP)

Exacerbate Affliction. The hongaek has advantage on attack rolls against a creature that is suffering from a disease or that has the poisoned condition.

Gas Form. The hongaek can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing, but it can't move through water or other liquids.

Prolong Affliction. Each creature within 30 feet of the hongaek that is suffering a disease or that has the poisoned condition has disadvantage on saving throws against the disease or poison afflicting it. In addition, the hongaek can pinpoint the location of such creatures within 30 feet of it.

Innate Spellcasting (1/Day). The hongaek can innately cast *contagion*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The hongaek makes two attacks with its vaporous tentacles.

Vaporous Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. The hongaek magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the hongaek wears or carries is invisible with it.

Hooden Horse

The creature stands amid a baying crowd, swathed in rags topped by a horse's skull. It brandishes a halberd made of shadow and hisses, "Come forth and be judged!"

Strange Great Sins. In small villages on a festival eve, one villager plays the village's "sin eater." Bearing a horse's skull on a pole and covered by a draping of tattered skins, the sin eater goes door to door with its crew, seeking payment for the householders' wrongs. The payment usually takes the form of alcohol. As the evening wanes, a drunken procession staggers toward the tavern behind the sin eater. Dark tales relate how, where a terrible wrong has gone unpunished and unpaid, such folk rituals can go awry. The unfortunate sin eater, overwhelmed by a spirit of vengeance, melds with the skull to become a ghastly undead being bent on retribution, a hooden horse.

The Madness of The Crowd. If the sin eater has drunken hangers-on when it is transformed, the mob also becomes filled with vengeful spite and swarms around the hooden horse, assaulting any who interfere. When this occurs, use the statistics of a bar brawl (*Creature Codex* p.48) that follows the hooden horse, helping it seek its vengeance.

Retributive Rampage. The hooden horse attacks only those it perceives as sinful or those who attack it. Even if defeated, it reforms a year later if any perpetrators of the original crime remain alive and unpunished, though it need not be the hooden horse itself that dispenses this justice.

Undead Nature. The hooden horse doesn't require air, food, drink, or sleep.

HOODEN HORSE

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	15 (+2)	19 (+4)

Skills Perception +5

Damage Vulnerabilities fire

Damage Resistances psychic

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages the languages spoken in the village where it was created

Challenge 6 (2,300 XP)

Harvest Life. When the hooden horse reduces a creature to 0 hp, the hooden horse regains 10 (3d6) hp.

Seek Wrongdoer. The hooden horse automatically knows the general direction to the nearest surviving perpetrator of the crime that provoked its creation.

ACTIONS

Multiattack. The hooden horse makes two blade of retribution attacks.

Blade of Retribution. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage. The target must make a DC 13 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one. If the target is a perpetrator of the crime that provoked the hooden horse's creation, it has disadvantage on this saving throw.

Call to Judgment. The hooden horse points at a being it can see and demands that the creature submit to justice. The target must succeed on a DC 15 Charisma saving throw or be charmed for 1 minute. If the charmed target is more than 5 feet away from the hooden horse, the target must take the Dash action on its turn to move toward the hooden horse by the most direct route. It doesn't avoid opportunity attacks, but, before moving into damaging terrain, such as lava or a pit, the target can repeat the saving throw. The creature can also repeat the saving throw at the end of each of its turns or whenever it takes damage from the hooden horse. If a creature's saving throw is successful, the effect ends on it.

The hooden horse can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Huecambra

The squat newt's body is dappled gray and chocolate-brown and covered in colorful, wart-like gems, most prominently over its back and along its thick tail. It has long claws, a mouth full of needle-like fangs, and a gleam of intelligence in its multifaceted amber eyes.

Mysterious Jungle Hunters. The huecambra is an unusual and rarely seen predator native to tropical jungles and swamps. It hides amid tall reeds or in murky stretches of water, covering itself in mud to hide the gleam of the gem-like growths covering its body. Basilisks, crocodiles, and venomous snakes are the favored prey of a huecambra, though it eats just about anything it can catch. While the true origin of the huecambra remains a mystery, the people of the jungles and swamps where the monster lives believe the creature to be born from the soul of a person overcome with greed and vanity.

Gems with Teeth. The huecambra is often hunted for its gem-like growths, which are useful in constructing magic items that protect their wearers from petrification and poison. The luster of the gems also inspires humanoids to hunt them, and brooches and necklaces of huecambra gems are popular items among the social elite of certain countries and city-states.

HUECAMBRA

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	8 (–1)	13 (+1)	17 (+3)

Saving Throws Con +8
Skills Perception +4, Stealth +4
Damage Immunities poison, thunder
Condition Immunities charmed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The huecambra makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or become cursed. While cursed, the creature grows gem-like growths across its body. When the cursed creature takes damage that isn't poison or psychic, it and each creature within 5 feet of it must succeed on a DC 16 Constitution saving throw or take 7 (2d6) thunder damage. This damage doesn't trigger further explosions. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Gem Explosion (Recharge 6). The huecambra causes some of the gem-like nodules on its body to detonate. Each creature within 20 feet of the huecambra must make a DC 16 Dexterity saving throw. On a failure, a creature takes 24 (7d6) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned. A creature cursed by the huecambra's bite has disadvantage on this saving throw.

Huli Jing

A woman of unearthly beauty smiles behind her ornamental fan before suddenly transforming into a brilliantly white fox with nine tails.

Canine Animosity. Dogs are not fooled by the huli jing's deceptions. No matter how a huli jing tries to hide its true nature, it can't hide its fox scent from dogs.

Energy Feeders. The huli jing possess great powers as long as they absorb sufficient energy, most often derived from moonlight or sunshine. This is but a trickle, however, compared to the life-force of mortals. Huli jing use their shapechanging to live among humans, secretly feeding off the populace or from willing allies, exchanging life energy for the fey's aid.

Symbols of Luck or Curses. The huli jing are neither good nor evil but act according to their individual natures. Some walk among the mortal races, their aid and kindness spreading tales of the huli jing's auspicious benevolence. Others seek to confuse, trick, or harm mortals, and their malicious cruelty gives rise to stories of the huli jing as malevolent omens.

HULI JING

Medium fey (shapechanger), neutral

Armor Class 14
Hit Points 130 (20d8 + 40)
Speed 40 ft.

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

Saving Throws Wis +7, Cha +9
Skills Perception +11, Persuasion +9
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 21
Languages Common, Elvish, Sylvan
Challenge 9 (5,000 XP)

Shapechanger. The huli jing can use its action to polymorph into a Medium female human of unearthly beauty, or back into its true, nine-tailed fox form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Innate Spellcasting. The huli jing's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm person, invisibility* (self only), *major image*
3/day each: *cure wounds, disguise self, fear*
2/day each: *bestow curse, confusion*
1/day each: *divination, modify memory*

ACTIONS

Multiattack. In fox form, the huli jing uses Curse of Luck then makes two bite attacks. In humanoid form, it uses Curse of Luck then makes three jade dagger attacks.

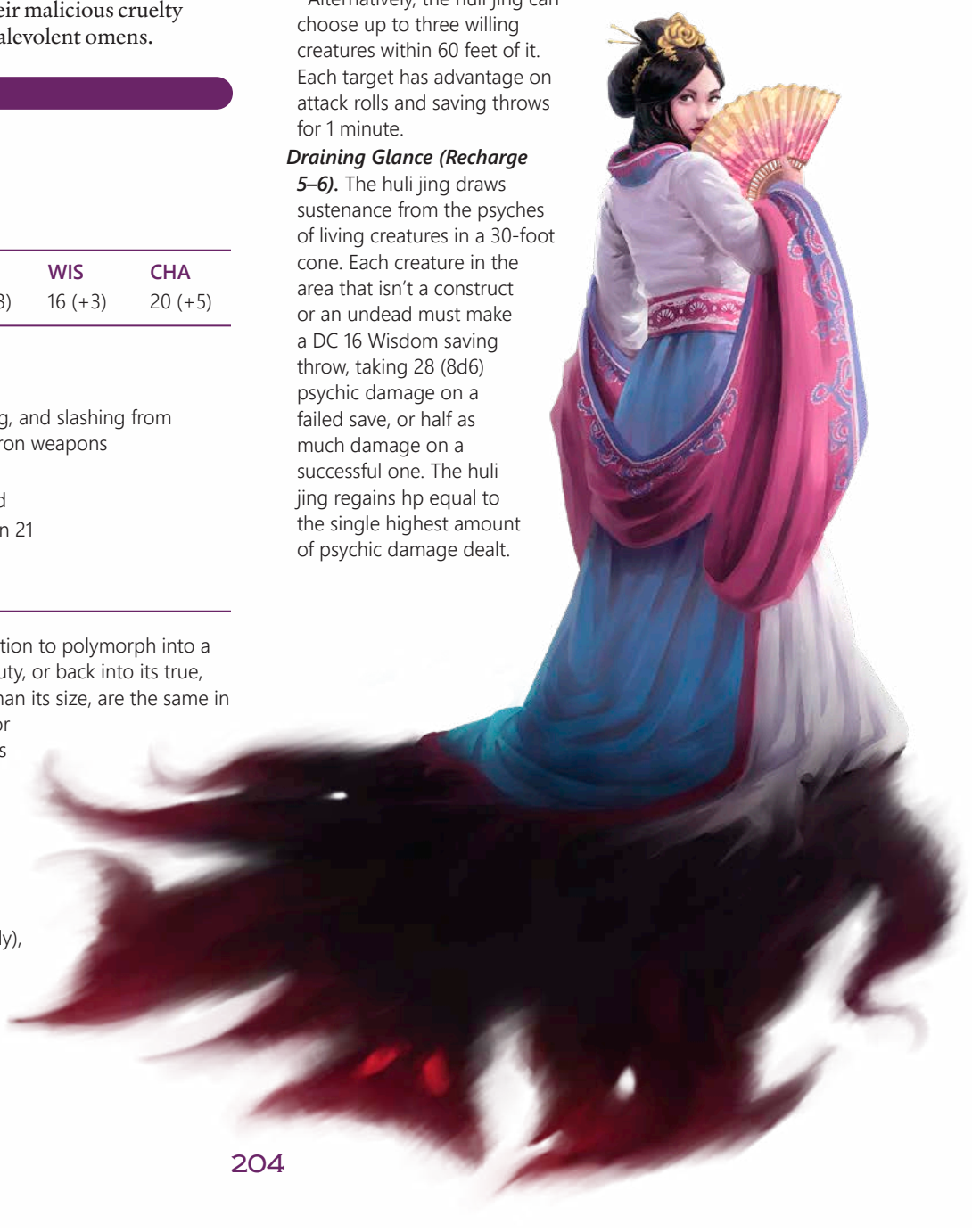
Bite (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 911 (2d6 + 4) piercing damage and 14 (4d6) psychic damage.

Jade Dagger (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 7 (2d6) psychic damage

Curse of Luck. Each creature of the huli jing's choice within 60 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the huli jing's Curse of Luck for the next 24 hours.

Alternatively, the huli jing can choose up to three willing creatures within 60 feet of it. Each target has advantage on attack rolls and saving throws for 1 minute.

Draining Glance (Recharge 5–6). The huli jing draws sustenance from the psyches of living creatures in a 30-foot cone. Each creature in the area that isn't a construct or an undead must make a DC 16 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. The huli jing regains hp equal to the single highest amount of psychic damage dealt.



Husks

A grotesque human body moves like jelly. Its split-open front reveals the creature has no bones.

Husks are the opposite of skeletons: undead made entirely from tissue.

Waste Not. Powerful necromancers create husks from the leftovers of corpses used to animate skeletons. The creation of husks and skeletons at the same time allows a necromancer to create two undead with a single corpse.

Undead Nature. A husk doesn't require air, food, drink, or sleep.

HUSK

Medium undead, chaotic evil

Armor Class 9
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	14 (+2)	5 (–3)	7 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life but can't speak
Challenge 1/2 (100 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer. While it is grappling a creature, the husk takes only half the damage dealt to it, and the creature grappled by the husk takes the other half.

ACTIONS

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the husk can't smother another target. In addition, at the start of each of the target's turns, the target takes 5 (1d6 + 2) bludgeoning damage.

GIANT HUSK

Huge undead, chaotic evil

Armor Class 9
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it knew in life but can't speak
Challenge 7 (2,900 XP)

Amorphous. As the husk.

Damage Transfer. As the husk, except the other half of the damage is split evenly between all creatures grappled by the husk.

ACTIONS

Multiattack. The husk makes two attacks.

Smother. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* The creature is grappled (escape DC 14). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the target's turns, the target takes 14 (3d6 + 4) bludgeoning damage. The husk can smother one Huge, two Large, or four Medium or smaller creatures at a time.

Hverhuldra

Steam rises from the top of this bald, green-skinned humanoid with a snake-like torso. The creature sweats profusely, but it doesn't seem uncomfortable.

Protector of Hot Springs. Geothermal springs are the only reliable source of warmth in the arctic region, and they often coincide with ley lines. A hverhuldra, an aquatic fey, enjoys the constant heat provided by such springs and is sensitive to the magic power flowing through them. It serves as guardian of these coveted locations, ensuring no particular creature or group takes control of them.

Luxuriating Fey. Hverhuldras are not stodgy protectors of their homes. They enjoy the feeling of warmth they experience and believe others should be able to revel in it as well. Provided no violence occurs, hverhuldras are gracious hosts to their hot springs. Some may even encourage visitors to engage in dalliances underwater, using their magic to accommodate those unable to breathe underwater.

Inured to Cold. Despite their preference for warm or hot water, hverhuldras are hardened against cold weather. Their bodies generate incredible heat, and they produce copious amounts of steam when they stand in the cold.

HVERHULDRA

Small fey, neutral good

Armor Class 15 (natural armor)
Hit Points 120 (16d6 + 64)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Dex +6, Cha +7
Skills Athletics +4, Intimidation +7, Nature +3, Survival +5
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Common, Sylvan
Challenge 6 (2,300 XP)

Amphibious. The hverhuldra can breathe air and water.

Purify Water. If the hverhuldra sits in a body of slow-flowing or standing water, such as a hot spring or a small creek, for at least 1 hour, the water becomes purified and rendered free of poison and disease. In slow-flowing water, this purification fades 1 hour after the hverhuldra leaves the water. In standing water, this purification lasts until a contaminant enters the water while the hverhuldra isn't in it.

Quick Rescue. As a bonus action, the hverhuldra gives one willing creature within 60 feet of it the ability to breathe water for 1 minute.

Water Protection. While the hverhuldra submerged in water, it has advantage on Dexterity (Stealth) checks, and it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. If it takes cold damage, this trait doesn't function until the end of its next turn.

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

At will: *create or destroy water, detect poison and disease, purify food and drink*
1/day each: *blindness/deafness, protection from poison*

Actions

Multiattack. The hverhuldra makes two steaming fist attacks.

Steaming Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Scalding Stream (Recharge 5–6). The hverhuldra spits scalding water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, the target takes 21 (6d6) fire damage and is blinded for 1 minute. On a successful save, the target takes half the damage and isn't blinded. A blinded creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Steam Cloud. When the hverhuldra takes cold damage, it uses the steam from the impact of the cold on its body to magically create a cloud of steam centered on a point it can see within 60 feet of it. This cloud works like the *fog cloud* spell, except the hverhuldra can dismiss it as a bonus action.

Hydra, Bloom

A writhing bundle of vines takes the rough shape of a cat with the head of a lizard. Flower buds peak out of empty eye sockets, and wilted petals sprout along its ever-shifting hide.

The bloom hydra hunts deep within the jungles of the world. It prowls in the trees for prey on the jungle floor. When prey is in range, the bloom hydra uses its vines to pull its prey into the tree canopy where it can be consumed.

Magical Bloom. Bloom hydras typically have four flower-tipped, vine-like appendages, which regrow shortly after being severed. The vines are each capped with one magical flower: azalea, dahlia, daisy, or marigold. When the severed vines regrow, they sometimes sprout the rare hydra lily instead of their usual flower.

Hydra Harvest. Years ago, bloom hydras were common predators in the jungle, but a rumor spread that the hydra lily could grant eternal life. Subsequently, many great expeditions were mounted into the jungle by kings, peasants, and adventurers alike. On the brink of extinction, the hydras now live in the deepest jungles far from civilization.

BLOOM HYDRA

Medium plant, unaligned

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	4 (–3)	14 (+2)	6 (–2)

Saving Throws Dex +5, Cha +1
Skills Acrobatics +5, Perception +5, Stealth +8
Damage Resistances bludgeoning, fire, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Azalea Nectar. A creature that hits the hydra with a melee weapon attack while within 5 feet of it takes 3 (1d6) poison damage. This trait functions only if the hydra has at least 1 azalea vine.

Daisy Regeneration. The hydra regains 5 hp at the start of its turn if it has at least 1 hp and at least 1 daisy vine.

Flowered Vines. The bloom hydra has four vines, and each vine has a single flower at its tip. These flowers are azalea, dahlia, daisy, and marigold. Whenever the hydra takes 15 or more damage in a single turn, one of its vines dies. If all its vines die, the hydra dies.

At the end of its turn, it grows two vines for each of its vines that died since its last turn, unless it has taken acid damage since its last turn. Each new vine sprouts a single flower at its tip, chosen at random from the flowers above. When a new vine grows, it has a 25 percent chance of sprouting a hydra lily instead.

ACTIONS

Multiattack. The bloom hydra makes as many vine lash attacks as it has flowered vines. If it hits a Medium or smaller target with two vine lash attacks, the target is grappled (escape DC 14), and the hydra can't grapple another target. The hydra can use its Marigold Beam in place of one vine lash attack.

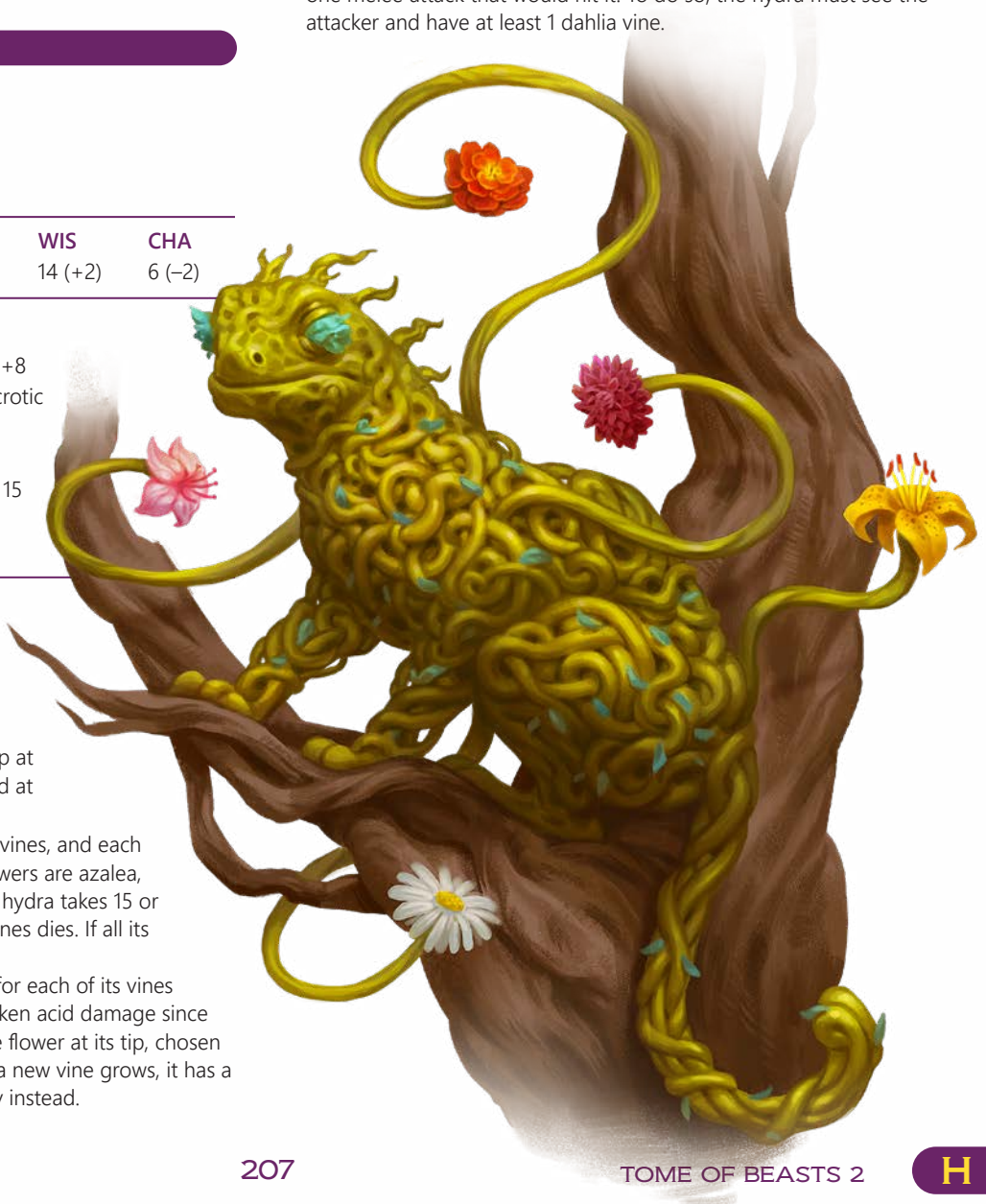
Vine Lash. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Marigold Beam. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage. The bloom hydra can use this action only if it has at least 1 marigold vine.

Flower of Death (Recharge 5–6). The bloom hydra releases a cloud of death-infused pollen. Each creature within 15 feet of the bloom hydra must make a DC 14 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. The bloom hydra can use this action only if it has at least 1 hydra lily vine.

REACTIONS

Strength of the Dahlia. The bloom hydra adds 3 to its AC against one melee attack that would hit it. To do so, the hydra must see the attacker and have at least 1 dahlia vine.



Hydra, Chameleon

A large chameleon pokes its head below the canopy. Soon, four other identical heads peek below the treetops. A massive body accompanies the heads, revealing they all belong to one creature. The creature's odd feet and long, curled tail transport it from tree to tree with ease, and its sticky tongues allow it to slurp up prey on the forest floor as it passes.

The chameleon hydra thrives in thick, wooded areas where it makes nests in the canopies of large trees. It feasts on prey both above and below the canopy, using its sticky tongues to snatch unsuspecting prey.

Apex Ambush Predators. Chameleon hydras have scales that react to light and allow the hydras to blend in with their surroundings. They are extremely patient, waiting until the most opportune time to strike from a safe vantage point. Chameleon hydras primarily eat birds and giant insects, but they are known to dine on unwary travelers if other prey is scarce.

Curious and Colorful. Study of juvenile chameleon hydras shows they have inquisitive minds and that they alternate their scales in colorful patterns when near others of their kind. Scholars believe they use these color changes as a rudimentary form of communication.

CHAMELEON HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	4 (–3)	10 (+0)	7 (–2)

Skills Perception +8, Stealth +11

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Multiple Heads. The chameleon hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the chameleon hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the chameleon hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Superior Camouflage. While the chameleon hydra remains motionless, it has advantage on Dexterity (Stealth) checks made to hide. In addition, the chameleon hydra can hide even while a creature can see it.

Wakeful. While the chameleon hydra sleeps, at least one of its heads is awake.

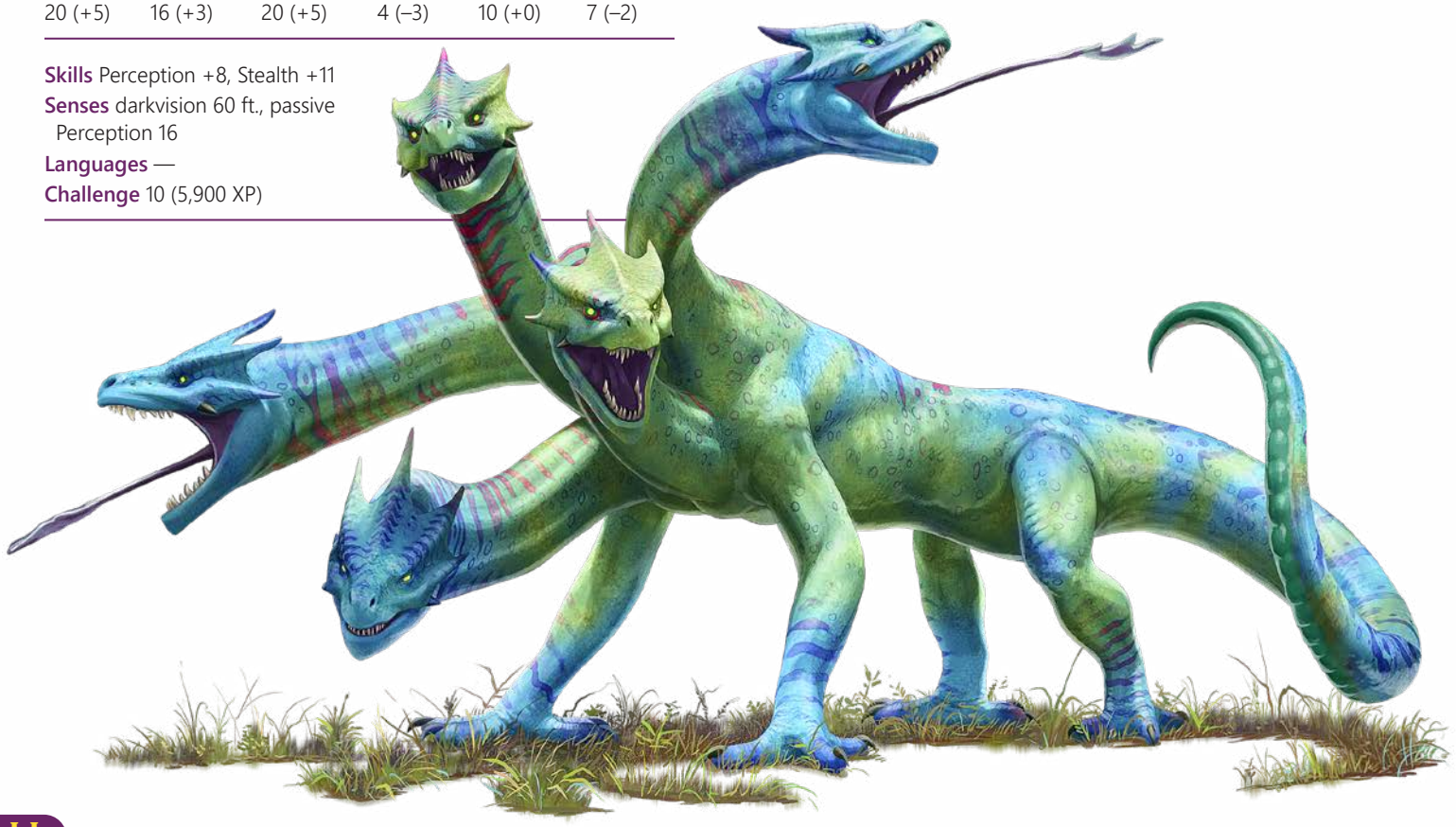
ACTIONS

Multiattack. The chameleon hydra makes as many bite attacks as it has heads. It can use its Sticky Tongue or Reel in place of a bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Sticky Tongue. *Melee Weapon Attack:* +9 to hit, reach 50 ft., one target. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the hydra can't use the same sticky tongue on another target.

Reel. The hydra pulls a creature grappled by it up to 25 feet straight toward it.



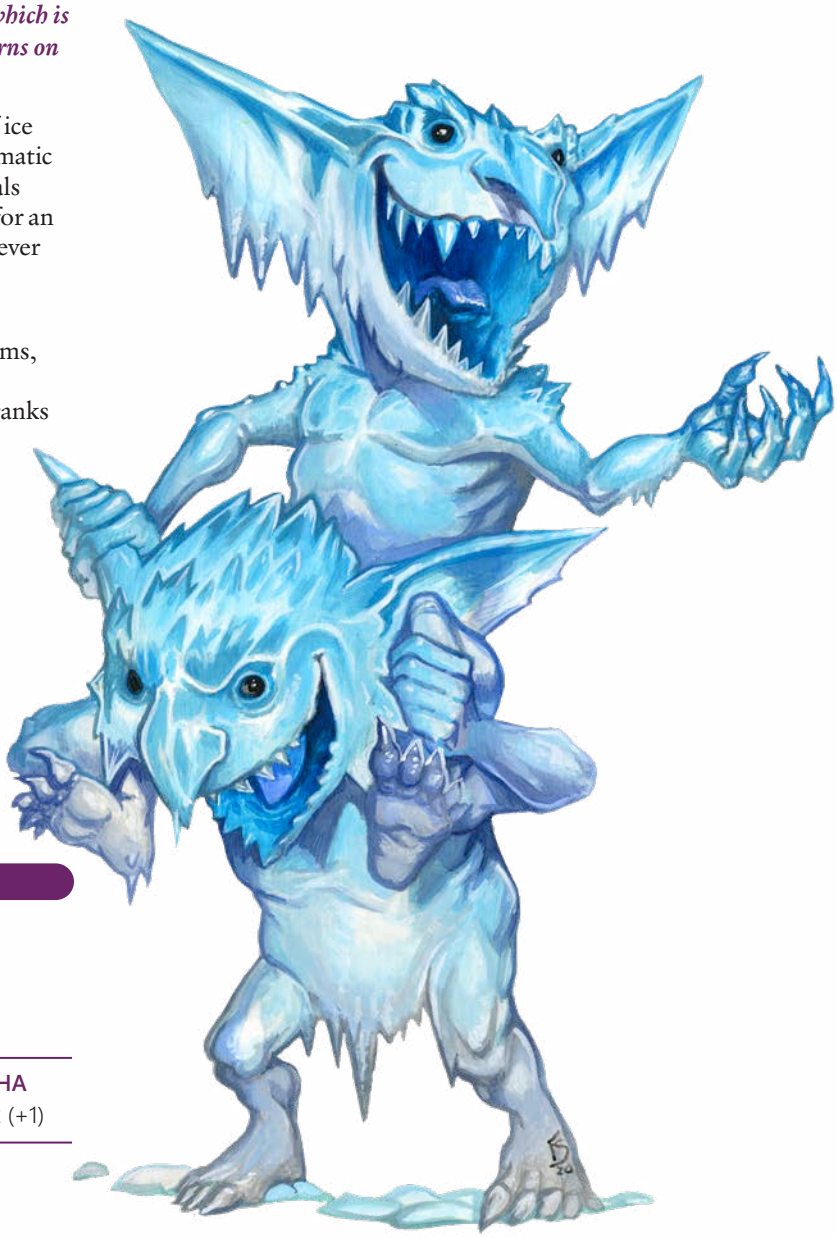
Ice Bogie

A gaggle of mischievous, rime-covered humanoids, one of which is standing on the shoulders of another, paint hoarfrost patterns on a window.

Wherever the temperature drops below freezing, mobs of ice bogies may appear to unleash their wintry mischief. Enigmatic creatures of ice: the hows and whys of their random arrivals remain a mystery. A group might plague a remote village for an entire winter or pester a yeti for a single afternoon. Whenever frost forms in suspicious places or patterns, ice bogies are likely to blame.

Japes and Vandalism. Whether pilfering innocuous items, laying slicks of frost across doorways, or freezing a goat's eyelids shut while it sleeps, the creatures find delight in pranks and making nuisances of themselves. Capricious and gleeful, they are equal opportunists—seeing little difference between humanoids, beasts, or monstrosities. They find pleasure lurking on the edges of civilization, gathering to play their tricks on unsuspecting pioneers before melting back into the frigid wilds without a trace.

Vicious Reprisals. While ice bogies are known to occasionally help lost travelers or return stolen prizes the next day, they have a dangerous side. When provoked, they swarm their opponents in a series of darting attacks from all sides and are known to pelt their enemies with shards of ice plucked from their own bodies in a flurry of hail.



ICE BOGIE

Small fey, chaotic neutral

Armor Class 12
Hit Points 10 (3d6)
Speed 25 ft.

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

Saving Throws Dex +4
Skills Sleight of Hand +4, Stealth +4
Damage Vulnerabilities fire
Damage Immunities cold, poison
Condition Immunities charmed, petrified, poisoned, unconscious
Senses darkvision 30 ft., passive Perception 8
Languages Primordial
Challenge 1/8 (25 XP)

Nimble Escape. The bogie can take the Disengage or Hide action as a bonus action on each of its turns.

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

ACTIONS

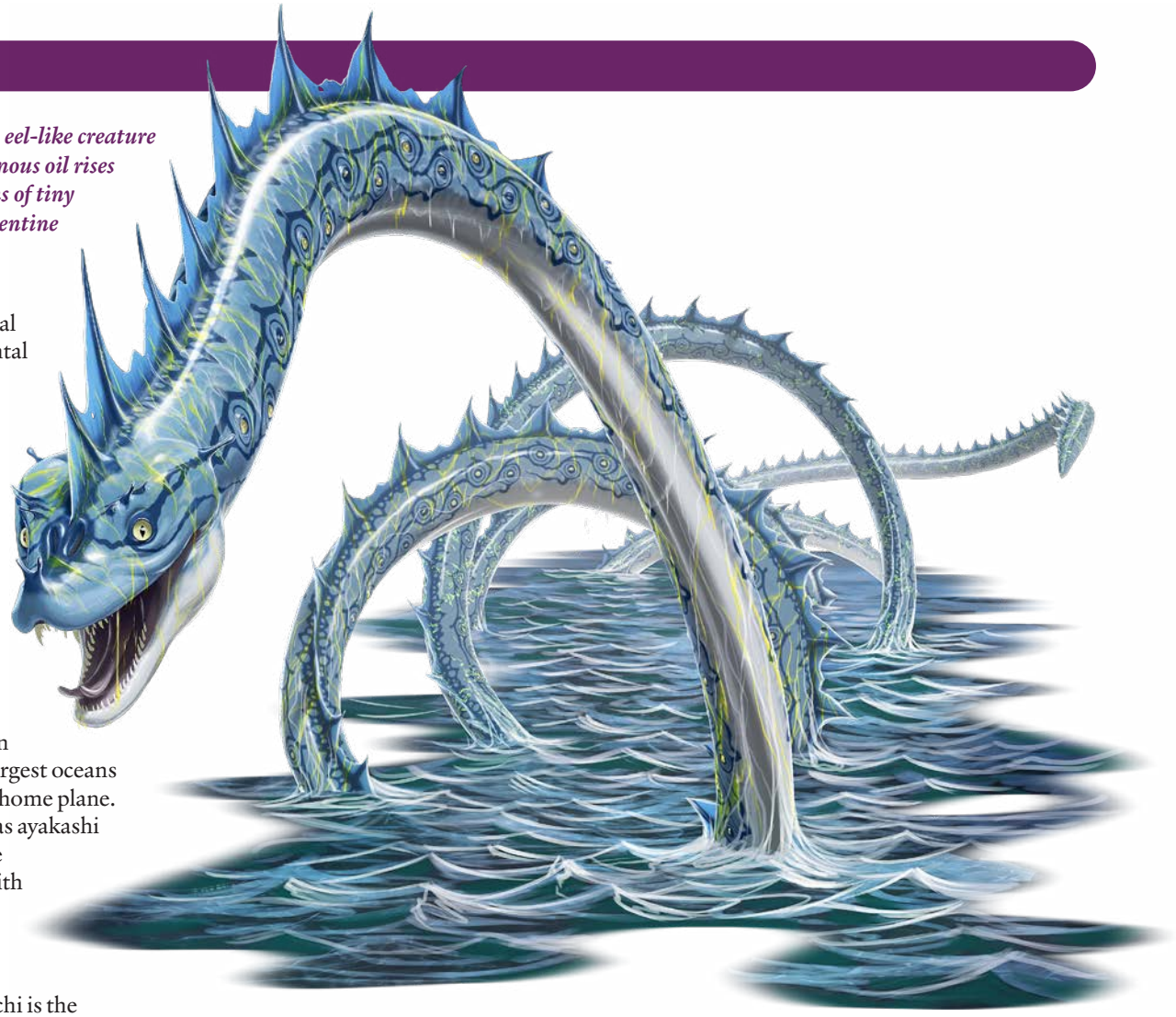
Icicle Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 2 (1d4) cold damage.

Spiteful Hail. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) cold damage, and the target's speed is reduced by 10 until the end of its next turn.

REACTIONS

Frosty Aid (1/Day). Whenever an allied ice bogie within 30 feet is reduced to 0 hp, this ice bogie can choose to reduce its hp by 3 (1d6), and the ally regains hp equal to the amount of hp this ice bogie lost.

Ikuchi



An immense, pale-blue, eel-like creature dripping a thick, gelatinous oil rises above the waves. Dozens of tiny eyes blink along its serpentine flanks.

Giant Elementals. One of the more unusual denizens of the Elemental Plane of Water, the ikuchi can also be found in the oceans of the Material Plane, hunting the natural fauna and causing havoc for shipping lanes. Though the typical ikuchi is just under a hundred feet long, rumors abound of ikuchi that are hundreds of feet or even miles in length in the largest oceans and the depths of their home plane. Ikuchi are also known as ayakashi in various lands and are sometimes confused with sea serpents.

Sinker of Boats. More dangerous than even the size of the ikuchi is the oil it produces almost constantly from its body. This oil is thicker than the surrounding water and impedes the movement of any creature moving through it, even those native to the Elemental Plane of Water. The ikuchi uses its oil to swamp small ships by slithering on board and filling the ship with its oil, gradually causing the ship to sink. Why the ikuchi goes to such lengths to sink watercraft is unknown, as the creatures are highly temperamental and are just as likely to ignore a vessel as they are to go after it.

IKUCHI

Gargantuan elemental, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 116 (8d20 + 32)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	6 (−2)	12 (+1)	8 (−1)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Aquan
Challenge 8 (3,900 XP)

Ikuchi Oil. The ikuchi constantly emits a thick, nonflammable, yellowish oil. When the ikuchi is underwater, this oil makes the water within 30 feet of the ikuchi difficult terrain. Each time a creature moves more than 10 feet through this area it must succeed on a DC 15 Strength saving throw or be restrained by the thick oil until the end of its next turn. A creature under the effects of a *freedom of movement* spell or similar magic is immune to the effects of Ikuchi Oil.

Water Breathing. The ikuchi can breathe only underwater.

Actions

Multiattack. The ikuchi makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one Huge or smaller creature. *Hit:* 14 (2d8 + 5) bludgeoning damage. The target is grappled (escape DC 16) if the ikuchi isn't already constricting two other creatures. Until this grapple ends, the target is restrained.

Crush (Recharge 4–6). Each creature grappled by the ikuchi must make a DC 16 Strength saving throw, taking 23 (4d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

Illhveli, Kembingur

A bright-red crest runs along the back of this monstrous whale.

Demon of the Deep. Belonging to a race of evil giant whales known as the illhveli, the kembingur is a terror to behold. It rapaciously hunts down ships to sink them and gorge itself on the crew, and many seagoing humanoids believe it to be some sort of demon or evil spirit.

Blood on the High Seas. The kembingur's ability to smell blood is legendary, and the beast has been known to track bleeding targets for days without rest. A kembingur typically thrashes around in the water to founder smaller vessels it cannot easily overturn, then it focuses on mauling anyone who falls into the water. Eternally cruel, the kembingur enjoys taking small nips out of a creature to prolong its death, letting the victim slowly bleed out.

ILLHVELI, KEMBINGUR

Gargantuan monstrosity, chaotic evil
Armor Class 17 (natural armor)
Hit Points 210 (12d20 + 84)
Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	24 (+7)	7 (–2)	14 (+2)	12 (+1)

Saving Throws Str +12, Con +11
Skills Athletics +12, Perception +10
Damage Resistances cold
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 20
Languages understands Common but can't speak
Challenge 12 (8,400 XP)

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

Blood Scent. The kembingur can smell blood in the water within 5 miles of it. It can determine whether the blood is fresh or old and what type of creature shed the blood. In addition, the kembingur has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track a creature that doesn't have all its hp.

Hold Breath. The kembingur can hold its breath for 1 hour.

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

ACTIONS

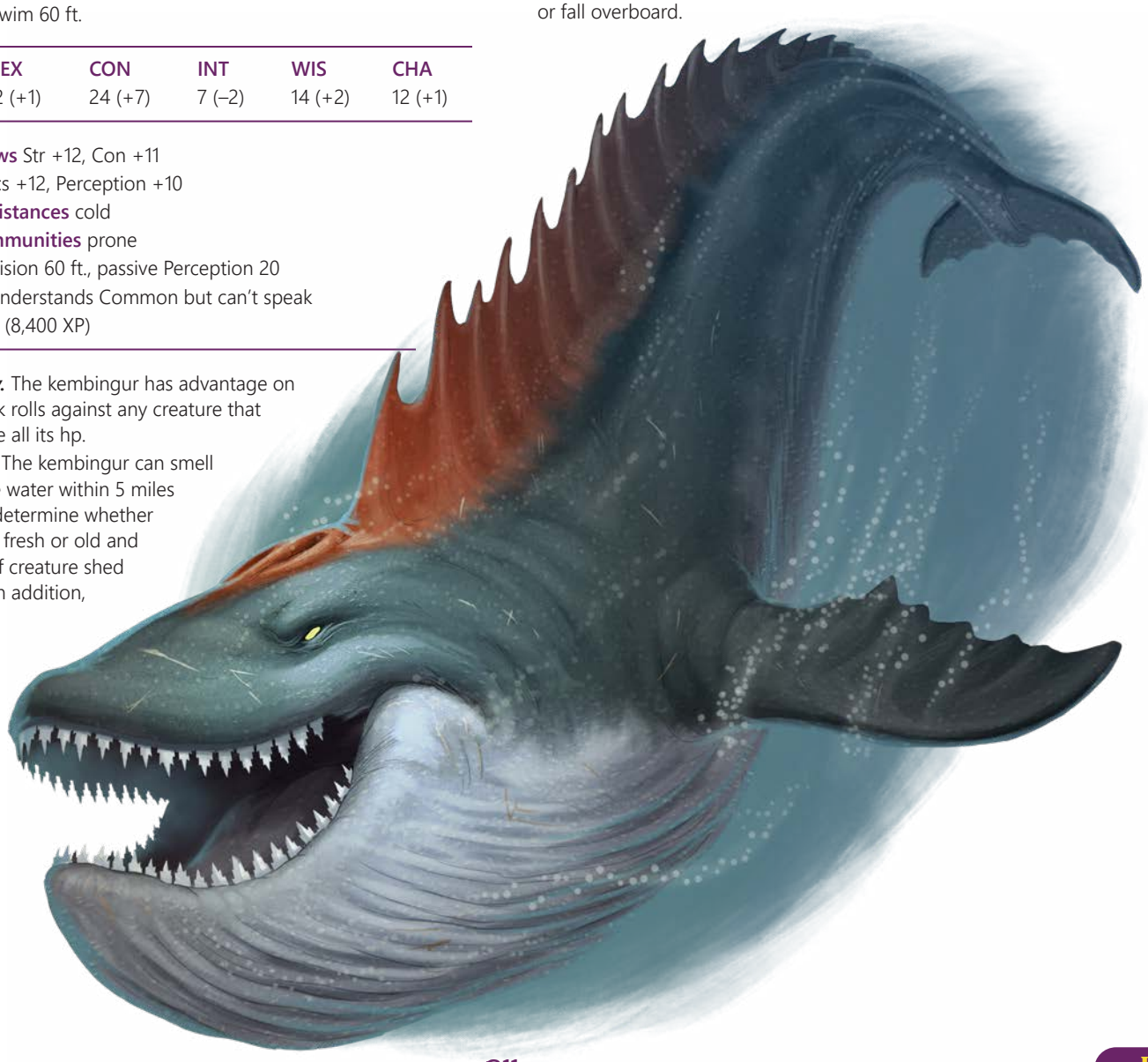
Multiattack. The kembingur makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Churn Water (Recharge 4–6). The kembingur thrashes violently. Each creature within 20 feet of the kembingur must make a DC 17 Dexterity saving throw, taking 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

The water within 60 feet of the kembingur becomes difficult terrain for 1 minute. Each creature that starts its turn on the deck of a ship in this area must succeed on a DC 17 Dexterity saving throw or fall overboard.



Illhveli, Nauthveli

Vast and terrible to behold, a nauthveli is an enormous whale with a dappled black-and-white hide and a head resembling an enormous fanged cow, its eyes blazing with malevolence.

Evil of the Seas. One of the largest of the illhveli, the nauthveli is a creature of pure hatred and malice. Known for their bellowing bull-like cries, the nauthveli haunt deep, cold waters, contesting the depths with other monsters such as dragon turtles and kembingur. The only creatures a nauthveli fears are krakens and ancient sea dragons (*Tome of Beasts*, p. 135). All other creatures are its prey.

Ship Hunters. Nauthveli love to attack ships laden with livestock, particularly cattle. They go to extreme lengths to acquire cattle, even temporarily beaching themselves to consume cattle that wander too close to the ocean. Its desire to consume cattle includes cow-like creatures, and stories abound of nauthveli attacking ships crewed by minotaurs.

ILLHVELI, NAUTHVELI

Gargantuan monstrosity, chaotic evil
Armor Class 18 (natural armor)
Hit Points 280 (16d20 + 112)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	6 (–2)	15 (+2)	12 (+1)

Saving Throws Str +15, Con +12, Wis +7
Skills Athletics +15, Perception +7
Damage Resistances cold
Condition Immunities frightened, prone
Senses darkvision 60 ft., passive Perception 17
Languages understands Common but can't speak
Challenge 16 (15,000 XP)

Hold Breath. The nauthveli can hold its breath for 1 hour.

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

Terror of the High Seas. The nauthveli is surrounded by a supernatural aura of dread. Each creature that starts its turn within 60 feet of the nauthveli must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature immersed in water has disadvantage on this saving throw. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nauthveli's Terror of the High Seas for the next 24 hours.

ACTIONS

Multiattack. The nauthveli makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the nauthveli can't bite another target.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Swallow. The nauthveli makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the nauthveli, and it takes 28 (8d6) acid damage at the start of each of the nauthveli's turns.

If the nauthveli takes 40 damage or more on a single turn from a creature inside it, the nauthveli must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nauthveli. If the nauthveli dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Thunderous Bellow (Recharge 5–6). The nauthveli bellows in a 60-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw. On a failure, a creature takes 54 (12d8) thunder damage and is pushed up to 15 feet away from the nauthveli and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Incarnate Gloom

This inky black cloud exudes a terrible chill and seems to tear at the soul, inducing a feeling of despondency and loneliness.

Despair Given Form. Incarnate glooms result when a group of at least a dozen people suffer from hopelessness and die without receiving any relief from the feeling. This collective negative emotion coalesces into a nebulous form that seeks out more despair.

Whispers in the Darkness. An incarnate gloom takes perverse pleasure in picking off members of a large group one at a time. It surrounds a chosen victim and telepathically imparts a sense of isolation on its quarry.

Will-o'-Wisp Symbiosis. Incarnate glooms work with will-o'-wisps to attract prey to the glooms' dark masses. Though incarnate glooms snuff out light in their vicinity, they allow the light produced by the smaller undead to shine, providing a false sense of security to potential victims.

Undead Nature. The incarnate gloom doesn't require air, food, drink, or sleep.

INCARNATE GLOOM

Gargantuan undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 184 (16d20 + 16)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	19 (+4)	13 (+1)	12 (+1)	15 (+2)	20 (+5)

Saving Throws Wis +7
Skills Intimidation +10, Stealth +9
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 12
Languages Common, telepathy 120 ft.
Challenge 13 (10,000 XP)

Calm Vulnerability. The incarnate gloom can be targeted by the *calm emotions* spell. If it fails the saving throw, it takes 11 (2d10) psychic damage at the start of each of its turns, as long as the spellcaster maintains concentration on the spell. If it succeeds on the saving throw, it takes 11 (2d10) psychic damage but isn't further affected by that casting of the spell.

Deepening Gloom. A 30-foot radius of magical darkness extends out from the incarnate gloom at all times, moving with it and spreading around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 3rd level or lower, the spell creating the light is dispelled. A successful *dispel magic* (DC 16) cast on the gloom suppresses this aura for 1 minute or until the incarnate gloom reduces a creature to 0 hp.

Incorporeal Movement. The incarnate gloom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The incarnate gloom makes three attacks with its despairing touch.

Despairing Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) psychic damage.

Engulf in Shadow. The incarnate gloom moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the gloom enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a successful save, the creature can choose to sidestep to just outside the gloom's space. A creature that chooses not to sidestep suffers the consequences of a failed saving throw.

On a failed save, the gloom enters the creature's space, the creature takes 18 (4d8) necrotic damage, suffers one level of exhaustion, and is engulfed in shadow. The engulfed creature is blinded and restrained, it has total cover against attacks and other effects outside the gloom, and it takes 18 (4d8) necrotic damage at the start of each of the gloom's turns. When the gloom moves, the engulfed creature doesn't move with it.

An engulfed creature can try to escape by taking an action to make a DC 18 Wisdom check. On a success, the creature escapes the gloom and enters a space of its choice within 5 feet of the gloom.

Infernal Centaur

This composite creature combines a ruddy-skinned gnome's upper body and a hell hound's reddish black body. Stitches and glowing runes where the gnome and hell hound are fused demonstrate the creature's unnaturalness.

Infernal centaurs are a response by various cults to the physical might possessed by the centaurs of the nearby plains. Rather than a melding of human and horse, though, these centaurs combine hell-bound gnomes with hell hounds. The composite creature combines gnome cunning with the speed and fiery breath belonging to hell hounds. The ritual that creates an infernal centaur infuses the creature with a peculiar brutality.

Unnatural. Infernal centaurs are not naturally occurring. However, as the ritual to create these centaurs improves and spreads among cults, more gnomes who desire hellish power submit to the ritual, increasing the number of these centaurs.

INFERNAL CENTAUR

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Skills Intimidation +3, Perception +4

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Infernal

Challenge 4 (1,100 XP)

Cruelty. If the infernal centaur scores a critical hit with a melee attack, it can make a second attack against the same target as a bonus action. It has advantage on this attack roll.

Hell Hound Affinity. Hell hounds view infernal centaurs as leaders of their packs. A hell hound refuses to attack an infernal centaur unless the centaur attacks it first. If magically coerced, the hell hound has disadvantage on attack rolls against the centaur. The centaur has advantage on Charisma (Persuasion) checks against hell hounds.

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

ACTIONS

Multiattack. The infernal centaur makes two dagger attacks.

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.

Fiery Breath (Recharge 5–6). The infernal centaur exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Infernal Swarm

A towering winged devil looms above, a wicked scimitar in its grasp. Its form shifts subtly, hinting at a deeper secret.

Infernal Insects. Infernal swarms are found throughout the Hells. Considered a delicacy, these insects can form a hive mind, which they use to shape their swarm into a massive winged devil whenever they are threatened. The individual insects are bat-winged and have bulging eyes, long spindly legs, and a carapace covered in poisonous barbs.

Hellish Poison. Infernal swarms feed on carrion, injecting the carcasses with a poison that liquifies tissue. This same poison coats their barbs, which painfully dissuades predators.

Sensitive to Sound. Loud noises disorient the insects and interrupt their coordination, temporarily scattering the individuals. However, it is rare to encounter these silent killers hunting on their own, and if one is spotted, there are certain to be many more to follow.

INFERNAL SWARM

Huge swarm of Small fiends (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 150 (20d12 + 20)
Speed 25 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	8 (–1)	12 (+1)	19 (+4)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, cold, piercing, psychic, slashing
Damage Immunities fire, poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 11
Languages understands Infernal but can't speak, telepathy 60 ft.
Challenge 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede the infernal swarm's darkvision

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

Shaped Swarm. As a bonus action, the swarm can shape itself into a Huge fiend or back into a shapeless mass. Its statistics are the same in each form, and it can't regain hp or gain temporary hp. If a creature is more than 10 feet away from the infernal swarm, it must take an action to visually inspect the fiend form and succeed on a DC 25 Intelligence (Investigation) check to discern the Huge fiend is actually a swarm of Small insects. A creature within 10 feet of the swarm immediately discerns the truth.

While in fiend form, it can wield weapons and hold, grasp, push, pull, or interact with objects that might otherwise require a more humanoid form to accomplish. If the infernal swarm takes thunder damage while in its fiend form, it immediately changes to its shapeless form.

While in shapeless form, it can occupy another creature's space and vice versa and can move through any opening large enough for a Small fiend, but it can't grapple or be grappled.

ACTIONS

Multiattack. In fiend form, the infernal swarm makes three attacks: two with its scimitar and one with its slam, or three with its scimitar. In shapeless form, it makes three attacks with its bites.

Bites (Shapeless Form Only). *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half its hp or fewer.

Poisonous Barb. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Scimitar (Fiend Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Slam (Fiend Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the infernal swarm can't slam another target. In addition, at the start of each of the target's turns, the target takes 14 (4d6) piercing damage.

Initiate of the Elder Elementals

The kobold stands at the stone altar, chanting words of elemental power. Winds swirl around it, the stone beneath its feet rumbles, and fire ignites in one hand while frost rimes the other.

Elemental Servant. Serving as part of a secret cabal, the initiate taps into the elemental magic that taints it to serve the four great elemental lords of evil. It often worships in secret underground sites devoted to its dark gods. Service means access to power, and an initiate hopes to use that power to rise in station.

INITIATE OF THE ELDER ELEMENTALS

Small humanoid (kobold), any evil alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Con +4, Int +5
Skills Intimidation +3, Religion +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic, Primordial
Challenge 2 (450 XP)

Blessing of the Elder Elementals. The initiate has advantage on saving throws against spells and abilities that deal acid, cold, fire, or lightning damage.

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

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

Versatility of the Elder Elementals. As a bonus action, the initiate can change the damage of a spell it casts from acid, cold, fire, or lightning to another one of those elements.

Spellcasting. The initiate of the elder elementals is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The initiate has the following wizard spells prepared:

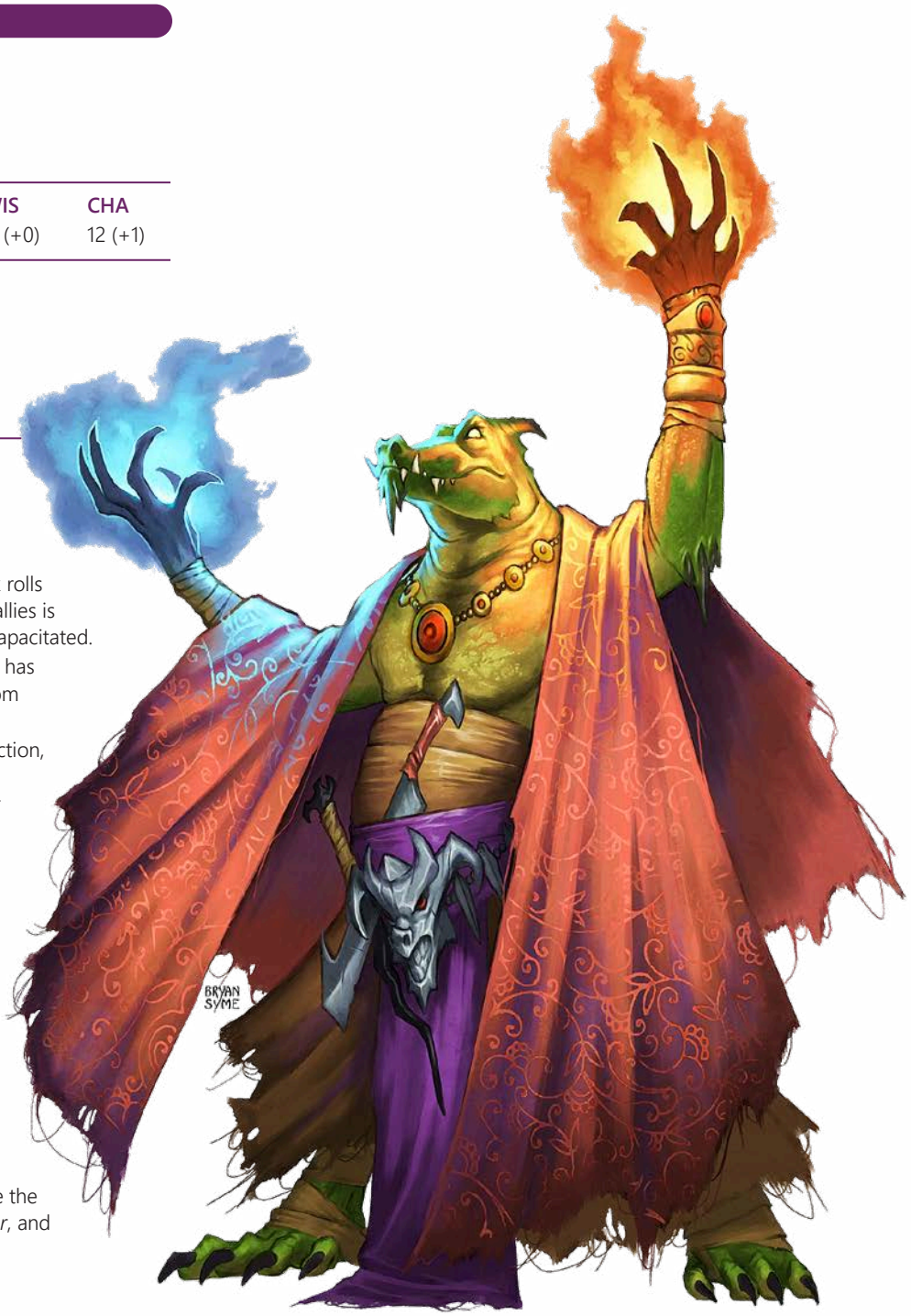
- Cantrips (at will): *acid splash*, light, mage hand, ray of frost*
- 1st level (4 slots): *burning hands, mage armor, shield**
- 2nd level (3 slots): *gust of wind, misty step, scorching ray*
- 3rd level (2 slots): *lightning bolt, sleet storm**

*If using the *Midgard Heroes Handbook*, replace the indicated spells with *pummelstone, tidal barrier*, and *frozen razors*, respectively.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Gift of the Elder Elementals. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) acid, cold, fire, or lightning damage, and the target has disadvantage on its next saving throw against any of the initiate's spells that deal the chosen type of damage.



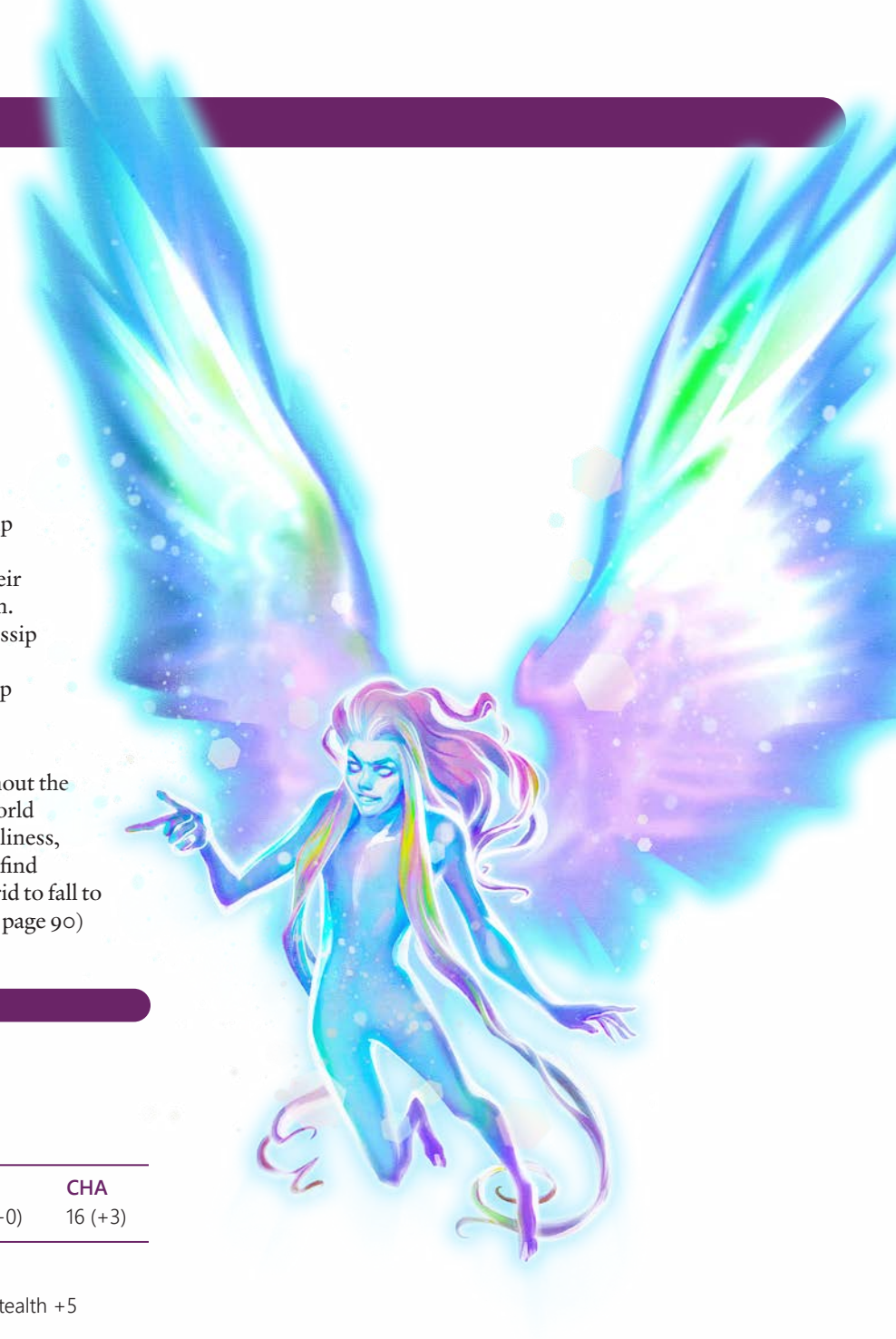
Irid

The tiny winged humanoid zipped by in a flurry of ever-changing colors, eager to deliver its message.

Irids are said to be born of celestial light filtered through earthly rain. These small manifestations of rainbows bear similarities in appearance and mission to their elevated cousins, but they take little interest in angelic ideals.

Mischievous Messengers. While angels are known for bringing messages and truth to mortals from the gods, irids prefer to bring gossip and embellished truths. They follow their own ideals of beauty and excitement, disregarding their angelic cousins' insistence on goodness and truth. Irids delight in sneaking around, listening for gossip or revealed secrets, then invisibly whispering exaggerations of in the ears of those who will help spread such gossip.

Colorful and Shallow. Irids are iridescent, changing the color of the light they shed throughout the day. They are drawn to the brightest colors the world has to offer. To them, evil is synonymous with ugliness, and they resist fighting or hurting anything they find beautiful. This tendency has led more than one irid to fall to the predations and charms of Rhopalocerex (see page 90) and his minions.



IRID

Tiny celestial, chaotic neutral

Armor Class 13
Hit Points 20 (8d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	17 (+3)	10 (+0)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5
Skills Deception +7, Perception+2, Persuasion +7, Stealth +5
Damage Resistances radiant
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common, telepathy 60 ft.
Challenge 1 (200 XP)

Iridescence. The irid sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light can be any color the irid desires. The irid can create or suppress the light as a bonus action.

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

Photographic Memory. The irid can perfectly recall anything it has seen or heard in the last month.

Actions

Multiattack. The irid uses its Gossip. It then uses its Iridescent Blast once.

Iridescent Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) radiant damage.

Gossip. The irid spouts gossip and exaggerated truths about a target it can see within 30 feet. If the target is hostile, it must succeed on a DC 13 Charisma saving throw or have disadvantage on its next attack roll. If the target is friendly, it has advantage on its next attack roll.

Invisibility. The irid magically turns invisible until it attacks or uses Gossip, or until its concentration ends (as if concentrating on a spell). Any equipment the irid wears or carries is invisible with it.

Jack of Strings

Clad in fine clothes of black and red, the tall, slim figure steps forward. With a clawed hand grasping a crossbar, it makes its eyeless marionette dance. A chuckle of cruel delight escapes its fanged maw as a nearby observer suddenly rises and spasmodically mimics the dance.

Court Entertainers and Punishers. A jack of strings uses its collection of marionettes to amuse shadow fey courts. It is adept at tailoring its performances to the crowd, switching effortlessly between charming plays, ribald performances, satirical pantomimes, and terrifying tales. During these performances, the jack of strings can take control of a creature in the audience to enact justice in the form of humiliation, torture, or even death. The jack is sometimes hired by fey nobility to enact such justice on rivals.

Uncanny Valley. The jack of strings takes control of its victims by establishing a link between the victim and one of its marionettes. When it establishes the link, the marionette becomes lifelike while the jack's victim takes on a wooden appearance. The puppet gains the victim's eyes, which disappear from the victim's face.

Masters of Puppets. Jacks of strings have several marionettes at their disposal. Aside from the first, which it painstakingly crafts itself, the jack's puppets derive from victims who perish while linked to the jack's puppet. Jacks harvest their prey in the mortal realm under the guise of a traveling entertainer and typically target people who won't be missed.

JACK OF STRINGS

Medium fey, chaotic neutral

Armor Class 14
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +7
Skills Acrobatics +10, Performance +8, Sleight of Hand +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons not made with cold iron weapons
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan, Umbral
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The jack of strings makes two mocking slap attacks.

Mocking Slap. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) psychic damage.

Animate Puppet. The jack of strings animates up to three wooden puppets it can see within 60 feet of it. This works like the *animate objects* spell, except the wooden puppet uses the statistics of a Small object, regardless of the puppet's actual size. The jack can have no more than five puppets animated at one time.

Puppet Link. One humanoid or beast the jack of strings can see within 60 feet of it must succeed on a DC 15 Wisdom saving throw or become magically linked to the jack's marionette. This link appears as a barely perceptible string between the jack's marionette and the target. A linked creature can repeat the saving throw at the end of each of its turns, ending the link on a success.

While a target is linked, the jack of strings can use its reaction at the start of the target's turn to control the linked target. The jack of strings can make the target move, manipulate objects, attack, or take other purely physical actions. The jack can't make the target cast spells. While controlled, the target moves awkwardly and has disadvantage on attack rolls and ability checks. If the target receives a suicidal command from the jack of strings, it can repeat the saving throw, ending the effect on a success.

The jack of strings can have only one target linked at a time. If it links another, the effect on the previous target ends. If a creature dies while linked to the jack's marionette, the creature's body becomes a wooden puppet that resembles the creature.

Kachlian

This floating creature has numerous writhing tentacles protruding from a body that is hidden inside an enormous shell. The colors of its body shift slowly between grays, greens, and even deep purples.

Otherborn. Kachlians form in the space between spaces, birthed where madness prevails. They find their way to the darkened caverns beneath the ground through portals of chaos and darkness—breaches in the fabric of reality caused by concentrations of turmoil, despair, and insanity. They are no strangers to the plateaus of Leng, and its denizens give wandering kachlians a wide berth.

Eater of Souls. The kachlian consumes the souls of creatures, preferring intelligent and enlightened prey. When it consumes a creature, the creature's soul is torn to pieces. The kachlian absorbs the parts it considers valuable into its own being and discards the rest. These partial souls often combine into a twisted amalgam of spirits called a chimeric phantom (see page 63). Despite the pain of their tormented creation and existence, chimeric phantoms often remain near the kachlian who created them, providing protection and limited companionship.

At Home Everywhere. Kachlians carry great shells on their backs, remains of unknown creatures from the kachlians' home plane. The interior of each shell has a pocket of extra-dimensional space that holds the kachlian's belongings. The older and more powerful the kachlian, the larger this extra-dimensional space. It is said some ancient kachlians have shells which contain several rooms filled with centuries of wealth. When a kachlian is slain, any creature can access the extra-dimensional space inside the shell; however, the space gradually fades over one month. An object in the extra-dimensional space when it fades is destroyed. A creature in the extra-dimensional space when it fades is deposited in a random location on the Astral Plane.

KACHLIAN

Huge aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	16 (+3)	15 (+2)	9 (–1)

Damage Resistances bludgeoning
Condition Immunities stunned, paralyzed, prone
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, Undercommon
Challenge 8 (3,900 XP)

Consume Soul. A creature slain by the kachlian can't be restored to life unless the kachlian is killed within 24 hours of slaying the creature. After 24 hours, the soul becomes part of the kachlian, and the creature can be restored only with a *wish* spell.

Spellcasting. The kachlian is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The kachlian has the following wizard spells prepared:

Cantrips (at will): *chill touch, minor illusion, ray of frost, shocking grasp*
1st level (4 slots): *detect magic, hideous laughter, identify, magic missile*
2nd level (3 slots): *blindness/deafness, darkness, see invisibility*
3rd level (3 slots): *counterspell, slow*
4th level (1 slots): *confusion*

Actions

Multiattack. The kachlian makes three attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). The kachlian has three tentacles, each of which can grapple only one target.

Kamaitachi

Despite having bony sickles for paws, this large weasel moves adroitly as snow and ice whip around it.

Related to Wind Weasels. Kamaitachis derive from a family group of wind weasels (*Creature Codex*, p. 375) that migrated and acclimated to far northern forests. As a result, they lost their connection to the fey, shrinking and devolving into more natural beasts. Their claws fused to become one large, sickle-like claw on each paw. They retain the wind weasels' jealousy of humanoids and aggressively attack intruders.

Stinging Winds. Like their fey cousins, the kamaitachis can turn into a swirl of wind, but they incorporate ice and snow instead of leaves, chilling their victims. Even in their weasel forms, they surround themselves with wintry precipitation that obscures them from sight.

Summer Migrations. Kamaitachis thrive for most of the year in arctic forests. Prior to summer, they migrate closer to the pole to stay in contact with frozen water, most of which disappears in their forests during the warmer weeks. Once snows begin to fall again, they return to their forests and relentlessly drive out creatures that moved in during their absence.

KAMAITACHI

Small monstrosity (shapechanger), chaotic neutral

Armor Class 14

Hit Points 84 (13d6 + 39)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	9 (–1)	12 (+1)	13 (+1)

Skills Acrobatics +6, Intimidation +3, Stealth +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Sylvan but can't speak

Challenge 5 (1,800 XP)

Air Form (Wintry Swirl Form Only). The kamaitachi can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Concealing Snow (True Form Only). As a bonus action, the kamaitachi sheathes itself in blowing ice and snow, causing attack rolls against it to have disadvantage. The kamaitachi can use this trait only if it is in snowy terrain.

Flyby (Wintry Swirl Form Only). The kamaitachi doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Shapechanger. The kamaitachi can use its action to polymorph into a swirl of wintry weather. It can revert back to its true form as a bonus action. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form when it dies. While a wintry swirl, it has a flying speed of 40 feet, immunity to the grappled, petrified, prone, and restrained conditions, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Snow Devil (Wintry Swirl Form Only). Until it attacks or uses Wintry Assault, the kamaitachi is indistinguishable from a natural swirl of snow unless a creature succeeds on a DC 15 Intelligence (Investigation) check.

Actions

Multiattack. The kamaitachi makes two sickle paw attacks.

Sickle Paw (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) slashing damage.

Wintry Assault (Wintry Swirl Form Only). Each creature in the kamaitachi's space must make a DC 15 Dexterity saving throw. On a failure, the creature takes 9 (2d8) slashing damage plus 9 (2d8) cold damage and is blinded until the end of its next turn. On a success, it takes half the damage and isn't blinded.

Kami

Gorao-ka

The wizened, doll-sized woman sits beside a small shrine of bonsai branches. She smiles and reaches into a full pouch, removing a gold coin. She passes the coin with an encouraging nod to the desperate-looking man kneeling before her.

Small Gods of Substance. Gorao-ka represent small fortunes of both a physical and spiritual nature. Their shrines can be erected anywhere, but they are commonly found in settlements and widely-traveled areas. Larger settlements have multiple shrines, sometimes one or more per neighborhood, each of which is associated with a different gorao-ka.

Gentle and Benevolent. Gorao-ka have a kind look for every person that crosses their path. Each of them has a burning desire to assist people, and they grieve on the occasions that they can't. The laws governing their kind forbid them from extending aid to someone that hasn't made an offering at their shrine, though a gorao-ka accepts almost anything in tribute.

Thieves' Bane. Despite their generous natures, gorao-ka have no pity for those who steal from them. Fools who steal from gorao-ka swiftly discover their money inexplicably vanished, and can end up destitute if they don't make reparations.

Immortal Spirit Nature. The kami doesn't require food, drink, or sleep.

GORAO-KA

Tiny fey (kami), neutral good
Armor Class 13 (copper coat)
Hit Points 17 (5d4 + 5)
Speed 20 ft.

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

Senses passive Perception 13
Languages Common, Sylvan
Challenge 1/8 (25 XP)

Fool's Gold. If a creature steals one of the gorao-ka's money pouches, it loses 1d20 gp each time it finishes a long rest. A creature that steals more than one money pouch deducts an extra 1d20 gp for each additional stolen pouch. This effect ends when the thief freely gives double the amount of money it stole to another creature or organization.

A gorao-ka carries 1d10 pouches, each containing 1d20 gp. If the gorao-ka is killed, all the gold in its pouches turns into worthless stones after 1 minute.

Silver Fountain. When the gorao-ka is reduced to 0 hp, it explodes in a spray of silver pieces. Each creature within 5 feet of the gorao-ka that participated in killing it, such as by attacking it or casting a spell on it, must make a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage. The silver pieces disappear after 1 minute.

Actions

Sack of Coins. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Find a Penny (Recharge 5–6). The gorao-ka throws a copper piece into a space within 5 feet of it. A creature that is not hostile to the gorao-ka that picks up the copper piece is blessed with good luck. At any point within the next 1 hour, the creature can roll a d6 and add the number rolled to one attack roll, ability check, or saving throw.

Alternatively, the bearer of the coin can pass it to another creature of its choice. At any point within the next 8 hours, the new bearer of the coin can roll 2d6 and add the higher result to one attack roll, ability check, or saving throw.

Kami in Midgard

Kami are the small gods of the Winter Isles. Each kami is the spirit of something tangible, be it an ideal, an emotion, or a specific item or location. A kami can be summoned to the Material Plane by any creature that builds it a shrine and offers suitable tribute. Less majestic kami, such as a gorao-ka, require only a small shrine and a gift of any size, so long as it is freely given. More important kami may require a magnificent monument as well as some form of grand tribute.

HEBI-DOKU

A serpent rises in tight coils, until its head is level with that of a tall man. Its body is thick and covered in glossy black scales broken by wide bands of bright orange. The two smaller serpents growing from its torso wind together and hiss menacingly. Twin rattles shake rapidly behind the creature.

Ophidian Masters. Shrines to hebi-doku are found most often in places where venomous snakes are common. They are also located in regions where snakes are considered sacred and in the homes and guilds of assassins who favor the use of toxins. Hebi-doku are never found without an accompaniment of other serpents.

Feared and Placated. Adventurers and archaeologists who travel through snake-filled jungles and ruins offer hebi-doku tribute, hoping that doing so will purchase some protection from the snakes they encounter. Scorned lovers sometimes venerate a local hebi-doku in the hopes that it will poison future relationships for their former paramour. A hebi-doku claims to care little for the veneration of non-serpents, but it knows it will cease to exist without their gifts.

Toxic Shrines. To summon a hebi-doku, a heart stilled by snake venom must be laid at the foot of a low altar built of mongoose bones.

Immortal Spirit Nature. The kami doesn't require food, drink, or sleep.

HEBI-DOKU

Medium fey (kami), chaotic evil
Armor Class 15
Hit Points 123 (13d8 + 65)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	21 (+5)	15 (+2)	13 (+1)	17 (+3)

Skills Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Common, Sylvan
Challenge 8 (3,900 XP)

Keen Smell. The hebi-doku has advantage on Wisdom (Perception) checks that rely on smell.

Serpentine Mind. The hebi-doku can magically command any snake within 120 feet of it, using a limited form of telepathy.

ACTIONS

Multiattack. The hebi-doku can use its Transfixing Rattle. It then makes two attacks: one with its bite and one with its disabling sting, or two with its toxic spittle.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing plus 14 (4d6) poison damage.

Disabling Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be unable to use bonus actions and reactions until the end of its next turn.

Toxic Spittle. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) poison damage, and the target must make a DC 16 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. On a success, the target is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Transfixing Rattle. The hebi-doku rattles its tail at one creature it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw or be incapacitated and have its speed reduced to 0 until the end of its next turn.

HEBI-DOKU AND YIG

In Midgard, hebi-doku live in close proximity to the snakelike Great Old One Yig and the serpentfolk who venerate him. Hebi-doku don't worship Yig, though they respect his power and don't harm his adherents. Yig-worshiping serpentfolk who take action to promote snakes or create areas for snakes to thrive sometimes do so with hebi-doku assistance.

NAIZU-HA

The old fable How Nuizamo Lost His Knife suggests every blade that has been used to kill is actually a naizu-ha in its native form. This is untrue, but the naizu-ha enjoy the myth and perpetuate it whenever possible.

Daggers Personified. The naizu-ha are the act of violence perpetrated by small blades given form. Dealings with naizu-ha are fraught with danger. Initially presumed to be good allies in battle, it was quickly discovered that they couldn't be controlled in a pitched combat and eagerly lashed out at anything that came into reach. Most often, naizu-ha are summoned to assassinate specific targets.

Impartial Betrayers. A naizu-ha has no loyalty to anything but its own desire for blood and pain. If dispatched to kill someone, a naizu-ha can be coerced to switch sides with a promise that their new task will involve more violence than the current job does. They have no patience for subtle work or trickery that involves more than a quick feint. A favorite tactic of naizu-ha is to fulfill a contract, collect whatever payment has been agreed upon, and immediately murder the initial contractor.

Bloody Biers. To summon a naizu-ha, the blood of no fewer than three humanoids must be splashed on a stand forged of fused blades. If the petitioner uses their own blood in the ceremony, they have advantage on any ability checks they make to treat with the naizu-ha.

Immortal Spirit Nature. The kami doesn't require food, drink, or sleep.

NAIZU-HA

Small fey (kami), neutral evil
Armor Class 17 (natural armor)
Hit Points 117 (18d6 + 54)
Speed 30 ft.

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

Skills Stealth +5
Condition Immunities blinded, grappled
Senses passive Perception 10
Languages Common, Sylvan
Challenge 6 (2,300 XP)

Blunting Ambiance. Each creature that deals piercing or slashing damage with a bladed weapon while within 30 feet of the naizu-ha must roll the damage twice and take the lower result.

Dagger Form (1/Day). As a bonus action, the naizu-ha transforms into a magical dagger. A creature that wields the naizu-ha while it is in this form gains +1 bonus to attack and damage rolls with the dagger, and attacks with the dagger score a critical hit on a roll of 19 or 20. In addition, the wielder can't take the Disengage action unless it succeeds on a DC 12 Wisdom saving throw.

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

Tripping Charge. If the naizu-ha moves at least 15 feet straight toward a creature and then hits it with a scythe tail attack on the same turn, that target must succeed on a DC 14 Dexterity saving throw or be knocked prone. If the target is prone, the naizu-ha can make one dagger legs attack against it as a bonus action.

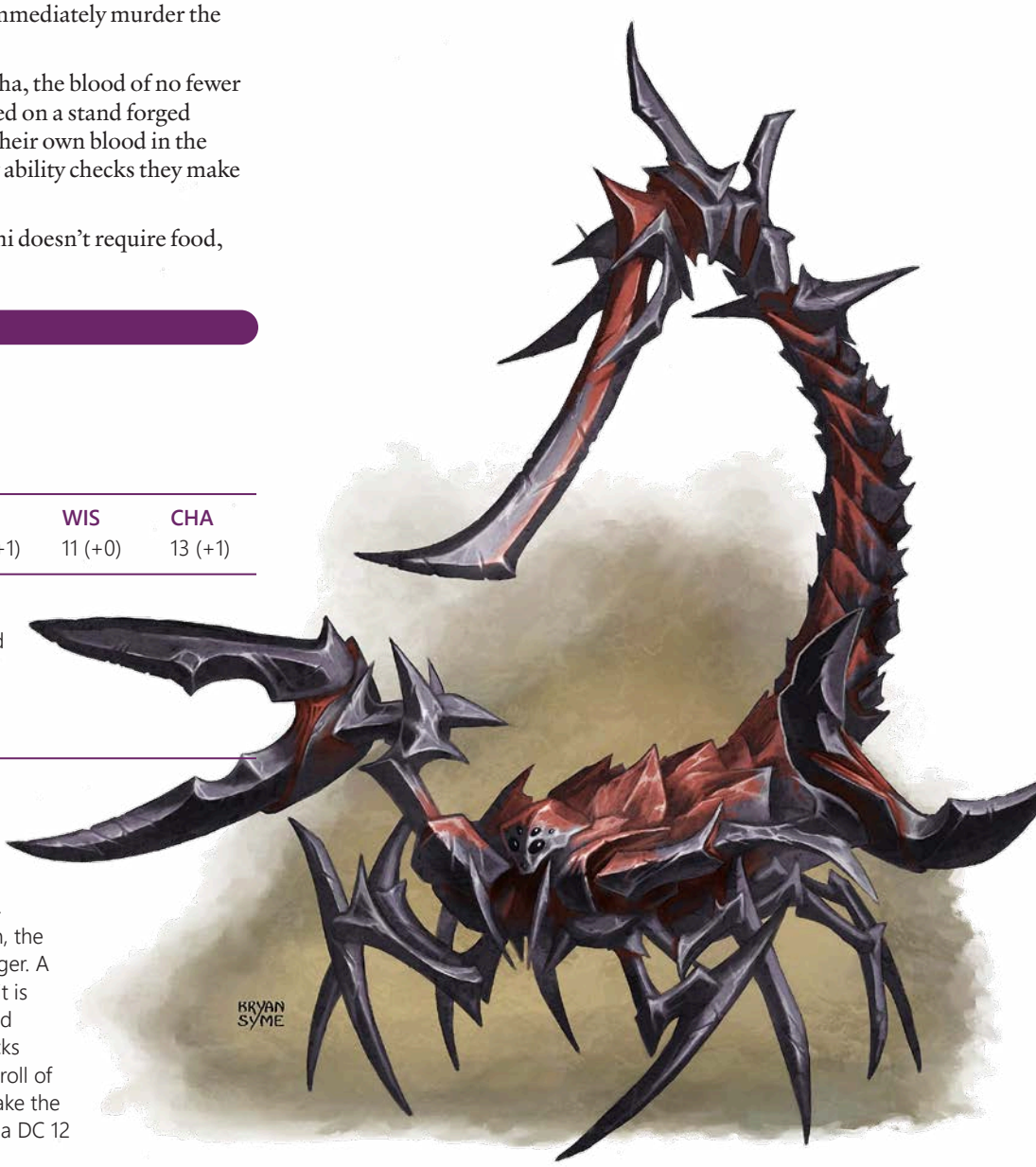
ACTIONS

Multiattack. The naizu-ha makes three attacks: two with its scissor claws and one with its scythe tail. If both scissor claws attacks hit the same target, the target must succeed on a DC 14 Dexterity saving throw or take an extra 7 (2d6) slashing damage.

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

Scythe Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Dagger Legs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) piercing damage.



SASORI FUKURŌWASHI

A golden pair of glowing, avian irises reveal a large creature on a nearby tree. Horn-like feathered ears sit atop its muscular, winged form. As it shifts on its branch, its wings divulge a hint of insectoid claws beneath them. A soft, echoing voice asks, "Are you lost? Do you need aid?"

Sasori fukurōwashi are kami originating from reincarnated noble souls who consistently honored and protected nature in their past life.

Friendly Protectors. Unlike others of their kind, these kami are not found near specific shrines, and they can't be summoned. The sasori fukurōwashi are divine spirits inherently connected to all of nature, fulfilling the role of divine agent, messenger, or roaming protector. They are generally peaceable, befriending non-evil humanoids, fey, and other magical beings that don't defile natural environments.

Nocturnal. They are inclined to rest or meditate by day and are active from dusk until dawn. Blessed with the ability to shift to and from the Ethereal Plane, these kami have a distinct tactical advantage to aid any nearby kami or respectful and contrite travelers along their way.

Immortal Spirit Nature. The kami doesn't require food, drink, or sleep.

SASORI FUKURŌWASHI

Medium fey (kami), neutral good

Armor Class 17 (natural armor)
Hit Points 123 (19d8 + 38)
Speed 40 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	11 (+0)	21 (+5)	19 (+4)

Saving Throws Dex +8, Wis +9
Skills Perception +9, Stealth +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses truesight 60 ft., passive Perception 19
Languages Common, Sylvan
Challenge 9 (5,000 XP)

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

Flyby. The kami doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Keen Hearing and Sight. The kami has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The sasori fukurōwashi makes three attacks: one with its claw, one with its sting, and one with its talons.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The kami has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Kaveph

This massive purple creature, with legs like tree trunks and a pair of enormous arms, shakes the ground with its footsteps. Its eyeless head is bulbous, with an elongated mouth that is almost snout-like.

Allies of the Ghasts of Leng. The kaveph are massive creatures that originate from the lightless underground of the Plateau of Leng. They are usually found in the company of the greater ghasts of Leng (see page 164), acting as powerful allies as the greater ghasts try to overtake prey. The kaveph are seen as expendable by the ghasts of Leng, and they are often sent in first to try and soften up more powerful enemies before the ghasts swarm in to devour them.

Alien Ecology. Like most of the creatures from the Plateau of Leng, the kaveph have an alien intelligence that is difficult to understand or study. When not serving the ghasts of Leng, they seem to follow no leader, and their interactions with one another are puzzling and often violent. At one moment they might coexist with others in peace, then—often for incomprehensible reasons—they lash out against each other in some sort of mindless blood frenzy until only one of them stands. Those that survive to regroup go on as if the fight never happened. This blood frenzy might be directed at other members of a family, members of outside groups, or even hunting parties. They do not seem to exhibit this behavior when under the guidance of the ghasts of Leng.

KAVEPH

Huge aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	8 (–1)	10 (+0)	7 (–2)

Saving Throws Dex +4, Con +7
Damage Vulnerabilities radiant
Damage Resistances cold
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 10
Languages Void Speech
Challenge 6 (2,300 XP)

Rampage. When the kaveph reduces a creature to 0 hp with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a smash attack.

Actions

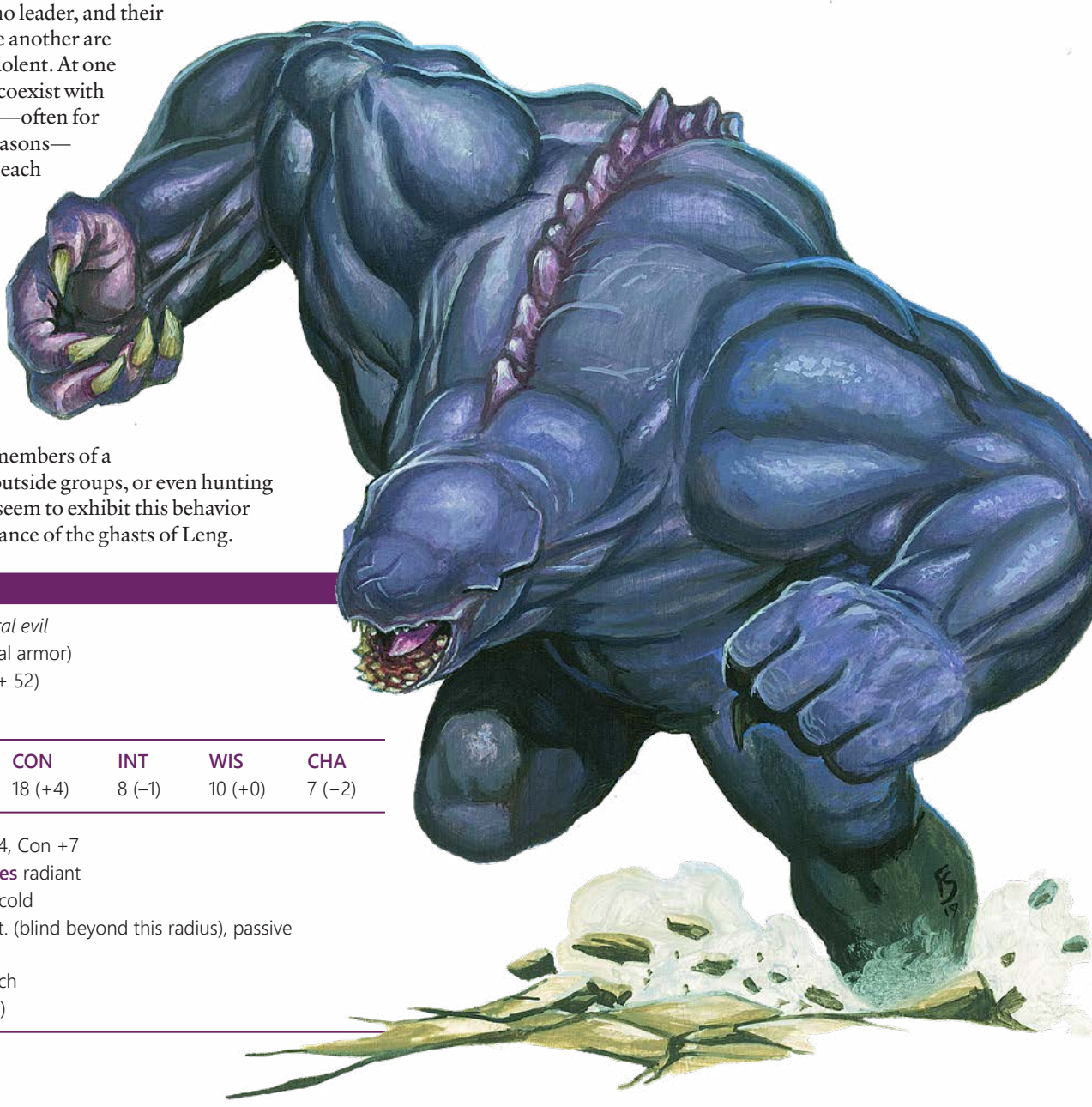
Multiattack. The kaveph makes two smash attacks.

Smash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the kaveph.

Rock. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Reactions

Revenge. When a kaveph is dealt 20 damage or more by a single attack and survives, it can make a smash attack against the attacker.



Keelbreaker Crab

Three figureheads rise from the tattered sails and anchor chain that drape the crab's carapace. As the behemoth clacks its claws, the maidens depicted on the figureheads begin to wail.

Few monsters strike more fear into the hearts of sailors than the keelbreaker crab. These enormous crustaceans prey on ships caught in shallow water and decorate their shells with the wreckage left behind. Keelbreaker crabs are drawn to ships carrying magical cargo, as well as to the enchanted, living figureheads that often adorn such vessels.

Living Figureheads. The wails of a keelbreaker's figureheads drive most who hear them mad. However, a figurehead recovered intact from a crab might be convinced to reveal the location of a hidden treasure or even chart a course to the native harbor of the ship it formerly adorned.

KEELBREAKER CRAB

Huge monstrosity, unaligned
Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	3 (–4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +4
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Amphibious. The crab can breathe air and water.

Living Figureheads. Three magical figureheads adorn the crab's back. While at least one figurehead remains intact, the crab has advantage on Wisdom (Perception) checks and can use its Wail.

Each figurehead is an object with AC 15, 20 hp, resistance to bludgeoning and piercing damage, and immunity to poison and psychic damage. If all the figureheads are reduced to 0 hp, the keelbreaker crab can't use its Wail action. Damaging a figurehead does not harm the crab.

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

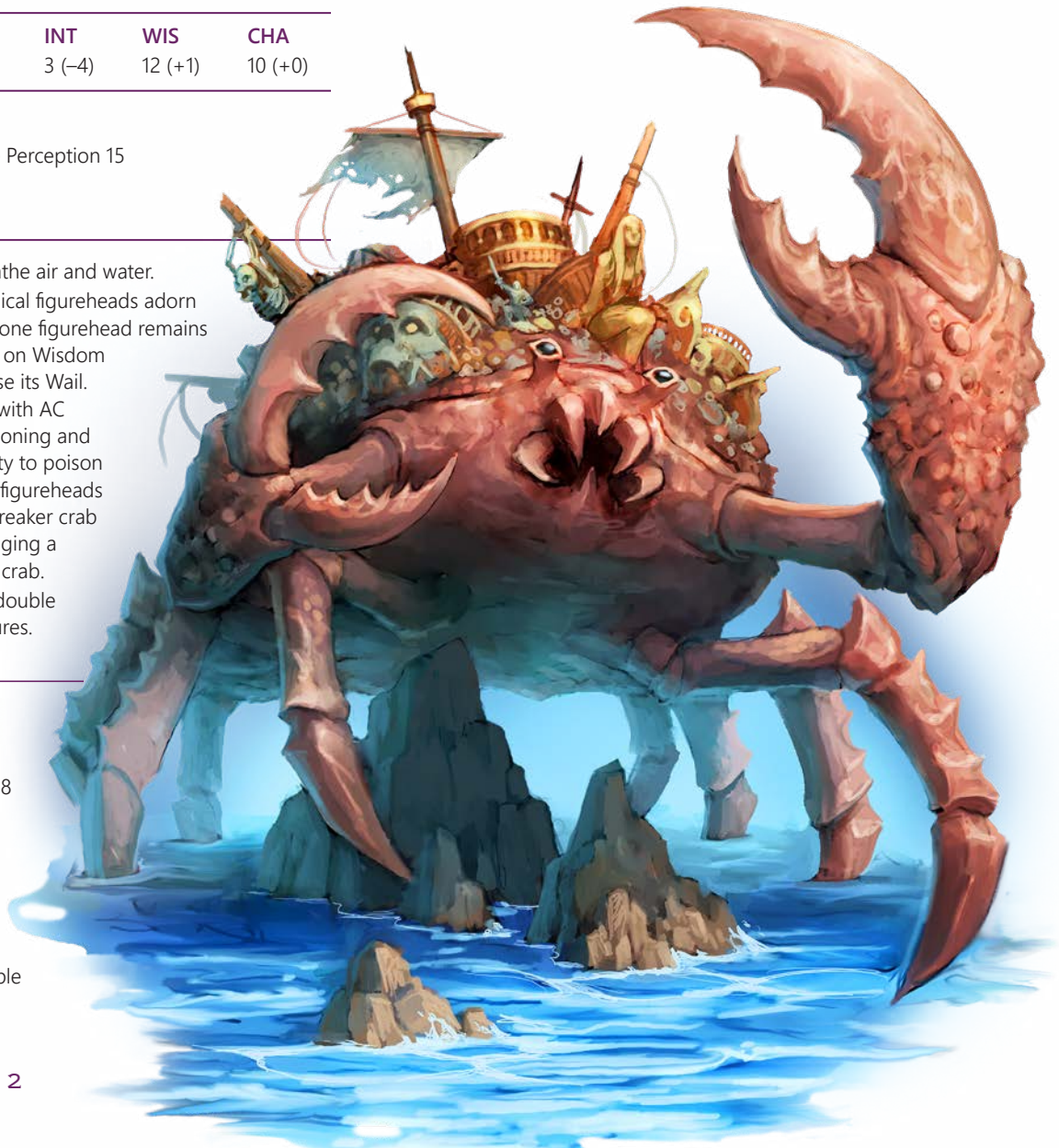
ACTIONS

Multiattack. The crab can use its Wail. It then makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. The crab has two claws, each of which can grapple only one target.

Wail. As long as at least one if its living figureheads remains intact, the keelbreaker crab can cause the figurehead to wail. Roll a d6 and consult the following table to determine the wail.

d6	Wail
1–2	***Frightening Wail***. Each creature within 60 feet who can hear the crab must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the keelbreaker crab's Frightening Wail for the next 24 hours.
3–4	***Maddening Wail***. Each creature within 60 feet who can hear the crab must succeed on a DC 16 Wisdom saving throw or take 18 (4d8) psychic damage.
5–6	***Stunning Wail***. Each creature within 60 feet who can hear the crab must make a DC 16 Constitution saving throw. On a failure, a creature takes 9 (2d8) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.



Kelp Eel

A thick, snakelike creature made of thousands of blades of kelp rises above the water's surface. Flyaway blades swirl from the primary mass as the creature winds itself around its hapless prey.

Kelp eels were accidentally created by merfolk arcanists who desired to protect their community from the myriad threats facing them. They attempted to bring the kelp forests near their settlement to life to entangle attackers, slowing them long enough to allow the merfolk to repel them. Instead, the first kelp eels were born as the blades of kelp wove themselves into massive eely forms that ravaged the very community they were created to protect.

Serpents of the Shallows. Since their creation, kelp eels have spread across the ocean. Forests of sentient kelp grow in ocean shallows, scarcely different to the casual observer from any other marine jungle. As the kelp matures, the blades wind around the thallus and eventually detach from its holdfast as a full-grown kelp eel. The kelp eel then moves on to an unclaimed shallow and attempts to create a new forest.

Mariners' Nightmares. The presence of a kelp eel is a blight upon people whose livelihoods depend on the ocean. The voracious eels are known to overturn boats and to drag their occupants to a watery grave. Kelp-entwined humanoid remains are common on the floor of kelp eel forests. Experienced sailors sometimes chum the waters as they approach a kelp forest, hoping to attract other large ocean predators to distract the local kelp eels.

Deep Hunters. While kelp eels live and breed in shallower waters, it isn't uncommon for them to hunt the ocean deeps if fertilizer is proving scarce near their forest. Knowledgeable mariners know that the presence of dead whales, sharks, and giant squid in shallow waters could be an indicator of kelp eel activity.

KELP EEL

Huge plant, unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	3 (–4)	15 (+2)	5 (–3)

Damage Resistances acid, bludgeoning, piercing
Condition Immunities blinded, deafened, unconscious
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 10 (5,900 XP)

Disperse. When the kelp eel is reduced to 0 hp, it disperses into its component kelp in a 30-foot cube. The area is difficult terrain for 1 hour. At the end of that hour, the kelp eel reforms, regaining half its hp and becoming active again. If more than half the kelp that comprises the dispersed kelp eel is removed from the water and dried, it can't reform and the creature is destroyed.

False Appearance. While the kelp eel remains motionless, it is indistinguishable from ordinary kelp.

Actions

Multiattack. The kelp eel makes two attacks with its kelp tendrils, uses Reel, and makes two attacks with its slam.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 31 (6d8 + 4) bludgeoning damage.

Kelp Tendril. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the kelp eel can't use the same kelp tendril on another target. In addition, at the start of the target's next turn, it begins to suffocate as the eel's grip crushes the breath out of it.

Reel. The kelp eel pulls each creature grappled by it up to 25 feet straight toward it.

Kezai

This creature looks much like a human-sized scorpion with wide, laced wings. The tip of its curled tail holds numerous barbs that drip sticky poison.

Chemical Killing Machine. The kezai is a creature that lives in hot climates and wages a chemical war on anything that opposes it. It emits a foul poison from its tail, coating the barbs that it hurls at enemies. If this wasn't deadly enough, it naturally produces a thin, flammable gas that it can ignite with a searing chemical produced in a gland near its mandibles. Fortunately for those who come across the kezai, the gland is slow-acting and takes time to produce the chemical necessary to ignite the gas.

KEZAI

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 50 ft.

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

Damage Immunities fire

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Nauseous Gas. The kezai produces a faint, nauseating gas. Any creature that starts its turn within 20 feet of the kezai must succeed on a DC 14 Constitution saving throw or take 2 (1d4) poison damage. The area within 20 feet of the kezai is lightly obscured by the thin gas.

Actions

Multiattack. The kezai makes three attacks: one with its poison barb and two with its claws.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Poison Barb. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and is poisoned for 1 minute. On a success, the creature takes half the damage and isn't poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While poisoned in this way, the creature takes 3 (1d6) poison damage at the start of each of its turns.

Searing Acid (Recharge 6). The kezai's mandibles drip a searing acid, instantly igniting the gas around it. Each creature within 20 feet of the kezai must make a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The kezai's Nauseous Gas trait becomes inactive for 1 minute. The kezai can't use Searing Gas unless Nauseous Gas has been active for at least 1 minute.

Khodumodumo

The hillock suddenly sprouts to life, rising up from its surroundings to reveal a sightless, toad-like monster with a cavernous maw. Six long red tongues emerge from this orifice, each as thick as a man's torso and ending in a razor-sharp point.

The Hills Have Tongues. The khodumodumo is one of the apex predators of the hills and badlands in which it lives, disguising itself as a moderately-sized hillock to lure creatures closer before animating and impaling them on one of its many tongues. While not evil, the khodumodumo is a voracious predator that constantly needs to eat, and it attempts to devour just about anything that comes within reach.

Rite of Passage. Slaying a khodumodumo in single combat is often considered a rite of passage for a fire giant seeking to contest the leadership of a clan, especially because the creature is naturally resistant to fire. Powerful red dragons have also been known to hunt khodumodumos for sport.

KHODUMODUMO

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	4 (–3)	15 (+2)	7 (–2)

Saving Throws Str +11, Con +10
Skills Perception +7, Stealth +10
Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages —
Challenge 14 (11,500 XP)

False Appearance. While the khodumodumo remains motionless, it is indistinguishable from an ordinary earthen hill.

Impaling Tongues. The khodumodumo can have up to six impaling tongues at a time. Each tongue can be attacked (AC 20; 15 hp; immunity to poison and psychic damage). Destroying a tongue deals no damage to the khodumodumo. A tongue can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it. Destroyed tongues regrow by the time the khodumodumo finishes a long rest.

Actions

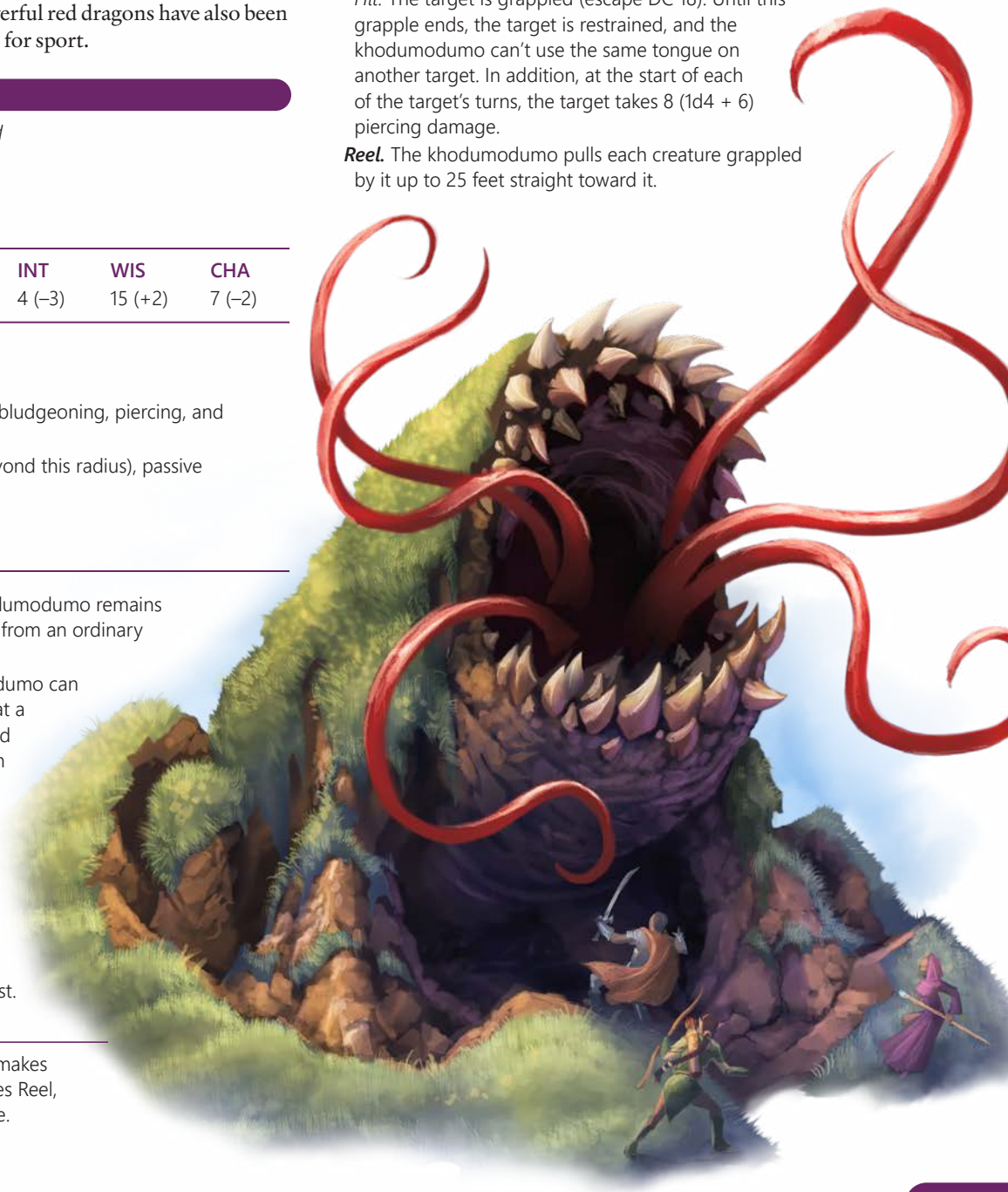
Multiattack. The khodumodumo makes three attacks with its tongues, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 33 (6d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the khodumodumo, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the khodumodumo, and it takes 21 (6d6) acid damage at the start of each of the khodumodumo's turns.

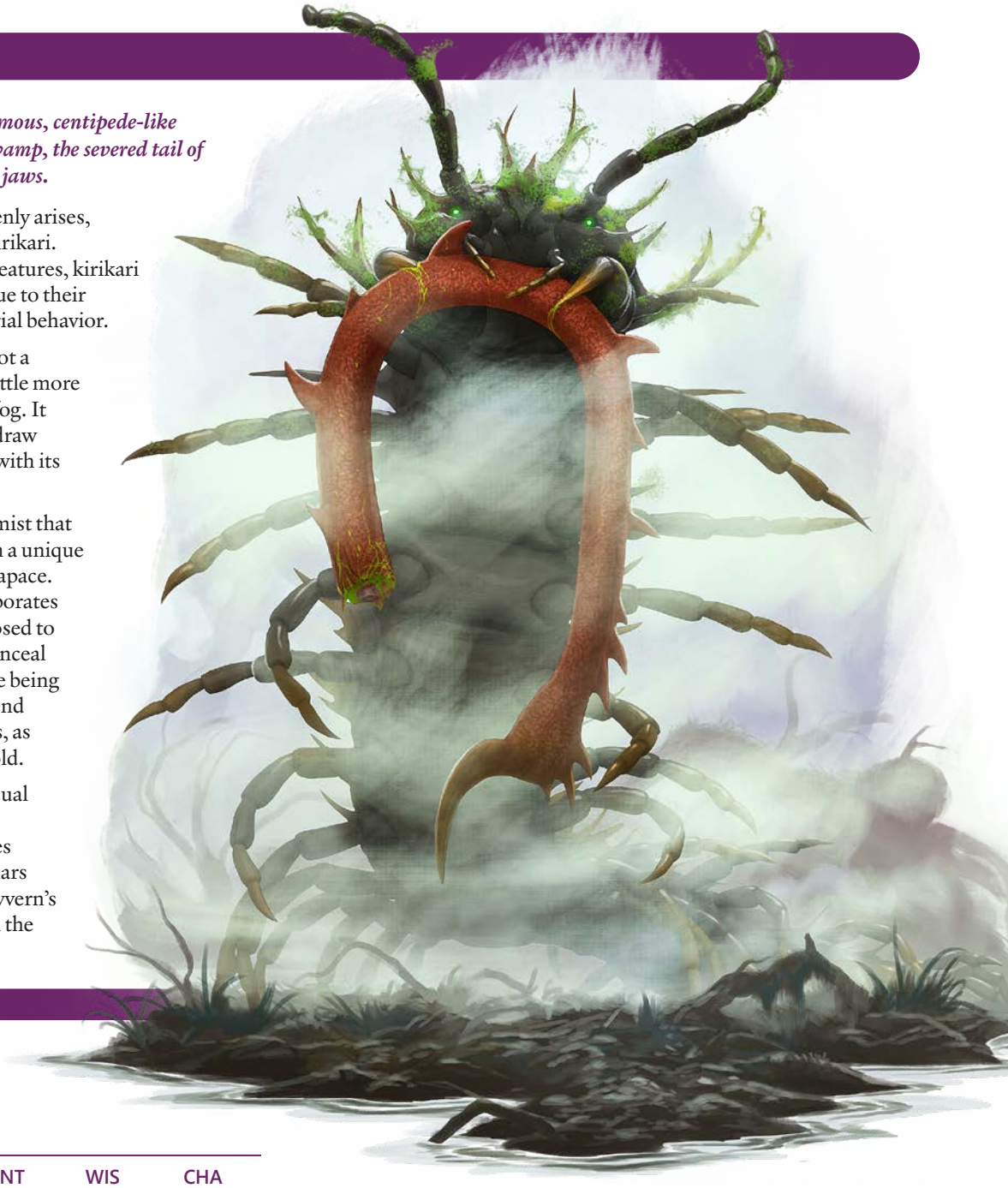
If the khodumodumo takes 30 damage or more on a single turn from a creature inside it, the khodumodumo must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the khodumodumo. If the khodumodumo dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tongue. *Melee Weapon Attack:* +11 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the khodumodumo can't use the same tongue on another target. In addition, at the start of each of the target's turns, the target takes 8 (1d4 + 6) piercing damage.

Reel. The khodumodumo pulls each creature grappled by it up to 25 feet straight toward it.



Kirikari



Blanketed in a veil of mist, an enormous, centipede-like creature sifts its way through the swamp, the severed tail of a wyvern gripped tightly within its jaws.

Whenever an unnatural mist suddenly arises, some believe it to be the sign of a kirikari. Though they're rare and solitary creatures, kirikari are considered highly dangerous due to their heightened aggression and territorial behavior.

Ambush Predators. Few can spot a kirikari in hiding, as it appears as little more than a collapsed tree concealed in fog. It then waits patiently for its prey to draw near—before striking out at them with its lightning-fast bite.

Symbiotic Relationship. The mist that covers a kirikari's body comes from a unique type of mold that adheres to its carapace. The mold secretes an acid that evaporates harmlessly shortly after being exposed to air. The kirikari uses this mist to conceal itself and disorient its prey. Despite being natural-born swimmers, kirikari tend to avoid swimming in ocean waters, as exposure to salt quickly kills its mold.

Wyvern Hunters. Though unusual for its behavior, kirikari have been known to travel incredible distances to hunt down wyverns. Some scholars theorize that the toxins within a wyvern's body are a necessary component in the maintenance of a kirikari's mold.

KIRIKARI

Huge monstrosity, unaligned
Armor Class 16 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	4 (–3)	14 (+2)	4 (–3)

Skills Perception +6, Stealth +11
Damage Immunities acid, poison
Condition Immunities poisoned
Senses tremorsense 60 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)

Corrosive Mold. A creature that starts its turn grappled by the kirikari must succeed on a DC 15 Constitution saving throw or take 9 (2d8) acid damage.

Misty Veil. The kirikari emits a light fog within 30 feet of itself. The mist moves with the kirikari, lightly obscuring the area around it. If dispersed by a wind of moderate or greater speed (at least 10 miles per hour), the mist reappears at the start of the kirikari's next turn.

Unseen Attacker. On each of its turns, the kirikari can use a bonus action to take the Hide action. If the kirikari is hidden from a creature and hits it with an attack, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The kirikari makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 9 (2d8) acid damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage plus 10 (3d6) poison damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the kirikari can't bite another target.

Blinding Veil (Recharge 5–6). The kirikari expels a cloud of intensified mist, heavily obscuring everything within 30 feet of it. The mist thins back to lightly obscuring the area at the end of the kirikari's next turn.

Knight Ab-errant

A man of supernatural physique swings his mighty hammer with the ease and abandon of a child wielding a fallen tree branch. Beneath his ruined tabard, swirling runes and sigils dance across an impossibly muscular frame.

Once ordinary warriors, these towering behemoths have been scourged by wild and unpredictable magic that lingers in forgotten and forbidden parts of the world.

Revised Beyond Recognition. Perhaps a paladin claims a trophy from an ancient and unknowable force from beyond the stars, after routing a dungeon of its followers—and slowly, the trophy changes him. In the heat of combat, a simple swordsman might quaff the wrong potion and be spontaneously transformed by an errant wizard's experimental brew. Whatever their origins, they now walk the world as hulking abominations, gifted strength unimaginable in an ironic reflection of their former selves.

Born of Boons. Although many knights ab-errant may be altered after exposure to unpredictable arcane sorcery, some were created by divine magic. These may be devotees of trickster gods, or ones that are especially cruel, or they may have prayed to innocuous deities in ways that were unorthodox or otherwise wanting.

KNIGHT AB-ERRANT

Large humanoid, any alignment
Armor Class 14 (armor scraps)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Str +7, Dex +4
Skills Athletics +7, Intimidation +4
Damage Vulnerabilities psychic
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Bigger They Are. Once per turn, when the knight ab-errant hits a creature that is Medium or smaller with a melee weapon, it can deal one extra die of damage.

Harder They Fall. When the knight ab-errant takes damage from a critical hit, it must succeed on a Dexterity saving throw with a DC equal to the damage taken or be knocked prone.

Magic Resistance. The knight ab-errant has advantage on saving throws against spells and other magical effects.

Reckless. At the start of its turn, the knight ab-errant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it also have advantage until the start of its next turn.

ACTIONS

Multiattack. The knight ab-errant makes two melee attacks: one with its sweeping maul and one with its fist.

Sweeping Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

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

KNIGHTS AB-ERRANT IN MIDGARD

A growing number of knights ab-errant have been seen aimlessly wandering the Western Wastes of Midgard, wearing the livery of the White Knights of Bourgund. Whether these individuals were transformed after exposure to the fell energies of nearby fallen magocracies, after traversing too close to the shadows of the Dread Walkers, or via the machinations of separatist mages of Bemmea who long to be free of their bonds of servitude to the knights, Bourgund seeks to eradicate these deviants that are so evidently tied to their proud realm.

Kobold Spellclerk

The reptilian snout peeking out from a deep hood is the only hint that this cloaked figure is a kobold. A fang charm dangling from its neck, the kobold goes about its business of secrets and whispers.

Agents of the Empire. Kobold spellclerks work primarily as messengers and agents of the Dragon Empire's spy network. They are skilled in code writing and breaking, overseeing the operations of other field agents, and providing their overlords a valued glimpse into the internal affairs of their enemies.

Trusted Messengers. Kobold spellclerks are often granted the use of magic items that aid in encryption and message-sending to supplement their natural skills and magical studies. The messages they carry or compose are often of great import to clandestine activities.

KOBOLD SPELLCLERK

Small humanoid (kobold), lawful neutral

Armor Class 12
Hit Points 21 (6d6)
Speed 30 ft.

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

Saving Throws Int +5
Skills Acrobatics +4, Arcana +5, Deception +5, Investigation +5, Perception +3, Persuasion +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the spellclerk can use a bonus action to take the Dash, Disengage, or Hide action.

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

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

Spellcasting. The kobold spellclerk is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, message, minor illusion*

1st level (3 slots): *comprehend languages, feather fall, grease, illusory script, sleep*

ACTIONS

Multiattack. The kobold spellclerk makes two melee attacks.

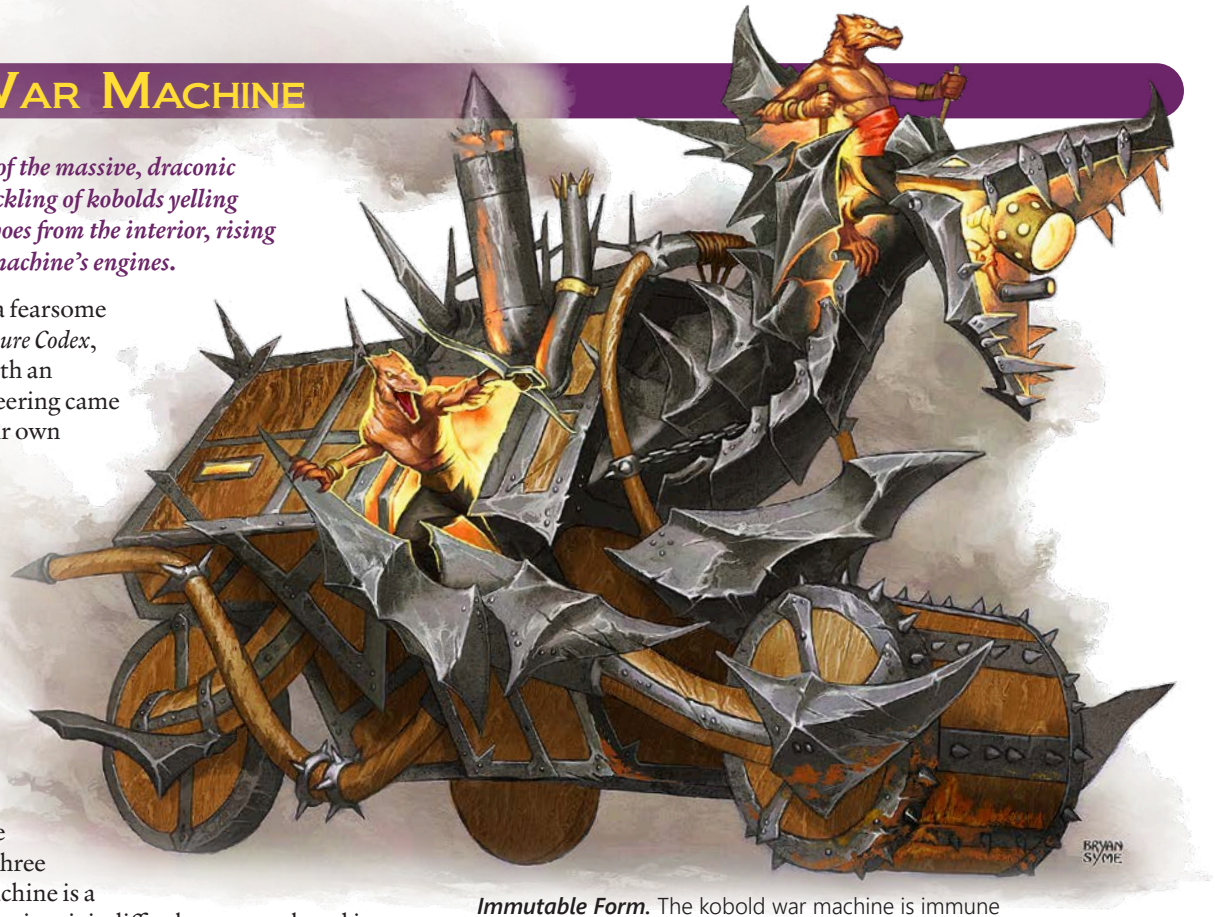
Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

KOBOLD SPELLCLERKS IN MIDGARD

The spellclerks operate as the lowest rank of spy in the Mharoti Empire's spy network, which is jointly administered by Parsis the Hidden and Kah Vizier Zeki Hasan Al Eski. In spite of their lower status, they are no less important to the spy network and make up the majority of Mharoti's spies abroad. At home, spellclerks are treated with a mixture of respect and wariness, as the spies are used just as often within the empire to root out those who chafe under dragon rule.

Kobold spellclerks in Midgard typically prepare ***dragon roar*** in place of ***fire bolt*** and ***converse with dragon*** in place of *feather fall*. Both spells can be found in *Deep Magic for 5th Edition*.

Kobold War Machine



A fire burns in the maw of the massive, draconic machine. The frenetic cackling of kobolds yelling orders to one another echoes from the interior, rising above the sounds of the machine's engines.

Inspired by the sight of a fearsome clockwork dragon (*Creature Codex*, p. 111), some kobolds with an understanding of engineering came together and forged their own dragon-like weapon of great power. Kobolds feel unstoppable when a war machine rolls along beside them, leading them to take bolder (and often more successful), risks.

Hard to Operate. The kobold war machine is normally manned by three kobolds. Though the machine is a marvel of kobold engineering, it is difficult to control, and its smooth operation is impaired by the contanct bickering of its crew just as often as by it unstable construction.

Draconic Machine. By some quirk of its creation, the kobold war machine exhibits some draconic personality traits. It moves better when diving into a fight or when pursuing treasure, and it rarely has issues when handled by an operator who regularly praises it in front of others. Conversely, it is slow to respond when directed to retreat.

Construct Nature. The kobold war machine doesn't require air, food, drink, or sleep.

KOBOLD WAR MACHINE

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	2 (–4)	7 (–2)	1 (–5)

Saving Throws Dex +6, Con +8
Skills Athletics +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 9 (5,000 XP)

Immutable Form. The kobold war machine is immune to any spell or effect that would alter its form.

Operators. The kobold war machine can either take an action or move up to its speed each turn, not both. The war machine can hold up to three Small operators. If it has at least one operator, it can move and act normally as long as the operator spends its entire turn operating the war machine. When it has more than one operator, it has additional traits as long as the additional operators spend their entire turns operating the war machine.

If a creature scores a critical hit against the kobold war machine, the creature can target one of the operators with the attack instead. Otherwise, the operators can't be targeted and are immune to damage while operating the kobold war machine.

Ram Them! (Two or More Operators). If the kobold war machine moves at least 15 feet straight toward a target and then hits it with a spiked wheel attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Siege Monster. The kobold war machine deals double damage to objects and structures.

That Way! (Three or More Operators). The kobold war machine can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

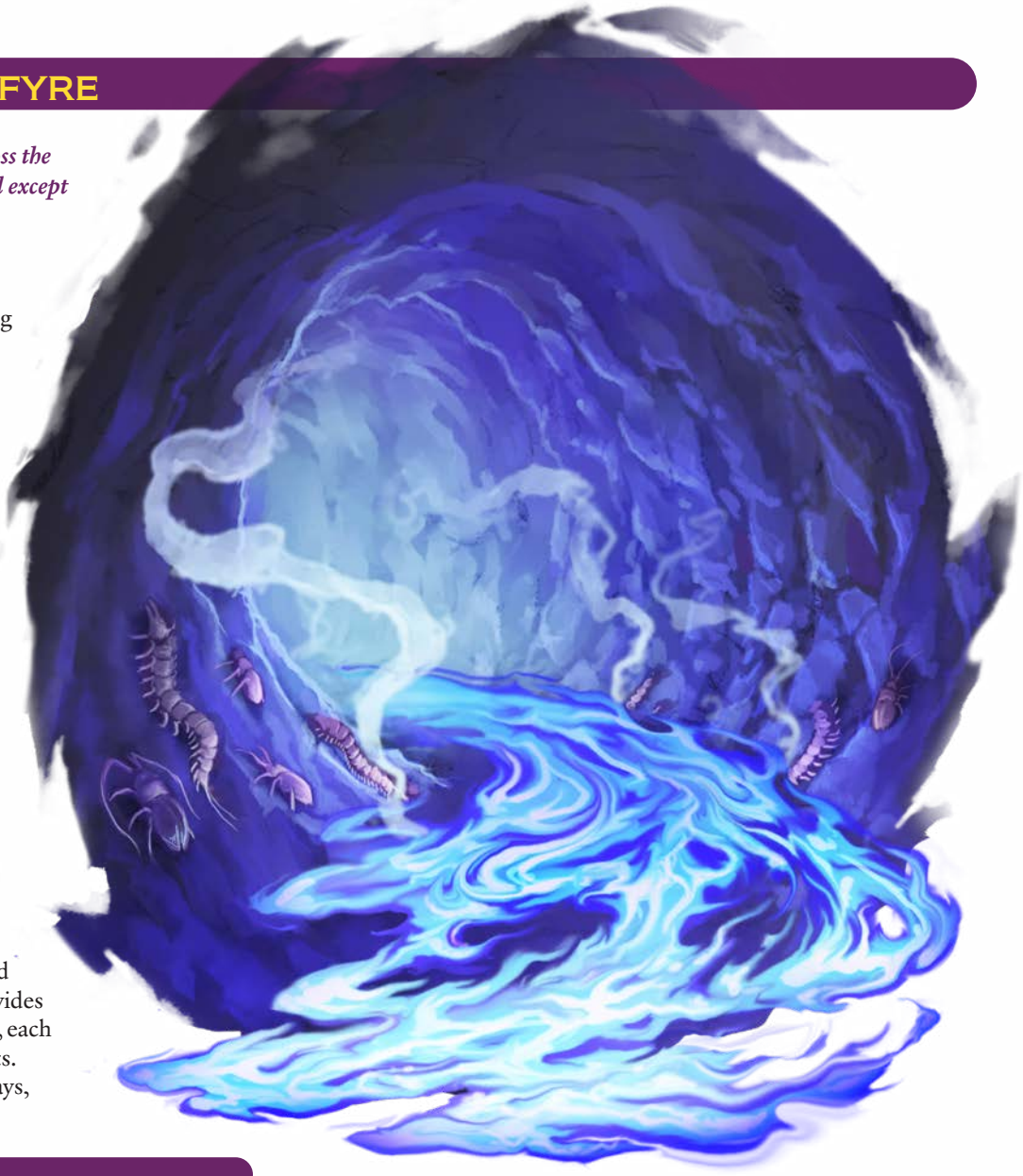
Multiattack. The kobold war machine makes two spiked wheel attacks. Alternatively, it can make three spit fire attacks.

Spiked Wheel. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Spit Fire. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (4d6) fire damage.

Fire Breath (Recharge 5–6). The kobold war machine exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Lambent Witchfyre



A creature of pure blue fire trickles across the cavern floor, burning and devouring all except the stone.

Though its behavior is similar to oozes that infest subterranean areas, the lambent witchfyre is composed of living blue flame, not protoplasm. Like liquid fire, it flows along the ground, searching for food, which, in the case of the lambent witchfyre, is any organic matter that can burn.

Arcane or Alien Origins. The lambent witchfyre's exact origins are unknown. Some sages speculate that it was an early attempt by a wizard to infuse life on the Material Plane with elemental essence. Others theorize it is the disastrous byproduct of spell experimentation on an extra-planar creature. Whatever the truth, these strange beings have multiplied and spread, posing a deadly hazard to those who explore the deep caves of the world.

Reproduction. When a lambent witchfyre has consumed enough organic material, it will seek an isolated place in which to reproduce. It then divides itself into two new lambent witchfyres, each starting with half the parent's hit points. The offspring then go their separate ways, seeking more life to devour

LAMBENT WITCHFYRE

Large aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	2 (–4)	11 (+0)	1 (–5)

Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Fire Absorption. Whenever the lambent witchfyre is subjected to fire damage, it takes no damage and instead regains a number of hp equal to the fire damage dealt.

Fire Form. The lambent witchfyre can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the lambent witchfyre or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the lambent witchfyre can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The lambent witchfyre sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Multiattack. The lambent witchfyre makes three blazing touch attacks.

Blazing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. If a creature is slain by this attack, the lambent witchfyre regains hp equal to the damage dealt. The body of a creature slain by this attack turns to ash, along with any nonmagical items it was wearing or carrying. The creature can be restored to life only by means of a *resurrection* or *wish* spell.

Lava Keeper

A rivulet of lava streams from a cavity between the shoulders of this four-armed, volcanic creature.

Volcanic Guardians. Lava keepers are elementals from the borderlands between the Elemental Planes of Earth and Fire. They sometimes emerge onto the Material Plane through spontaneous elemental vortices in the hearts of volcanoes. Once on the Material Plane, they find themselves trapped. Instead of running rampant, they act as guardians for the region from which they emerged in the hopes that one day they can return home.

Noble Elementals. Lava keepers are the natural enemies of salamanders and other chaotic elementals. They feel a mixture of shame and pity toward their corrupted brethren, the cherufes (see page 61), and go out of their way to put an end to any cherufes they encounter.

Gods of the Mount. Lava keepers are sometimes worshiped by primitive humanoids living in volcanic regions. These humanoids offer the lava keeper tribute, and, in return, the lava keeper drives off harmful monsters and directs lava flows in ways that promote new life and maintain healthy soil. The two sides rarely possess the means to communicate with one another, and the lava keeper often has little understanding of the tribe's true goals or motivations. While not evil, the lava keeper does not have the same concept of life as most humanoids and seldom intervenes in the sacrifice of a living creature. However, stories abound of sacrifices being saved by their lava keepers after the two discovered they could speak with each other.

Elemental Nature. The lava keeper doesn't require air, food, drink, or sleep.

LAVA KEEPER

Huge elemental, lawful neutral

Armor Class 18 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Con +11, Wis +10

Skills History +12, Perception +10

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

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 20

Languages Ignan, Terran

Challenge 18 (20,000 XP)

Lava Dribble. Each creature that starts its turn within 5 feet of the lava keeper must make a DC 19 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The lava keeper's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *move earth, stone shape*

3/day each: *wall of fire, wall of stone*

1/day each: *conjure elemental* (earth or fire elemental only), *earthquake, fire storm*

Actions

Multiattack. The lava keeper makes four slam attacks. Alternatively, it can use its Lava Lob twice.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Lava Lob. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 21 (6d6) fire damage, and the target must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) fire damage at the start of its next turn.

Fumarole (Recharge 5–6). The crater between the lava keeper's shoulders erupts in a plume of fire, rock, and toxic smoke. Each creature within 60 feet of the lava keeper must make a DC 19 Constitution saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and 21 (6d6) fire damage and becomes poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The eruption surrounds the lava keeper in a 20-foot-radius sphere of smoke, considered heavily obscured until the end of its next turn. A wind of moderate or greater speed (at least 10 miles per hour) disperses the smoke.

Lazavik

Standing no taller than a cat, this tiny humanoid has a snow-white beard and a single eye that blazes with golden light. He holds a long reed whip in his hands.

Swamp-Dwelling Fey. Lazaviks are fey that dwell primarily in swamps and marshes, picking particular tracts of marshland to call home. When it has chosen a suitable location, a lazavik builds a minuscule hut for itself out of dried rushes, mud, and sticks, and it spends its days fishing and enjoying the company of the native animals and good-aligned fey of the region. All lazaviks are male and are thought to sprout like reeds out of the damp soil, though romances between female korrigans (*Creature Codex*, p. 242) and lazaviks are not uncommon and sometimes produce offspring.

Glowing Guides. Lazaviks hate seeing anyone in distress and use the animals of the region to keep tabs on creatures in peril from natural swamp hazards or evil monsters. When it finds creatures in danger, a lazavik uses its glowing eye to direct them to safety or prevent them from getting lost, but it prefers to keep itself out of sight as much as possible. Lazaviks hate evil swamp-dwelling monsters like green hags and miremals (*Tome of Beasts*, p. 292), but they save their greatest enmity for will-o'-wisps. They are often confused with will-o'-wisps, which leads to complications in their otherwise peaceful existences.

LAZAVIK

Tiny fey, neutral good

Armor Class 14
Hit Points 36 (8d4 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	13 (+1)	17 (+3)	14 (+2)

Skills Perception +7, Stealth +8, Survival +5
Damage Resistances poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common, Sylvan
Challenge 3 (700 XP)

Glowing Eye. As a bonus action, the lazavik makes its single eye shine with a brilliant golden light. Its eye sheds bright light in a line that is 90 feet long and 5 feet wide, or it sheds bright light in a 30-foot cone. Each creature in the area illuminated by the lazavik's eye gains the lazavik's Swamp Stride trait as long as it remains on the illuminated path. The lazavik can douse its light at any time (no action required).

Hold Breath. The lazavik can hold its breath for 30 minutes.

Speak with Beasts. The lazavik can communicate with beasts as if they shared a language.

Swamp Stride. Difficult terrain composed of mud, reeds, or other marshy terrain doesn't cost the lazavik extra movement. In addition, it can pass through nonmagical hazards, such as quicksand, without being hindered by them and through nonmagical plants without taking damage from them, despite thorns, spines, or a similar hazard.

ACTIONS

Reed Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Eye Flare (Recharge 5–6). The lazavik's eye flares with blinding light in a 15-foot cone. Each creature in the area much make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (3d6) radiant damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lich, Virtuoso

The beautiful singer bows to the adoring crowd before stepping behind the curtain. Away from the eyes of the crowd, the singer changes its half-mask, briefly revealing a ghastly, undead visage.

A virtuoso lich is an artist whose love of art sustains it beyond death.

Birthed by Art. A virtuoso lich is created when an artist powerful in both its artistic and magical expression dies with art left undone. Such artists often die before completing or creating a masterpiece, and the torment of the art left undone couples with the artist's powerful magical talents, turning the artist into a virtuoso lich. A virtuoso lich is bound to an object of art, such as a favorite musical instrument, painting, dance slippers, quill, or some other object of artistic expression that was significant to the lich in life. This piece of art is the lich's phylactery.

Beautiful Mien. A virtuoso lich maintains the beauty of its former life, appearing much as it did in life—save for one physical feature that betrays its undead nature. This undead feature can be a clawed, skeletal hand, which the lich hides in a glove; a stiff, zombie-like leg, which the lich disguises with robes and a cane; a face ravaged by undeath, which the lich covers in a beautiful mask; or any other appropriate feature.

Undead Nature. The virtuoso lich doesn't require air, food, drink, or sleep.

A Virtuoso Lich's Lair

A virtuoso lich chooses a lair with an eye and ear for artistic potential, whether that lair is an ancient cavern with natural acoustics, a meadow with plentiful natural light, a hall of mirrors, or some other locale capable of enhancing some form of art, allowing the lich's magic and artistic expression to swell, reaching every corner.

Lair Actions

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

- The virtuoso lich channels artistic expression it can see or hear into a magical assault. The artistic expression must be of the type chosen with the Versatile Artist trait (see page 238), but it otherwise can be any form of expression not originating from the lich, such as the song of nearby singers that echoes in the lair, the colorful paint decorating canvases, the twirling forms of dancers, or similar. The virtuoso lich chooses a creature it can see within 30 feet of the artistic expression. The target must make a DC 15 Dexterity saving throw, taking 18 (4d8) damage of the type chosen with the Versatile Artist trait on a failed save, or half as much damage on a successful one.
- The virtuoso lich enhances the natural artistry of its lair, distracting and hindering nearby creatures. The lich chooses a point it can see within 60 feet of it. Each creature within 5 feet of that point must make a DC 15 Charisma saving throw. On a failure, a creature has disadvantage on saving throws against the lich's spells and its Corrupted Art action until initiative count 20 on the next round.
- The virtuoso lich rolls a d4 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.

VIRTUOSO LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	15 (+2)	12 (+1)	20 (+5)

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

Skills Deception +9, Perception +5, Persuasion +9

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

Damage Immunities poison

Condition Immunities blinded, deafened, charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 15

Languages Common, plus up to two other languages

Challenge 12 (8,400 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Versatile Artist. At the end of each long rest, the lich chooses one form of artistic expression, such as song, poetry, dance, fashion, paint, or similar. Until it finishes a long rest, the lich has immunity to one type of damage, which is associated with its artistic expression. For example, a lich expressing art through song or poetry has immunity to thunder damage, a lich expressing art through fashion has immunity to slashing damage, and a lich expressing art through paint has immunity to acid damage. This trait can't give the lich immunity to force, psychic, or radiant damage.

Spellcasting. The virtuoso lich is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *mage hand, message, true strike, vicious mockery*

1st level (4 slots): *bane, hideous laughter, thunderwave*

2nd level (3 slots): *enthrall, hold person, invisibility, shatter*

3rd level (3 slots): *dispel magic, fear, speak with dead*

4th level (3 slots): *compulsion, confusion, dimension door*

5th level (2 slots): *dominate person, mislead*

6th level (1 slot): *irresistible dance, programmed illusion*

ACTIONS

Multiattack. The virtuoso lich uses its Corrupted Art. It then makes two Artistic Flourish attacks.

Artistic Flourish. *Melee Spell Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) damage of the type chosen with the Versatile Artist trait.

Corrupted Art. The lich hums a discordant melody, paints a crumbling symbol of death in the air, performs a reality-bending pirouette, or emulates some other expression of corrupted or twisted art and targets one creature it can see within 60 feet. This action's effects change, depending on if the target is undead.

- Non-Undead. The target must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.
- Undead. The target regains 18 (4d8) hit points. Healing that exceeds the target's hp maximum becomes temporary hit points.

Call Muse. The lich targets one humanoid or beast it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be charmed by the lich for 1 minute. The charmed target, the lich's "muse," has a speed of 0 and is incapacitated as it watches or listens to the lich's artistic expression. The muse can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lich's Call Muse for the next 24 hours. If the muse suffers harm from the lich, it is no longer charmed.

The lich can have only one muse at a time. If it charms another, the effect on the previous muse ends. If the lich is within 30 feet of its muse and can see its muse, the lich has advantage on its first Artistic Flourish attack each round against a creature that isn't its muse.

LEGENDARY ACTIONS

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

Artistic Flourish. The lich makes one Artistic Flourish attack.

Move. The lich moves up to its speed without provoking opportunity attacks.

Cast a Spell (Costs 3 Actions). The lich casts a spell from its list of prepared spells, using a spell slot as normal.

Unrestrained Art (Costs 3 Actions). The lich unleashes the full force of its artistic talents on those nearby. Each creature with 10 feet of the lich must make a DC 16 Dexterity saving throw. On a failure, a creature takes 18 (4d8) damage of the type chosen with the Versatile Artist trait and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Linnorm, Vent

The immense reptile soars through the water, long and sleek. Its powerful tail undulates rhythmically, threatening all in its terrifying wake.

Terrors of the Deep. Vent linnorms live near hydrothermal fissures located in the deepest parts of the ocean. When they are not hunting, they can be found basking in their lairs, enjoying the dark, warm waters of their homes. They are proficient hunters whose diet includes all varieties of sharks and whales, giant squid, dragon turtles, dragon eels (*Tome of Beasts*, p. 146), and younger sea dragons (*Tome of Beasts*, p. 135). While they are generally solitary creatures, mated pairs sometimes team up to hunt ancient sea dragons and kraken before resuming their solitary lives.

Primeval Dragons. Like their draconic kin, vent linnorms enjoy amassing hoards of treasure and burying it in the silty floor of their lairs. Young linnorms spend much of their time searching through the wreckage of sunken vessels, while older ones actively sink passing ships, eating the sailors and picking up the fallen treasures at their leisure.

Aboleth Hunters. Through cleverness and scheming, aboleths often dominate vent linnorms for use as servants and war beasts, and enjoy doing so. For their part, linnorms despise aboleths for enslaving them. A vent linnorm who becomes aware of the presence of aboleths immediately ceases its current activity and moves to destroy its hated enemy.

VENT LINNORM

Gargantuan dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Str +12, Dex +7, Con +11, Cha +8
Skills Intimidation +8, Perception +7, Survival +7
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 16 (15,000 XP)

Amphibious. The linnorm can breathe air and water.

Blood Scent. The linnorm can smell blood in the water within 5 miles of it. It can determine whether the blood is fresh or old and what type of creature shed the blood. In addition, the linnorm has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track a creature that doesn't have all its hp.

Actions

Multiattack. The linnorm can use its Frightful Presence. It then makes three attacks: one with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) necrotic damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. The target is grappled (escape DC 18) if it is a Large or smaller creature and the linnorm doesn't have two other creatures grappled. Until this grapple ends, the target is restrained.

Frightful Presence. Each creature of the linnorm's choice that is within 120 feet of the linnorm and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the linnorm's Frightful Presence for the next 24 hours.

Inky Breath (Recharge 5–6). The linnorm exhales a cloud of briny ink in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failure, a creature takes 52 (15d6) necrotic damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Locksmith

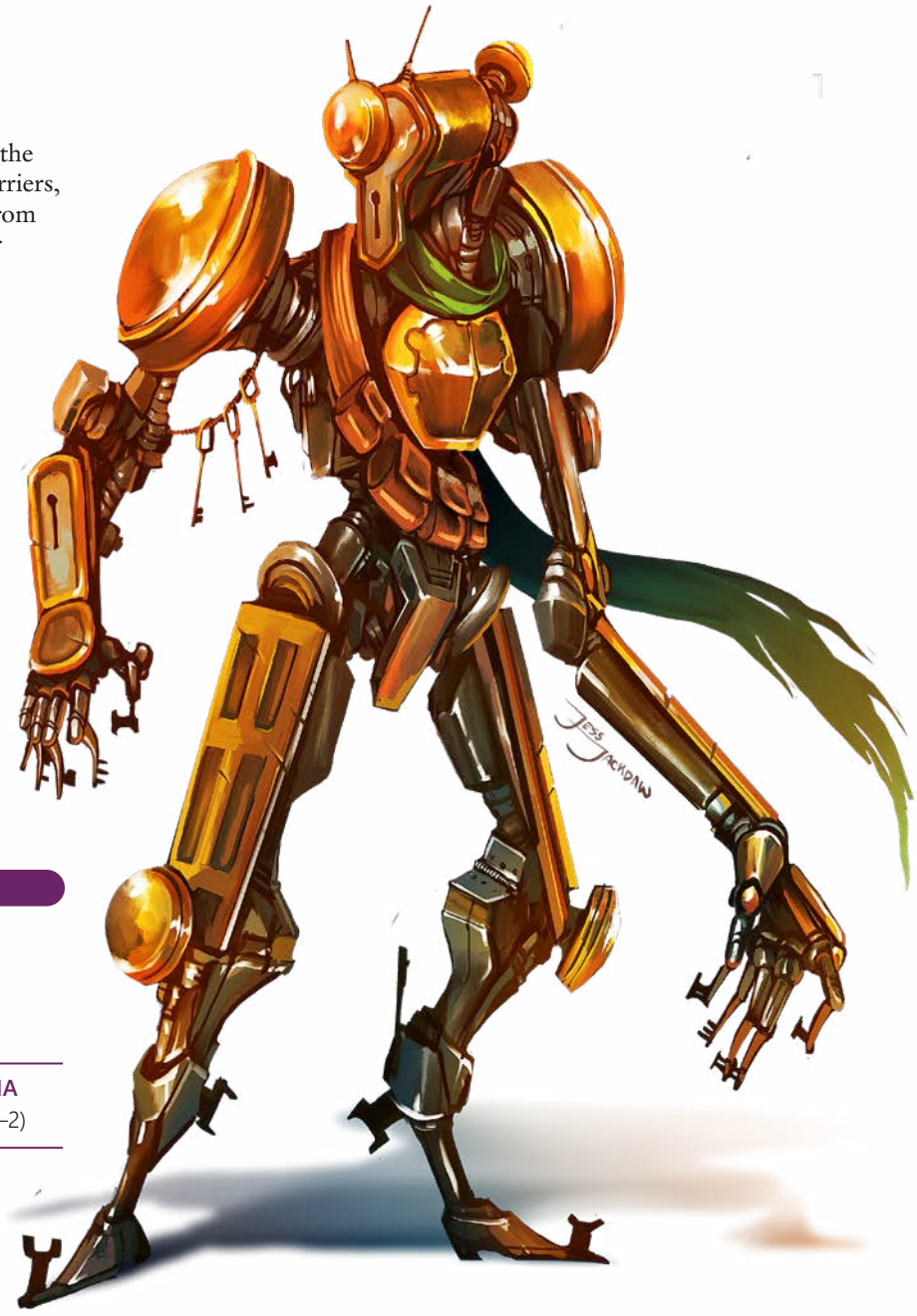
The human-shaped construct is a cobbled collection of mechanical parts. The hundreds of keys hanging about its form jingle as it moves.

Call the Locksmith. These odd entities are the best in the business at creating secure doors and gates, impassable barriers, and locks of all varieties. They may be inclined to wander from place to place or set up shop in metropolises, offering their services to create or unlock barriers of any kind.

Professional Rivalry. Each locksmith has a distinct appearance and personality, but they all share the same skill set. A locksmith instantly recognizes the handiwork of locksmith. When a locksmith encounters a barrier constructed by another of its kind, it is compelled to break the barrier or build a superior version. A locksmith hired to undo the work of one of its fellows often volunteers for the task free of charge.

Key Features. Locksmiths are unique in appearance, but all share a generally humanoid shape. Regardless of other details, they all possess empty keyholes where a human nose would typically be. The key that fits this lock is responsible for imbuing the locksmith with its consciousness. Locksmiths build incredibly complex hidden vaults to hide away these treasured keys.

Construct Nature. The locksmith doesn't require air, food, drink, or sleep.



LOCKSMITH

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	10 (+0)	6 (–2)

Skills Insight +4, Sleight of Hand +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 90 ft., passive Perception 10

Languages Common

Challenge 8 (3,900 XP)

Expert Lockpicker. The locksmith can use any piece of its mechanical body to pick locks and disarm traps, as if its entire body was made up of several sets of thieves' tools. It is proficient in using pieces of itself in this way. In addition, the locksmith has advantage on ability checks to pick locks and disarm traps.

Innate Spellcasting. The locksmith's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *mending*

3/day each: *arcane lock, knock*

1/day: *forcecage*

Actions

Multiattack. The locksmith makes two key blade attacks.

Key Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Acid Wash (Recharge 5–6). The locksmith emits a cloud of rust in a 60-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Luck Leech

The elf-like creature rises, its bright green eyes flashing with menace. Short, impish horns peek out from its inky hair, and green smoke oozes out of the numerous circular mouths lining its arms.

When a humanoid who earned wealth through violence and duplicity gets lost in the Shadow Realm, its body becomes corrupted by the dark realm, turning it into a luck leech. These fey have arms covered in lamprey-like mouths that drain the luck out of their victims. They return to the Material Plane and stalk gambling houses and criminal underbellies for exceptionally lucky targets.

Amassing fortune. Luck leeches obsess over gathering as much wealth and luck as possible, referring to both collectively as "fortune." They rarely notice and never care if their acquisition of fortune harms others.

Self-Serving. A luck leech cares first and foremost about itself. If it thinks its life is in danger, it expends any fortune it has to escape, knowing it can't enjoy its fortune if it's dead.

LUCK LEECH

Medium fey, neutral evil

Armor Class 17 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +9, Wis +6
Skills Deception +8, Perception +6, Sleight of Hand +9, Stealth +9
Damage Immunities necrotic
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan, Umbral
Challenge 10 (5,900 XP)

Leech Luck. If a creature within 60 feet of the luck leech rolls a 20 on an ability check, attack roll, or saving throw, the luck leech gains 1 luck point. It can't have more than 4 luck points at a time.

Reserve of Fortune. If the luck leech doesn't have 4 luck points at sunset, it gains 2 luck points. It can't have more than 4 luck points at a time. In addition, if the luck leech rolls a 1 on the d20 for an attack roll, ability check, or saving throw while it has at least 1 luck point, it can reroll the die and must use the new roll. This trait doesn't expend luck points.

Turn Luck. As a bonus action, the luck leech can spend 1 luck point to:

- Gain advantage on its next attack or saving throw
- Cast *misty step*
- Increase the necrotic damage of its next successful biting arms attack by an extra 9 (2d8)
- Force each creature that is concentrating on a spell within 60 feet of it to make a DC 16 Constitution saving throw, losing its concentration on the spell on a failure.

ACTIONS

Multiattack. The luck leech makes two biting arm attacks.

Biting Arms. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 9 (2d8) necrotic damage.

Feast of Fortune (Recharge 6). Each creature the luck leech can see within 30 feet of it must make a DC 16 Charisma saving throw. On a failure, the creature takes 27 (6d8) psychic damage, becomes blinded until the end of its next turn, and is cursed with falling fortunes (see sidebar). On a success, a creature takes half the damage and isn't blinded or cursed. For each creature that fails this saving throw, the luck leech gains 1 luck point.

CURSE: FALLING FORTUNES

A creature cursed with falling fortunes is plagued with bad luck for 24 hours. While cursed, the creature can't add its proficiency bonus to any attack rolls or ability checks. If the cursed creature rolls a 20 on an attack roll or an ability check, the curse ends. Alternatively, the curse can be lifted early by a ***remove curse*** spell or similar magic.

Lunarchidna

A four-armed, four-legged creature in the vague shape of a human—but seemingly made of fine spider silk—moves down a tree, slowly chanting the incantation of a spell in the pale light of the full moon.

Made in Corrupt Forests. Lunarchidnas are beings of moonlight and spider silk created in forests permeated by residual dark magic. When this magic coalesces on a spider web touched by the light of a full moon, the web animates. The web gains life and flies through the forest, gathering other webs until it collects enough silk to form a faceless, humanoid body, with four legs and four arms.

Hatred of Elves. Lunarchidnas hate elves and love to make the creatures suffer. They poison water sources, set fire to villages, and bait monsters into stampeding through elf communities. These aberrations especially enjoy stealing away elf children to use as bait to trap the adults that come to the rescue.

Cyclical Power. The lunarchidna's power is tied to the moon. When the skies are dark during a new moon, the lunarchidna becomes more shadow than living web. Its mental ability dulls, and it becomes barely more than a savage animal. When a full moon brightens the night, however, the lunarchidna becomes a conduit of lunar light and can channel that power through its body. Using its heightened intellect, it makes plans, writes notes, and plots from the safety of the trees where it makes its home. In the intermittent phases of the moon, the lunarchidna is a more than capable hunter, trapping and devouring prey it encounters while retaining enough knowledge of its plans and magic to further its goals in minor ways. The lunarchidna's statistics change cyclically as shown on the Lunarchidna Moon Phase table.

Lunarchidna Moon Phase

MOON PHASE	STATISTICS
Daytime, new, or crescent moon	Lesser lunarchidna
Quarter or half moon	Greater lunarchidna
Gibbous or full moon	Transcendent lunarchidna

LESSER LUNARCHIDNA

Medium aberration, neutral evil
Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (–2)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +6
Damage Immunities poison
Condition Immunities poisoned, restrained
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Deep Speech, Elvish
Challenge 2 (450 XP)

Light Sensitivity. While in bright light, the lunarchidna has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

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

ACTIONS

Multiattack. The lunarchidna makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

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

GREATER LUNARCHIDNA

Medium aberration, neutral evil
Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 30 ft.

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

Saving Throws Con +4, Wis +3
Skills Perception +3, Stealth +7
Damage Immunities poison
Condition Immunities poisoned, restrained
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Deep Speech, Elvish
Challenge 4 (1,100 XP)

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

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

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

Spellcasting. The lunarchidna is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The lunarchidna has the following wizard spells prepared:

Cantrips (at will): *minor illusion, mage hand, poison spray, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield*

2nd level (3 slots): *alter self, suggestion*

ACTIONS

Multiattack. The lunarchidna makes two attacks: one with its bite and one with its claws. If the lunarchidna hits a Medium or smaller target with both attacks on the same turn, the target is restrained by webbing and the lunarchidna uses Wrap Up.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the

target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

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

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, ranged 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Wrap Up. The lunarchidna wraps up a Medium or smaller creature restrained by webbing. The wrapped target is blinded, restrained, and unable to breathe, and it must succeed on a DC 13 Constitution saving throw at the start of each of the lunarchidna's turns or take 5 (1d4 + 3) bludgeoning damage. The webbing can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The lunarchidna can have only one creature wrapped at a time.

TRANSCENDENT LUNARCHIDNA

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Con +5, Wis +4
Skills Perception +4, Stealth +9
Damage Immunities poison
Condition Immunities poisoned, restrained
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Deep Speech, Elvish
Challenge 6 (2,300 XP)

Light Invisibility. The lunarchidna is invisible while in bright or dim light.

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

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

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

Spellcasting. The lunarchidna is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The lunarchidna has the following wizard spells prepared:

Cantrips (at will): *minor illusion, mage hand, poison spray, ray of frost*
1st level (4 slots): *color spray, detect magic, magic missile, shield*
2nd level (3 slots): *alter self, suggestion, web*
3rd level (3 slots): *counterspell, fireball, major image*
4th level (2 slots): *black tentacles, confusion*

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Lunar Beam (Recharge 5–6). The lunarchidna flashes a beam of moonlight in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Lunarian

A grey humanoid wearing a dark tattered cloak and worn armor descends on glimmering, mothlike wings. In its hands it wields a halberd tipped with a cold light. Its black lidless eyes are filled with envy and sorrow.

Condemned to the Dark. Lunarians are a race of mothlike fey originally from the moon. However, after attempting to take the moon's power for themselves, they were cast out by a fey lord and damned to the depths of the world, never to see their lunar home again.

Angels of the Underworld. Stories tell of lunarians helping people far below the surface, striking down monsters at the last moment. However, they never do so for free, often demanding valuable trinkets from the surface as payment for their services. If those they rescue deny them a reward or give them a bad one, they are prone to attack.

LUNARIAN

Medium fey, chaotic neutral
Armor Class 16 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +5, History +4, Stealth +5, Survival +4
Damage Resistances necrotic, poison
Condition Immunities charmed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Common, Sylvan
Challenge 5 (1,800 XP)

Descendant of The Moon. Magical light created by the lunarian can't be extinguished.

Major Surface Curse. A lunarian can never be in the presence of natural light. It takes 9 (2d8) radiant damage at the beginning of its turn if it is exposed to direct moonlight or sunlight. If this damage reduces the lunarian to 0 hp, it dies and turns to moondust.

Moon-Touched Weapons. The lunarian's weapon attacks are magical. When the lunarian hits with any weapon, the weapon deals an extra 4 (1d8) radiant damage (included in the attack). A creature that takes radiant damage from a lunarian's weapon sheds dim light in a 10-foot radius for 1 hour.

Summon Shadowbeam (Recharge 6). As a bonus action, the lunarian summons a beam of pale light, shot through with undulating waves of shadow, centered on a point it can see within 60 feet of it. The beam is a 10-foot-radius, 40-foot-high cylinder and lasts for 1 minute. As a bonus action on each of its turns, the lunarian can move the beam up to 20 feet in any direction. A creature that enters or starts its turn in the beam must make a DC 13 Constitution saving throw. On a failure, a creature takes 11 (2d10) necrotic damage and is cursed with the minor surface curse (see sidebar). On a success, a creature takes half the damage and isn't cursed.

Actions

Multiattack. The lunarian makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 4 (1d8) radiant damage.

Curse: Minor Surface Curse

A creature cursed with a minor surface curse feels pain when exposed to natural light. While cursed and in sunlight or moonlight, the creature has disadvantage on attack rolls and on Wisdom (Perception) checks. The curse ends if the affected creature completes a long rest in darkness. Alternatively, the curse can be lifted early by a ***remove curse*** spell or similar magic.

Lunarians in Midgard

In Midgard, lunarians are hunted by the lunar devils (*Tome of Beasts*, p. 110) of the Moonlit King. The ephemeral fey lord takes great offense at the creatures' existence and considers them a threat to the Moon Tower and what power remains there. Should mortals wish to gain favor with the Moonlit King, the pale wings of the lunarian make a fitting gift.

Lycanthrope, Wereowl

This feathered humanoid has piercing eyes, larger than normal for a humanoid's head, set around a sharp beak. Wings spread from its arms, and its feet end in wicked talons.

A wereowl is a hybrid creature usually in service to a powerful creature with dominion over flying creatures. The affinity between owls and elves means that most wereowls are elves, rather than the humans typical among other lycanthropes. The wereowl possesses the keen eyesight that is common to owls, as well as the birds' preternatural ability to fly silently. Its appetite tends toward its avian nature, and it feasts on rodents and other small mammals, usually raw and directly after a successful hunt. Its attitudes toward rodents extends to wererats and rodent-like creatures, such as ratfolk, and it often prefers to attack such creatures to the exclusion of other foes.

WEREOWL

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 13

Hit Points 117 (18d8 + 36)

Speed 30 ft. (fly 30 ft. in hybrid form, fly 60 ft. in owl form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +7, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 17

Languages Common (can't speak in owl form), Giant Owl (can't speak in humanoid form)

Challenge 5 (1,800 XP)

Flyby. The wereowl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The wereowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Shapechanger. The wereowl can use its action to polymorph into an owl-humanoid hybrid or into a giant owl, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Silent Flight (Hybrid or Owl Form Only). The wereowl has advantage on Dexterity (Stealth) checks when it flies.

ACTIONS

Multiattack. In owl form, the wereowl makes two talon attacks. In humanoid form, it makes three shortbow or shortsword attacks. In hybrid form, it can attack like an owl or a humanoid.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talon (Hybrid or Owl Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereowl lycanthropy.

Shortbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

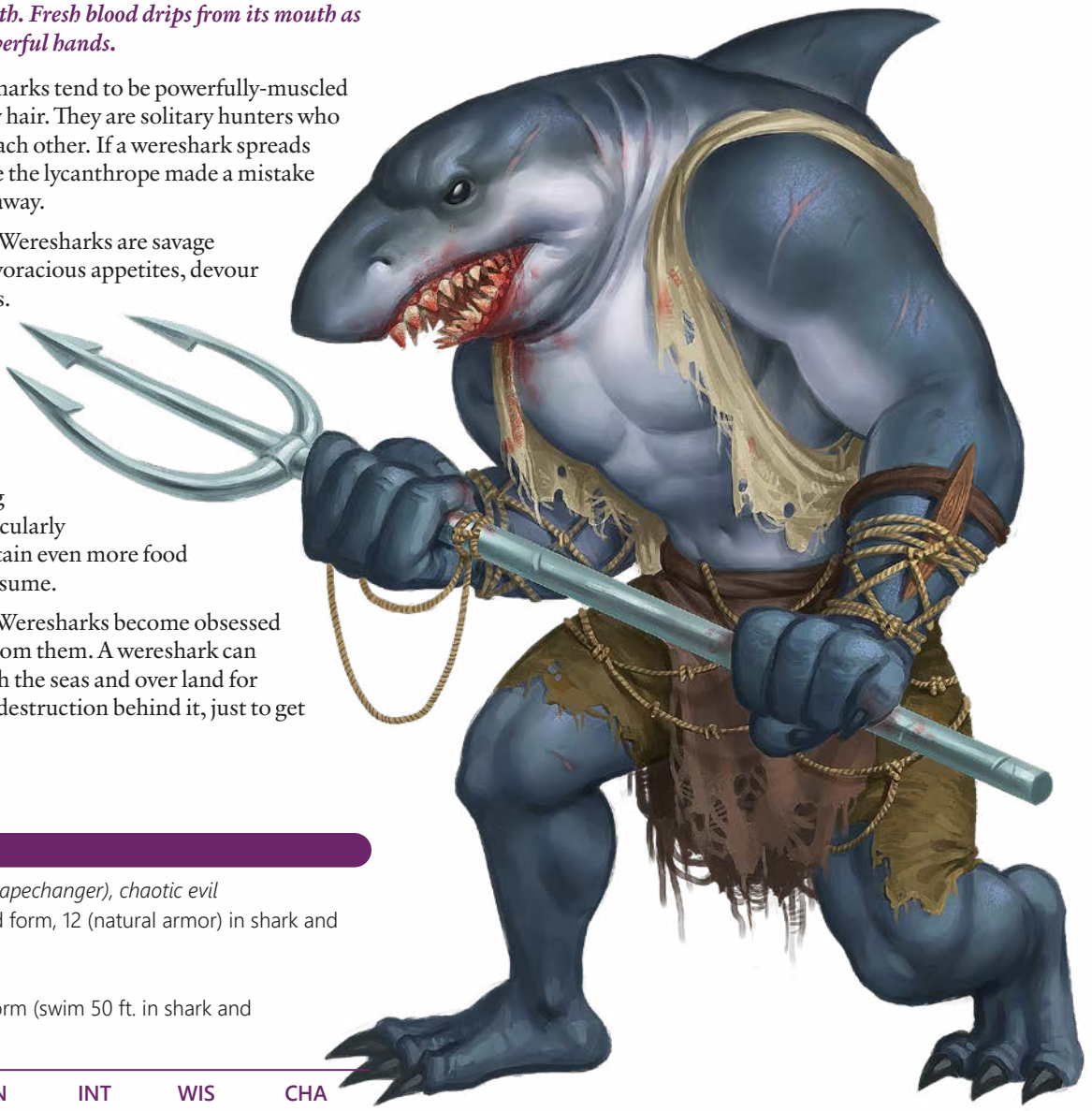
Lycanthrope, Wereshark

The twisted form of a humanoid shark hunches over, its grin showing rows of jagged teeth. Fresh blood drips from its mouth as it clutches a trident in powerful hands.

In humanoid form, weresharks tend to be powerfully-muscled and broad, with little body hair. They are solitary hunters who sometimes stalk and eat each other. If a wereshark spreads its curse, it's likely because the lycanthrope made a mistake and let potential prey get away.

Voracious Appetites. Weresharks are savage predators who, driven by voracious appetites, devour anything they come across. Aggressive in all forms, weresharks prefer to spend their time beneath the waves, hunting fish, seals, and other prey. They have no qualms about attacking humanoids or boats, particularly fishing vessels, which contain even more food for the lycanthrope to consume.

Obsessed Predators. Weresharks become obsessed with prey that gets away from them. A wereshark can stalk an individual through the seas and over land for months, leaving a path of destruction behind it, just to get a taste of what it missed.



WERESHARK

Large humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in shark and hybrid form

Hit Points 90 (12d8 + 36)

Speed 30 ft. in humanoid form (swim 50 ft. in shark and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (–1)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 30 ft. (shark and hybrid form only), passive Perception 14

Languages Common (can't speak in shark form)

Challenge 5 (1,800 XP)

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

Hold Breath (Hybrid Form Only). While out of water, the wereshark can hold its breath for 1 hour.

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large hunter shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form, with the exceptions that only its shark and hybrid forms retain its swimming speed, and its shark form doesn't retain its walking speed. Any equipment it is wearing or carrying isn't transformed. The wereshark reverts to its true form if it dies.

Water Breathing (Shark or Hybrid Form Only). The wereshark can breathe only underwater.

Actions

Multiattack. In humanoid or hybrid form, the wereshark makes three trident attacks.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 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.

Lymarien

A tiny bird swoops through the air and alights on a nearby branch. It has the body of a tiny hawk, the colorful wings of a butterfly, and the head of an elf with large, luminous eyes.

Miniscule Fey. Dwelling in pastoral woods and rich farmland, the lymarien is one of the smallest fey in existence. Barely larger than a wasp, a lymarien is frequently mistaken for a butterfly and often ignored by larger creatures. They are sometimes preyed upon by birds like owls and crows, or attacked by evil fey like morkos (*Creature Codex*, p. 270).

Guardians of the Young. Lymariens have a fondness for fey and animal young, sometimes putting their lives at risk against superior opponents to save such creatures. When faced with a particularly powerful threat, lymariens form into massive, short-lived swarms, gaining potent magical abilities in the process.

Lymarien

Tiny fey, neutral good

Armor Class 13
Hit Points 5 (2d4)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	17 (+3)	10 (+0)	7 (–2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 1/8 (25 XP)

Distracting Swoop. If the lymarien moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Wisdom saving throw or be distracted until the end of its next turn. A distracted creature has disadvantage on its next attack roll or ability check.

Speak with Beasts. The lymarien can communicate with beasts as if they shared a language.

Actions

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

Lymarien Familiars

Some lymarien might choose to serve a good-aligned spellcaster as a familiar. Such lymarien have the following trait.

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

Lymarien Swarm

Large swarm of Tiny fey, neutral good

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	19 (+4)	14 (+2)	7 (–2)	13 (+1)	15 (+2)

Skills Perception +4, Stealth +7
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14

Languages Sylvan
Challenge 5 (1,800 XP)

Distracting Beauty. A creature that starts its turn in the lymarien swarm's space must succeed on a DC 15 Wisdom saving throw or be distracted by the swarm's luminous eyes and fluttering wings until the end of its next turn. A distracted creature has disadvantage on Wisdom (Perception) checks and on attack rolls against the lymarien swarm.

Speak with Beasts. The lymarien swarm can communicate with beasts as if they shared a language.

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 lymarien. The swarm can't regain hp or gain temporary hp.

Innate Spellcasting. The lymarien swarm's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, minor illusion*
3/day each: *hypnotic pattern, sleep* (affects 9d8 hp)

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) slashing damage, or 10 (3d6) slashing damage if the swarm has half its hp or fewer.

Flight of the Fey (Recharge 4–6). The lymarien swarm lifts a Large or smaller creature in its space. The target must succeed on a DC 15 Dexterity saving throw or be lifted directly upward to a height up to the swarm's flying speed. When the swarm moves, the lifted creature moves with it. At the end of the swarm's turn, the swarm drops the creature, which takes falling damage as normal.

Mad Piper

A grey mound of flesh scuttles forward on mismatched limbs, its five heads trilling along on bone flutes. All the while, a harrowing tune plays from the column of pipes rising from its core.

Mad pipers are the heralds of the Great Old Ones, a sign that a cult is getting close to achieving their goals. Cultists receive visions from their masters, filling their dreams with the esoteric rituals needed to create a mad piper. In short order, the cult gathers the components and creates these creatures, typically one for each cell of the cult. When the time comes for the cult to do battle, the mad pipers follow, inspiring the faithful with the alien songs of the Great Old Ones.

The Ritual. During the ritual, five humanoids, one of which must be a musician of some kind, are tied to a set of bagpipes made from an ogre's bones and stomach. The ritual liquefies the humanoids, who fall into each other as all but their limbs and heads dissolve into a mass of grey flesh. Their minds, souls, and bodies forcefully merged, they start to play.

Pets and Mascots. Mad pipers aren't naturally evil. Most are made from commoners, resulting in relatively docile and loyal creatures that imprint quickly onto cult members, who in turn often come to treat these abominations as pets. More violent and powerful mad pipers can be made from powerful, evil humanoids, though they are harder to control and often hostile to their creators.

True Pipers. Scholars speculate that the mad pipers are modelled after the heralds of the Crawling Chaos, and that it was he who gifted the first ritual to mortals on behalf of all Great Old Ones.

Construct Nature. The mad piper doesn't require air, food, drink, or sleep.

MAD PIPER

Large construct, neutral

Armor Class 12 (padded armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	5 (–3)	7 (–2)	16 (+3)

Skills Performance +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages understands Common and Void Speech, but can't speak
Challenge 2 (450 XP)

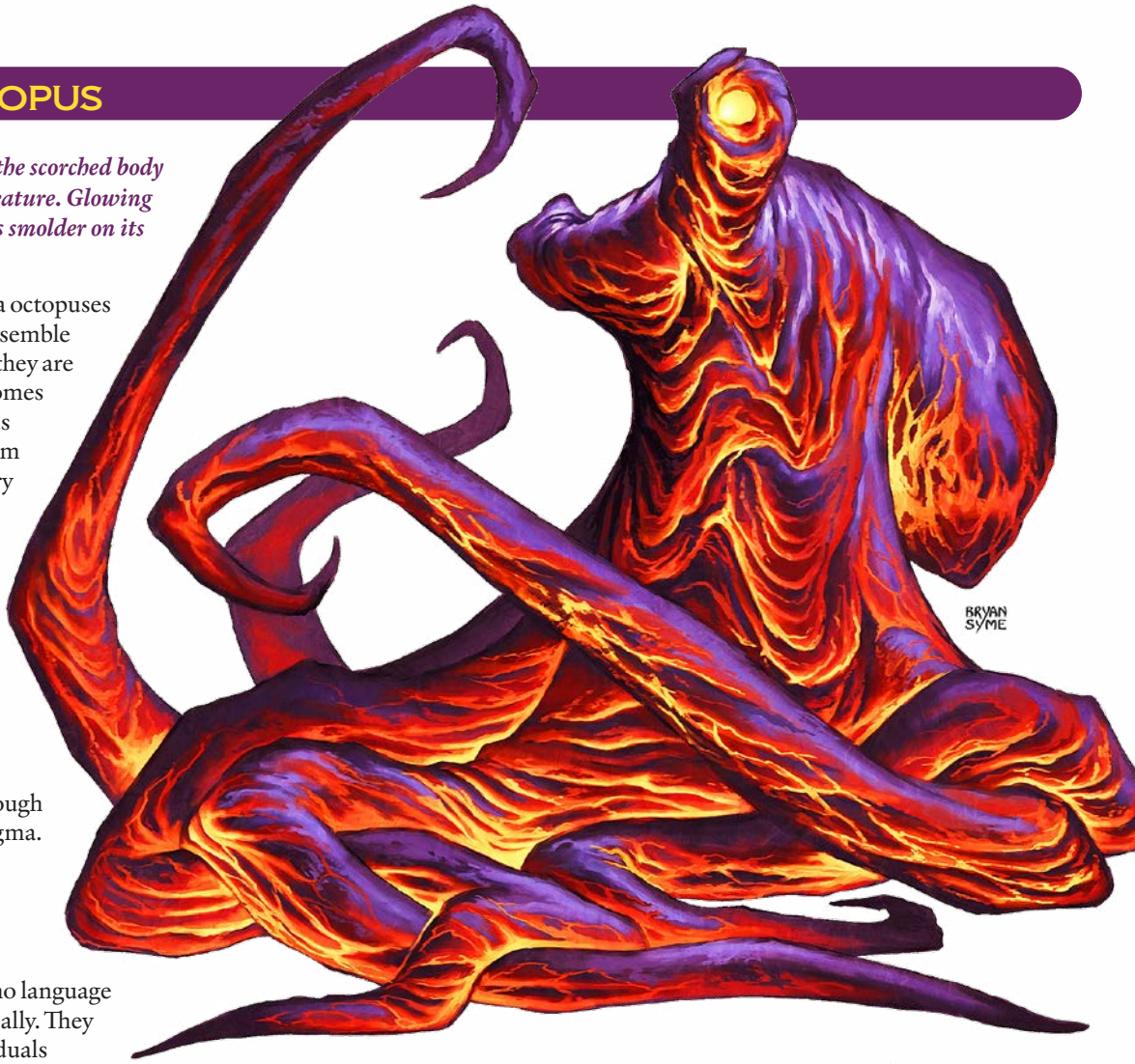
Inspire. As a bonus action, the mad piper can play a tune that inspires a friendly creature it can see within 30 feet of it. If the target can hear the mad piper, it has advantage on its next ability check, attack roll, or saving throw.

Actions

Screaming Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 2 (1d4) thunder damage.

Terrible Dirge. The mad piper plays a haunting dirge. Each creature of the mad piper's choice that is within 30 feet of the piper and can hear the dirge must succeed o a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mad piper's Terrible Dirge for the next 24 hours.

Magma Octopus



Eight tentacles reach out from the scorched body of this unusual octopus-like creature. Glowing yellow, orange, and red patches smolder on its skin, like embers flaring to life.

Elemental Bodies. Magma octopuses are creatures that physically resemble the marine animals for which they are named, but they make their homes in lava, swimming through it as easily as aquatic octopuses swim through water. Born in the fiery seas of the Plane of Fire long ago, many magma octopuses wandered to the Material Plane through various portals and thinned barriers between the planes. They exist throughout the world, particularly in underground caverns with open lava flows, within the craters of some volcanoes, and swimming through underground networks of magma.

Intelligent. Magma octopuses live simple lives with a quiet intelligence that slightly surpasses that of aquatic octopuses. They have no language and cannot communicate verbally. They are known to recognize individuals from other species and remember individuals that might have caused them pain or helped them out of a bad situation. Magma octopuses only fight others if they are attacked first, but they can become extremely territorial if intruders tread too close to home. They have a fondness for fire-based magic and sometimes can be recruited to serve as guardians for wizards, efreeti, and other powerful, fiery creatures.

Elemental Nature. A magma octopus doesn't require air, food, drink, or sleep.

MAGMA OCTOPUS

Large elemental, neutral

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	5 (–3)	8 (–1)	7 (–2)

Skills Athletics +8, Stealth +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 8 (3,900 XP)

Lava Bound. The magma octopus can exist outside of lava for up to 1 hour each day. If it remains outside of lava for 1 minute or longer, its skin begins to dry and harden like rapidly-cooled magma. While its skin is hardened, it has a walking speed of 20 feet, an Armor Class of 18, and vulnerability to cold damage. If it remains outside of lava for 1 hour or longer, it becomes petrified, transforming into basalt. Its body returns to normal if it is submerged in lava for 1 round.

Lava Swimmer. While in lava, the magma octopus has a swimming speed of 60 feet and can move through the lava as if it were water.

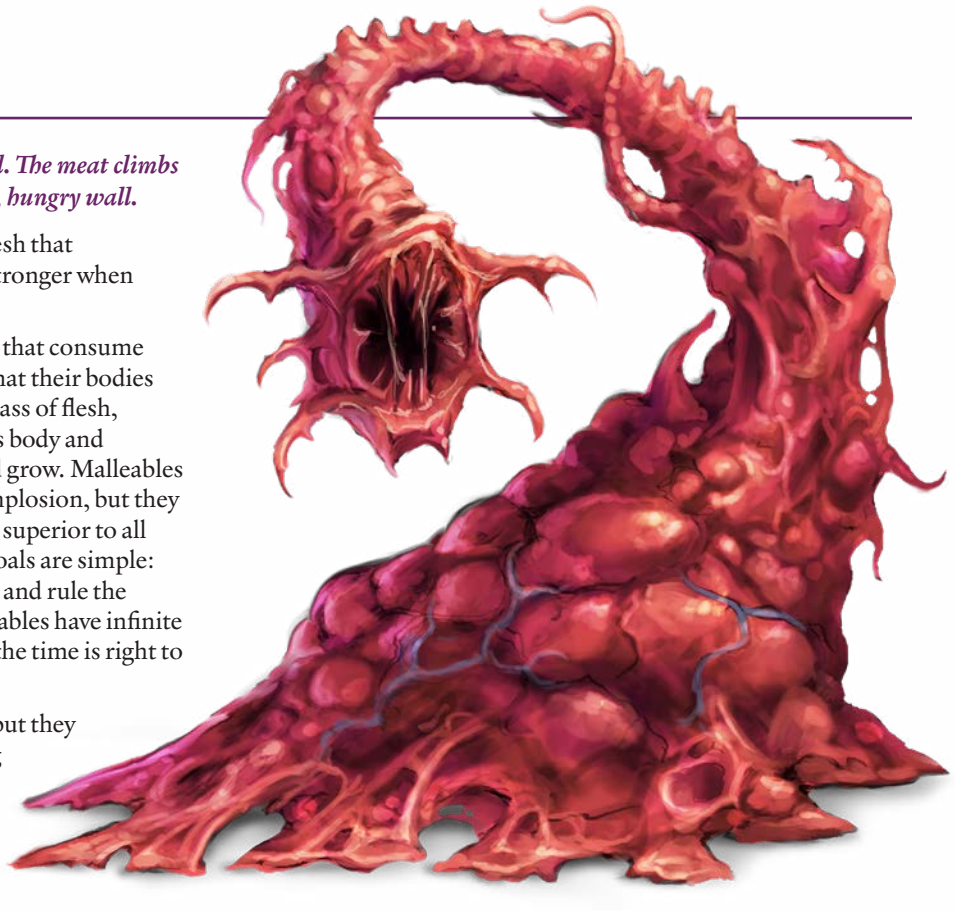
ACTIONS

Multiattack. The magma octopus makes four attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 2 (1d4) fire damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and it takes 2 (1d4) fire damage at the start of each of its turns. The magma octopus can grapple up to two targets at a time.

Magma Blast (Recharge 6). The magma octopus sprays magma in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Malleable



A pile of red, gooey flesh slurps along the ground. The meat climbs upon itself, squishing as it creates a formidable, hungry wall.

Malleables are malevolent, formless piles of flesh that absorb psychic energy and grow smarter and stronger when combined together.

Consumers of Psychic Power. Creatures that consume psychic energy can become so infused with it that their bodies implode. The power lingers in the grotesque mass of flesh, warping the creature's mind even more than its body and creating a hunter that hungers to consume and grow. Malleables do not remember their personal lives before implosion, but they do retain facts and lore. They think themselves superior to all other creatures, which are simply prey. Their goals are simple: drain every creature they can of psychic energy and rule the world as a massive, roiling meat puddle. Malleables have infinite patience and can wait centuries until they feel the time is right to go on a psychic energy binge.

Many Shapes. Malleables have no set form, but they can stretch and alter their forms easily, moving on appendages or flowing like an ooze. They might form a face (or many faces at once) if they wish to convey an emotion to another creature, or take the shape of a truly terrifying beast (like a giant spider) if they wish to create panic. No matter the shape they take, malleables always appear to be a fleshy creature turned inside out.

Our Powers Combined. Malleables can join together, creating a larger, more powerful creature that shares the intellect of all the combined intelligences. These bigger malleables can separate into smaller aberrations when it suits them.

Ancient Knowledge Hoarders. It is said that malleables have perfect memories and the oldest of these creatures remember ancient lore other creatures have long forgotten. Many sages have tried and failed to capture malleables to prod their minds for secrets, but the creatures almost always find a way to escape. Adventurers are often given the dangerous tasks of capturing, guarding, or questioning a malleable.

Minor Malleable

Medium aberration, chaotic evil

Armor Class 11 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Int +4, Wis +4, Cha +2

Damage Immunities psychic

Condition Immunities blinded, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages all, telepathy 60 ft.

Challenge 1 (200 XP)

Amorphous. The malleable can move through a space as narrow as 1 inch wide without squeezing.

Controlled Mutability. Any spell or effect that would alter the malleable's form only alters it until the end of the malleable's next turn. Afterwards, the malleable returns to its amorphous form. In addition, the malleable can use its action to change itself into any shape, but it always looks like an inside-out fleshy creature no matter the shape it takes. If it changes into the shape of a creature, it doesn't gain any statistics or special abilities of that creature; it only takes on the creature's basic shape and general appearance.

Psychic Absorption. Whenever the malleable is subjected to psychic damage, it takes no damage and instead regains a number of hp equal to the psychic damage dealt.

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

Actions

Flesh Tendril. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Psychic Drain. One creature grappled by the malleable must make a DC 12 Intelligence saving throw, taking 4 (1d8) psychic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies and becomes a minor malleable if this effect reduces its hp maximum to 0.

Join Malleables. As long as the malleable is within 10 feet of at least three other minor malleables, each minor malleable in range can use this action option at the same time to join together and create a larger malleable. The new malleable's hp total is equal to the combined hp total of all the minor malleables. and it is affected by any conditions, spells, and other magical effects that affected any of the minor malleables. The new malleable acts on the same

initiative count as the malleables that formed it and occupies any unoccupied space that previously contained at least one of the malleables that formed it.

- Four minor malleables can join to create one moderate malleable.
- Eight minor malleables can join to create one major malleable.
- Sixteen minor malleables can join to create one massive malleable.

MODERATE MALLEABLE

Large aberration, chaotic evil

Armor Class 12 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	17 (+3)	15 (+2)	10 (+0)

Saving Throws Int +6, Wis +5, Cha +3
Damage Immunities psychic
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages all, telepathy 60 ft.
Challenge 5 (1,800 XP)

Absorb Malleable. As a bonus action, the moderate malleable absorbs one minor malleable within 5 feet of it into its body, regaining a number of hp equal to the minor malleable's remaining hp. The moderate malleable is affected by any conditions, spells, and other magical effects that were affecting the absorbed malleable.

Amorphous. As the minor malleable.

Controlled Mutability. As the minor malleable.

Psychic Absorption. As the minor malleable.

Spider Climb. As the minor malleable.

ACTIONS

Multiattack. The malleable makes two flesh tendril attacks.

Flesh Tendril. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14).

Psychic Drain. One creature grappled by the malleable must make a DC 14 Intelligence saving throw, taking 22 (5d8) psychic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies and becomes a minor malleable if this effect reduces its hp maximum to 0.

Join Malleables. As long as the malleable is within 10 feet of at least one other moderate malleable, each moderate malleable in range can use this action option at the same time to join together to create a larger malleable. The new malleable's hp total is equal to the combined hp total of all the moderate malleables, and it is affected by any conditions, spells, and other magical effects currently affecting any of the moderate malleables. The new malleable acts on the same initiative count as the malleables that formed it and occupies any unoccupied space that previously contained at least one of the malleables that formed it.

- Two moderate malleables can join to create one major malleable.
- Four moderate malleables can join to create one massive malleable.

Separate Malleables. The moderate malleable can split into four minor malleables. The new malleables' hp totals are equal to the moderate malleable's hp total divided by 4 (rounded down) and are affected by any conditions, spells, and other magical effects that affected the moderate malleable. The new malleables act on the same initiative count as the moderate malleable and occupy any unoccupied space that previously contained the moderate malleable.

REACTIONS

Sudden Separation. When the moderate malleable takes 10 damage or more from a single attack, it can choose to immediately use Separate Malleables. If it does so, the damage is divided evenly among the separate malleables it becomes.

MAJOR MALLEABLE

Huge aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 218 (23d12 + 69)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	17 (+3)	19 (+4)	16 (+3)	10 (+0)

Saving Throws Int +8, Wis +7, Cha +4
Damage Immunities psychic
Condition Immunities blinded, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 13
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Absorb Malleable. As a bonus action, the major malleable absorbs one minor or moderate malleable within 5 feet of it into its body, regaining a number of hp equal to the absorbed malleable's remaining hp. The major malleable is affected by any conditions, spells, and other magical effects that were affecting the absorbed malleable.

Amorphous. As the minor malleable.

Controlled Mutability. As the minor malleable.

Psychic Absorption. As the minor malleable.

Spider Climb. As the minor malleable.

ACTIONS

Multiattack. The malleable makes three flesh tendril attacks.

Flesh Tendril. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16).

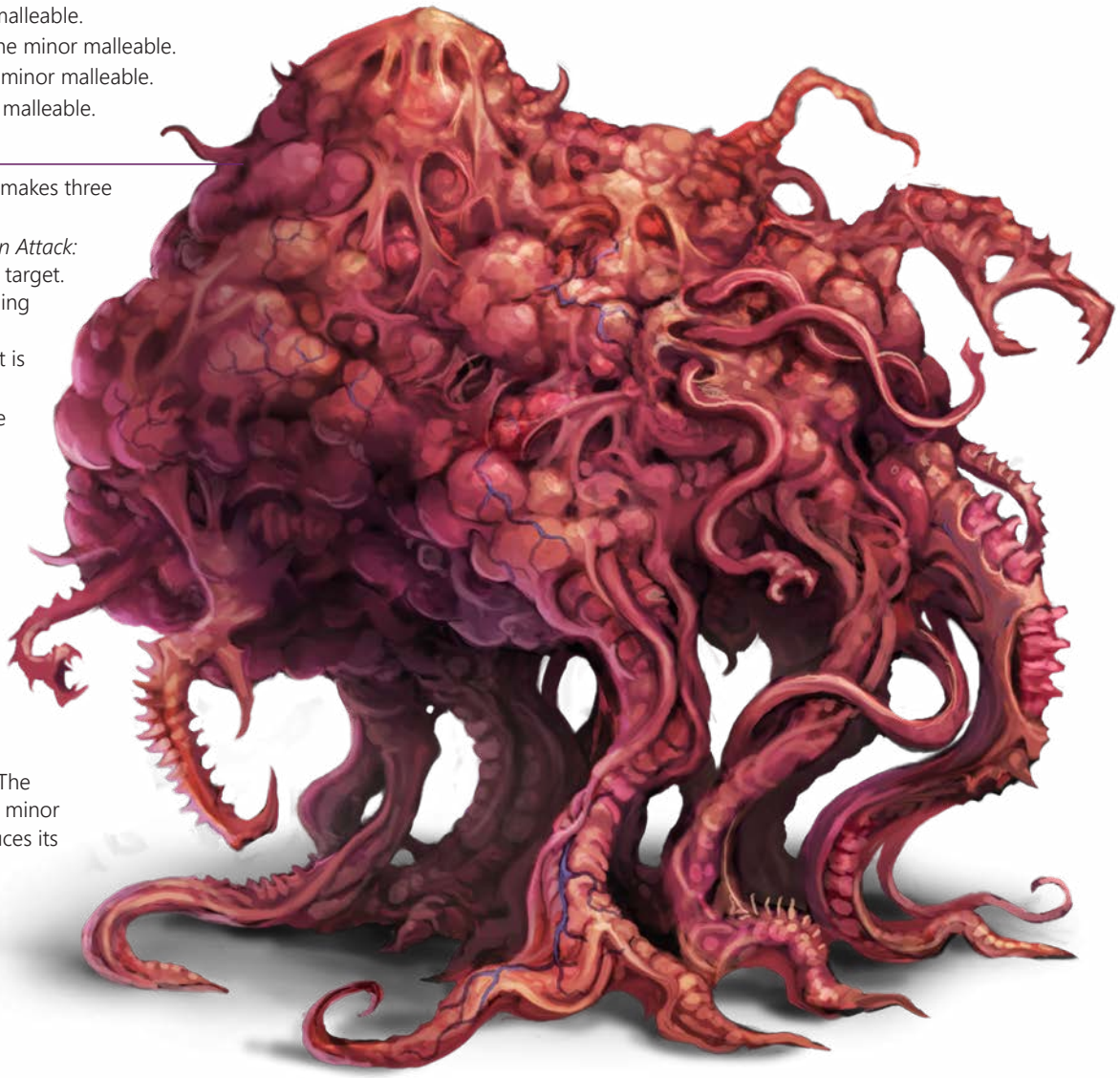
Psychic Drain. One creature grappled by the malleable must make a DC 16 Intelligence saving throw, taking 45 (10d8) psychic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies and becomes a minor malleable if this effect reduces its hp maximum to 0.

Join Malleables. As long as the malleable is within 10 feet of one other major malleable, both malleables can use this action option at the same time to join together to create a massive malleable. The new malleable's hp total is equal to the combined hp total of both major malleables, and it is affected by any conditions, spells, and other magical effects currently affecting either of the major malleables. The new malleable acts on the same initiative count as the malleables that formed it and occupies any unoccupied space that previously contained at least one of the malleables that formed it.

Separate Malleables. The major malleable can split into eight minor malleables or two moderate malleables. The new malleables' hp totals are equal to the major malleable's hp total divided by the number of malleables created (rounded down) and are affected by any conditions, spells, and other magical effects that affected the major malleable. The new malleables act on the same initiative count as the major malleable and occupy any unoccupied space that previously contained the major malleable.

REACTIONS

Sudden Separation. When the major malleable takes 20 damage or more from a single attack, it can choose to immediately use Separate Malleables. If it does so, the damage is divided evenly among the separate malleables it becomes.



MASSIVE MALLEABLE

Gargantuan aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (–1)	20 (+5)	21 (+5)	17 (+3)	10 (+0)

Saving Throws Int +10, Wis +8, Cha +5
Damage Immunities psychic
Condition Immunities blinded, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Absorb Malleable. As a bonus action, the colossal malleable absorbs one minor, moderate, or major malleable within 5 feet of it into its body, regaining a number of hp equal to the absorbed malleable's remaining hp. The colossal malleable is affected by any conditions, spells, and other magical effects that were affecting the absorbed malleable.

Amorphous. As the minor malleable.

Controlled Mutability. As the minor malleable.

Psychic Absorption. As the minor malleable.

Spider Climb. As the minor malleable.

ACTIONS

Multiattack. The malleable makes four flesh tendril attacks.

Flesh Tendril. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (5d6 + 8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18).

Psychic Drain. One creature grappled by the malleable must make a DC 18 Intelligence saving throw, taking 72 (16d8) psychic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies and becomes a minor malleable if this effect reduces its hp maximum to 0.

Separate Malleables. The massive malleable can split into sixteen minor malleables, four moderate malleables, or two major malleables. The new malleables' hp totals are equal to the massive malleable's hp total divided by the number of malleables created (rounded down) and are affected by any conditions, spells, and other magical effects that affected the massive malleable. The new malleables act on the same initiative count as the massive malleable and occupy any unoccupied space that previously contained the massive malleable.

REACTIONS

Sudden Separation. When the massive malleable takes 30 damage or more from a single attack, it can choose to immediately use Separate Malleables. If it does so, the damage is divided evenly among the separate malleables it becomes.

Manggus

A multi-headed horror tears out of the body of this tusked, ogre-like brute.

Manggus are ogre-like shapeshifters that join with tribes of trolls, ogres, trollkin, and other giant races.

Dominated Tribe. Once a manggus has been accepted into a tribe, it works its way up, eventually becoming the tribe's leader through intimidation, fear, and the threat of barbaric punishments. The most successful manggus even gather multiple tribes together, uniting the different races into warbands that sweep across the land.

Rending Transformation. When the manggus changes shape its new form rips through the body of the previous one, an act usually accompanied by a great deal of blood and gore. The pain of the transformation fuels the manggus' rage, which it lets out in a mighty roar.

MANGGUS

Large giant (shapechanger), chaotic evil

Armor Class 14 (hide armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (–1)	7 (–2)	9 (–1)

Saving Throws Con +6
Skills Intimidation +5
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 5 (1,800 XP)

Roaring Transformation. When the manggus changes from its true form into its hydra form, it unleashes a mighty roar. Each creature within 30 feet of it and that can hear the roar must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn. If the target fails the saving throw by 5 or more, it is also paralyzed until the end of its next turn. If a creature's saving throw is successful, it is immune to the Roaring Transformation of all manggus for the next 24 hours.

Shapechanger. The manggus can use its action to polymorph into a Large, three-headed hydra, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The manggus reverts to its true form if it dies.

Three-Headed (Hydra Form Only). The manggus has three heads. While it has more than one head, the manggus has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the manggus takes 15 or more damage in a single turn, one of its heads dies. If all its heads die and the manggus still lives, the manggus immediately reverts to its true form and can't change into its hydra form again until it finishes a long rest.

At the end of its turn, the manggus regrows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The manggus regains 5 hp for each head regrown in this way.

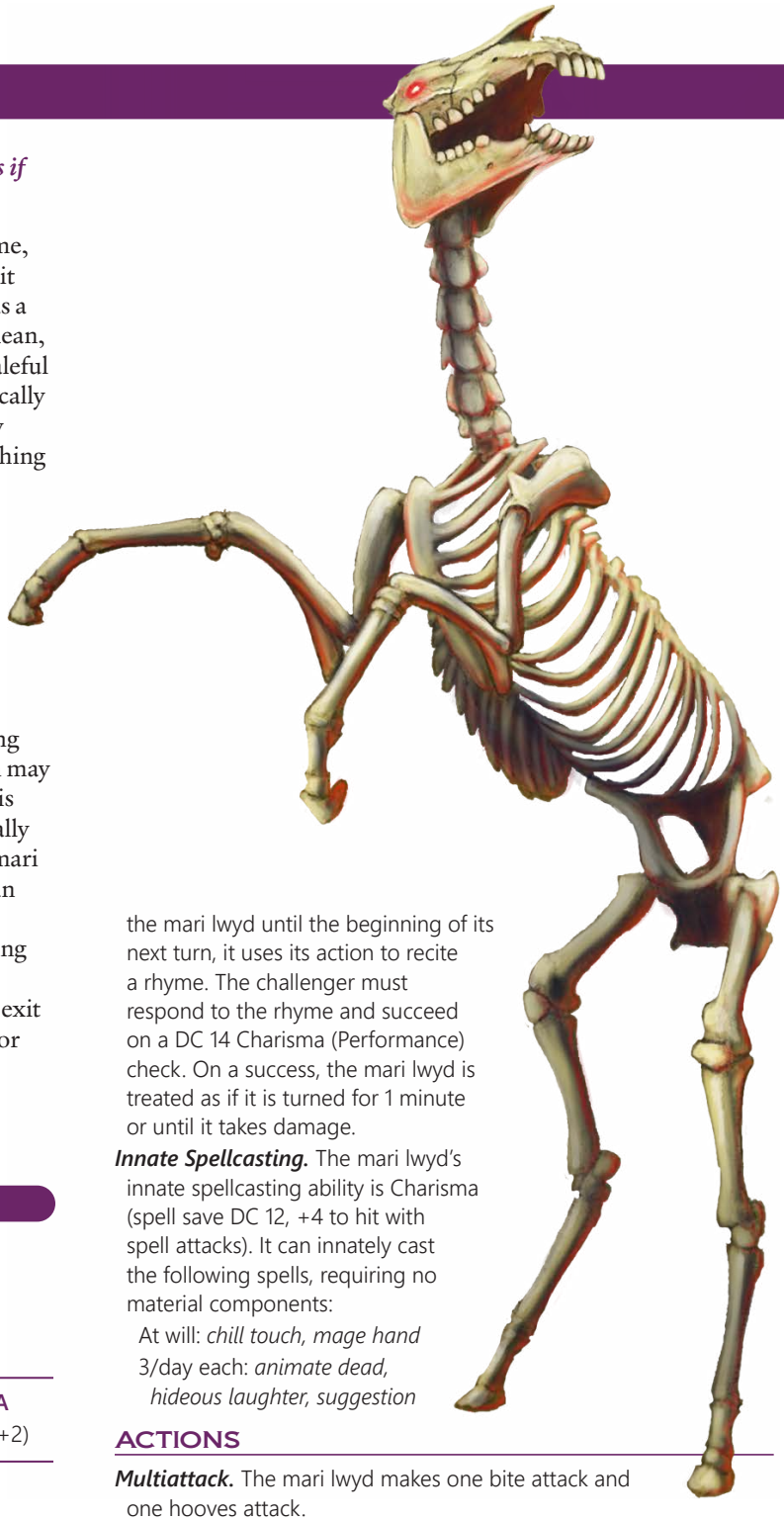
Actions

Multiattack. In hydra form, the manggus makes as many bite attacks as it has heads. In giant form, it makes two greataxe attacks.

Bite (Hydra Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Greataxe (Giant Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Mari Lwyd



A skeletal mare speaks in constant rhyme, its jaws moving as if something were puppeteering it.

Unwelcome Lodger. A mari lwyd seeks entry into a home, where it demands to be treated as if it were a guest. Though it doesn't require food, drink, or sleep, it consumes as much as a horse of its size and requires bedding that is comfortable, clean, and large enough to suit its frame. Despite its apparently baleful nature, the mari lwyd does not seek to harm its hosts, physically or financially, and demands only what they can comfortably provide. It defends itself if attacked, reciting rhymes beseeching its hosts to calm themselves.

A mari lwyd may accompany itself with a "retinue" of skeletons. It refuses to animate zombies, because it doesn't wish to trouble its hosts with the smell of rotting flesh. It also politely refuses hospitality on the behalf of its cohorts.

Expelled by Rhyme. Other than through its physical destruction, the only way to rid oneself of a mari lwyd is to win a rhyming battle. It speaks only in rhyme, often changing languages for the best rhyme scheme between verses, which may provide a clue to those inconvenienced by the mari lwyd. It is especially appreciative of clever rhymes. The mari lwyd usually incorporates winning rhymes into its repertoire. Should a mari lwyd revisit a location, the inhabitants must come up with an even better rhyme to oust the creature.

The mari lwyd takes more conventional methods of turning away undead as an affront. If affected by a cleric's turning attempt, it leaves for the duration and waits for the cleric to exit the premises before returning and increasing its demands for hospitality.

Undead Nature. A mari lwyd doesn't require air, food, drink, or sleep.

MARI LWYD

Large undead, neutral

Armor Class 15 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	19 (+4)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Cha +4
Skills Intimidation +4, Performance +6
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic, Elvish, Giant, Primordial
Challenge 4 (1,100 XP)

Turn Resistance. The mari lwyd has advantage on saving throws against any effect that turns undead.

Turned by Rhyme. A creature can use its action to formally challenge the mari lwyd to a duel of rhymes. If no creature attacks the mari lwyd until the beginning of its next turn, it uses its action to recite a rhyme. The challenger must respond to the rhyme and succeed on a DC 14 Charisma (Performance) check. On a success, the mari lwyd is treated as if it is turned for 1 minute or until it takes damage.

Innate Spellcasting. The mari lwyd's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, mage hand*
3/day each: *animate dead, hideous laughter, suggestion*

Actions

Multiattack. The mari lwyd makes one bite attack and one hooves attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Sample Mari Lwyd Rhyme

Humble hosts, I have come to stay
In your lodgings from this day
Until I must again away
Please welcome this mare of gray

Marsh Dire

This waterlogged humanoid is partially rotting and has plant matter, including a trio of whipping vines, infused in its body.

Drowned Dead. Marsh dires are the animated remains of humanoids who drowned in marshlands, weighted down by muck and held in place by constricting vines. The bodies decay for several weeks and incorporate the plants that aided in their demise. After they complete this process, they rise as undead, often mistaken as zombies. Their continuously waterlogged state gives them a modicum of protection against fire, and, in dry areas, their footfalls are accompanied by a disquieting squelch.

Marsh Rot. A marsh dire exudes a persistent odor, combining the smell of rotting flesh and foul marsh gasses. Creatures exposed to the stench must constantly resist nausea. The overwhelming power of the odor prevents the marsh dire from successfully hiding unless it is hidden among other swamp-rotted organic matter.

Slow Spawning. A marsh dire seeks to kill creatures in the same way it was killed, attacking them from the water, where it can drown them. The vines it uses to hold its struggling victims oozes a vile liquid that rots flesh in a fashion similar to the rot undergone by the marsh dire.

When a marsh dire kills a creature, it leaves the body in shallow water, where the body makes the same transformation it once did. Two months later, the body rises as a new marsh dire, independent of the creature that started the process.

Death cults devoted to deities or fiends that champion decay often "seed" nearby swamps with marsh dires by deliberately drowning sacrificial victims. Some cults have learned the hard way that the newly-created marsh dire offers them no loyalty for its creation. Soon, such cults join the marsh dire's ranks to carry out their master's presumed wishes.

Undead Nature. A marsh dire doesn't require air, food, drink, or sleep.

MARSH DIRE

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 142 (15d8 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +3
Damage Resistances fire, necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands all languages it knew in life but can't speak
Challenge 8 (3,900 XP)

Cloying Stench. Any creature that starts its turn within 10 feet of the marsh dire must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn. On a successful saving throw, the creature has advantage on saving throws against the marsh dire's Cloying Stench for the next 24 hours.

Actions

Multiattack. The marsh dire makes three attacks: two with its claws and one with its strangling vine.

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

Strangling Vine. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target can't breathe, speak, or cast spells with verbal components; is restrained; and takes 7 (2d6) necrotic damage at the start of each of the marsh dire's turns. The marsh dire has three vines, each of which can grapple only one target.

Mei Jiao Shou

A massive mammalian herbivore with a long neck and a thick, pebbled hide.

Towering Megafauna. Also called paraceratherium, mei jiao shou are the second largest land mammal after the only slightly larger oliphaunts. They stand around 20 feet tall, nearly 25 feet long and weigh a staggering 12 to 16 tons.

Vast Herds. The mei jiao shou are native to high grasslands and steppes, and wander the plains in groups of 20 to 50 beasts, grazing on the thick foliage. When together, they fear few predators. Even dragons take caution when hunting a herd of them and more often than not choose to seek easier prey.

Docile Livestock. Due to their docile nature, mei jiao shou are often kept as semi-wild livestock by giants and some humanoid tribes. Their self-sufficiency and resistance to predation make them great choices for those living in areas plagued by large predators.

MEI JIAO SHOU

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 139 (9d20 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (–2)	21 (+5)	3 (–4)	9 (–1)	6 (–2)

Saving Throws Dex +1
Senses passive Perception 9
Languages —
Challenge 7 (2,900 XP)

Trampling Charge. If the mei jiao shou moves at least 20 feet straight toward a creature and then hits it with a head bash attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mei jiao shou can make one stomp attack against it as a bonus action.

Actions

Head Bash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Earth-Shaking Thump (Recharge 5–6). The mei jiao shou rears up and lands heavily, kicking up a shower of debris and rattling and cracking the ground. Each creature in contact with the ground within 30 feet of the mei jiao shou must make a DC 16 Dexterity saving throw. On a failure, a creature takes 22 (4d10) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. The area then becomes difficult terrain.

Moonkite

This fantastic creature is almost uniformly circular in shape, its bizarre form composed of six pairs of bright silver hawk wings flapping in perfect unison. Despite its odd appearance, the creature moves gracefully through the air.

Ordered Forms. The circular bodies of these bizarre, spherical celestials are surrounded by six identical wings of burnished silver. Many angels like devas and planetars see moonkites as the perfect unity of form and function, and often extol their virtues to mortals when trying to convince them of the grandeur of the heavens. Moonkites themselves rarely communicate, but when they do, their wings vibrate in time with their words.

Heavenly Steeds. Though most celestials do not ride mounts nor use creatures like pegasi and unicorns as steeds, moonkites sometimes serve as mounts for powerful celestial generals and heroes, especially those that do not possess a humanoid form. The moonkite can outfly most other creatures, and it is particularly hardy against the powers of demons and devils, making it a valuable mount to many celestials. Celestials riding a moonkite never treat it as a lesser creature, instead often confiding in the moonkite or asking for its opinion.

Gifts from Above. When the world is in dire peril from a powerful chaotic or evil threat, moonkites have been known to assist good-aligned heroes as steeds. Any mortal that gains a moonkite as an ally must uphold the tenets of truth, heroism, and generosity, lest it lose the celestial's assistance.

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

MOONKITE

Large celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +5

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

Damage Immunities poison

Condition Immunities blinded, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages Celestial, telepathy 120 ft.

Challenge 5 (1,800 XP)

Celestial Freedom. The moonkite ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled. In addition, it has advantage on saving throws against spells and effects that would banish it from its current plane or that would bind it to a particular location or creature. The moonkite can grant this trait to anyone riding it.

Flyby. The moonkite doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Magic Weapons. The moonkite's weapon attacks are magical and silvered.

Actions

Multiattack. The moonkite makes four wing buffet attacks. Alternatively, it can use Radiant Arrow twice.

Radiant Arrow. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) radiant damage.

Wing Buffet. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the moonkite scores a critical hit, the target must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Planar Traveler. The moonkite can transport itself to a different plane of existence. This works like the *plane shift* spell, except the moonkite can affect only itself and a willing rider, and can't banish an unwilling creature to another plane.

Mountain Strider

These large creatures stand upright, with exceptionally powerful legs that end in cloven hooves. Their upper bodies are muscular beneath their snowy-white fur, and their heads resemble those of goats.

Dwellers of Mountains. Mountain striders are most at home in the mountains. They live among the peaks, climbing seemingly impossible slopes to make their homes in the caves and burrows they dig near the tops. Ages ago, they had amicable relations with nearby settlements, but their aggressive behavior and boorish attitudes led to conflicts with the populace. They were subsequently made to withdraw from civilization as a result. In the years since, they have become an insular people, fearful of outsiders and resentful of civilization.

Communal. Mountain striders live in communal groups that travel the mountains, moving with the seasons. They are highly protective of each other and go into a brief rage when one of their number falls. Their nomadic and overly protective natures occasionally bring them into conflict with dwarves, though the two don't actively hunt each other.

Bleating Communication. The weather on the highest mountain peaks can turn at a moment's notice, separating family groups within minutes. The mountain striders adapted to such dangers by developing complex bleating calls. Over time, these calls became part of the mountain striders' culture, seeing use outside of emergency situations. The calls range from simple notifications of an individual's location or health to short songs identifying family affiliation and lineage.

MOUNTAIN STRIDER

Large monstrosity, chaotic neutral

Armor Class 12
Hit Points 34 (4d10 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	8 (−1)	14 (+2)	9 (−1)

Skills Survival +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 1 (200 XP)

Charge. If the mountain strider moves at least 15 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away from the mountain strider and knocked prone.

Sure-Footed. The mountain strider has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

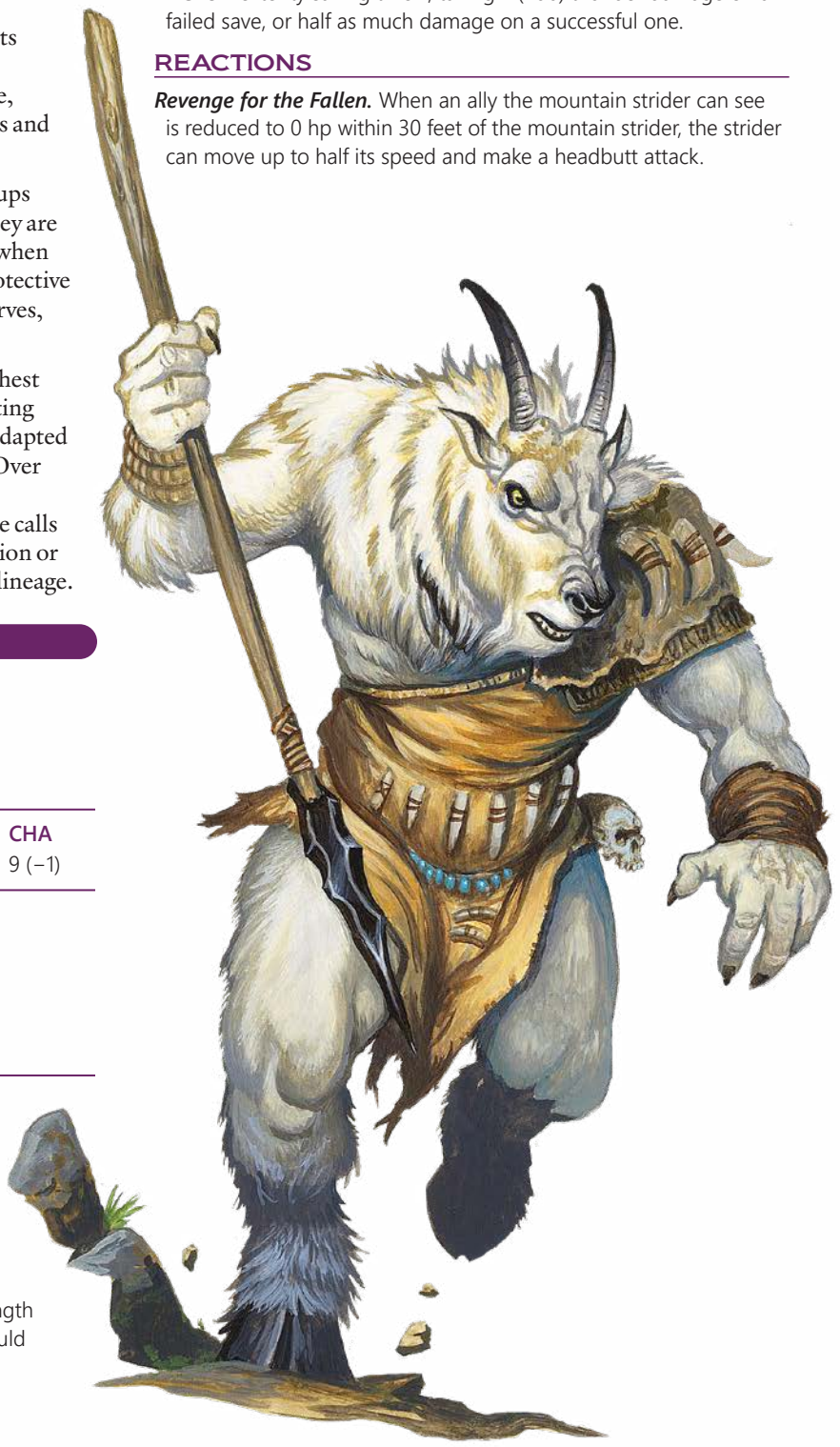
Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Thunderous Bleat (Recharge 6). The mountain strider releases a loud bleat in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Revenge for the Fallen. When an ally the mountain strider can see is reduced to 0 hp within 30 feet of the mountain strider, the strider can move up to half its speed and make a headbutt attack.



Mummy, Scroll

Parchment inscribed with arcane writing completely covers this creature, leaving room only for its glowing, purple eyes.

A scroll mummy expedites its passage into undeath through an arcane ritual that consumes several scrolls, while incorporating the surviving scrolls into the creature's body, similarly to burial wrappings for an ordinary mummy.

Curseless. This alternate mummy doesn't carry the same curse as one created through a burial ritual, but its unique, arcane creation does make it particularly deadly to spellcasters. Obsessed with knowledge, the scroll mummy siphons spells from spellbooks, scrolls, and even other spellcasters and inscribes them onto empty parchment on its body. A scroll mummy can use the spells it has inscribed onto its body and jealously guards those scrolls for fear of losing their power. Powerful scroll mummies wrapped in extremely potent scrolls are said to exist but have yet to emerge from their hidden lairs.

Undead Nature. A scroll mummy doesn't require air, food, drink, or sleep.

SCROLL MUMMY

Medium undead, neutral

Armor Class 12 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	17 (+3)	18 (+4)	11 (+0)	14 (+2)

Saving Throws Wis +3
Skills Arcana +7, History +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 6 (2,300 XP)

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

Scroll Body. The scroll mummy can inscribe a spell from a spellbook or scroll onto the parchment wrappings that cover its body as if copying a spell into a spellbook. Alternatively, it can inscribe a spell another spellcaster knows or has prepared onto its body by striking the spellcaster with its Spell-Siphoning Fist (see below). If the scroll mummy inscribes a spell with its Spell-Siphoning Fist, the inscription is free and happens immediately. The scroll mummy can use any spell it has inscribed onto its body once per day.

Innate Spellcasting. The scroll mummy's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

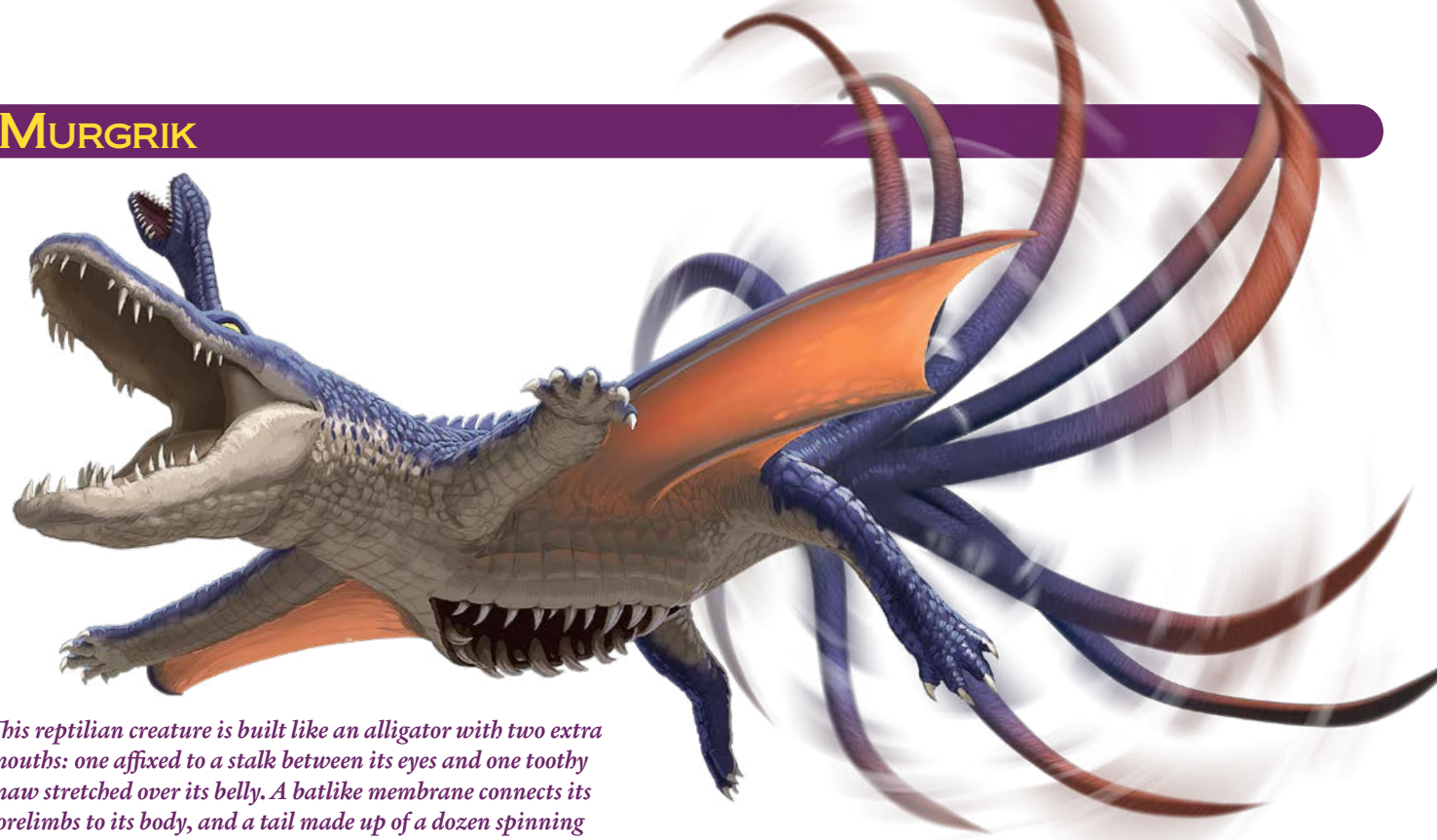
At will: *comprehend languages, fire bolt, mage hand, prestidigitation, ray of sickness*
5/day each: *hold person, inflict wounds, scorching ray*
3/day each: *bestow curse, fear*
1/day each: *black tentacles, confusion*

Actions

Multiattack. The scroll mummy makes two spell-siphoning fist attacks.

Spell-Siphoning Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 11 (2d10) force damage. If the target is a spellcaster, it must succeed on a DC 15 Charisma saving throw or lose one random unused spell slot. The scroll mummy inscribes one of the spellcaster's spells of that slot level onto the parchment wrappings that cover its body (see the Scroll Body trait).

Murgrik



This reptilian creature is built like an alligator with two extra mouths: one affixed to a stalk between its eyes and one toothy maw stretched over its belly. A batlike membrane connects its forelimbs to its body, and a tail made up of a dozen spinning tentacles propels the abomination in flight.

Marshy Nightmares. Murgriks are consummate hunters and prefer to prey on intelligent creatures. They relish the fear their appearance provokes, and they augment this fear by generating terrifying wails from the stalks on their heads. Once they smell blood, they relentlessly attack and pursue prey until they or their prey die.

Corrupted Alligators. Occasionally, deep parts of swamps cross planar boundaries into the Abyss. Those who study murgriks believe the creatures are ordinary alligators warped by their proximity to that plane. Their cruelty and preference for intelligent prey both lend credence to the notion that the Abyssa has influenced their mutations.

Afraid of Herons. The only known way to deter a murgrik from attacking is to introduce a heron, real or illusory. The reason a murgrik retreats from herons is a mystery, but it may point to the existence of a demonic bird that preys on murgriks.

MURGRIK

Large aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (–2)	14 (+2)	9 (–1)

Skills Athletics +10, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages understands Deep Speech but can't speak
Challenge 9 (5,000 XP)

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

Hold Breath. The murgrik can hold its breath for 30 minutes.

Keen Scent. The murgrik has advantage on Wisdom (Perception) checks that rely on smell.

Tentacle Flight. The murgrik flies by spinning its tentacles. If it is grappling a creature with its tentacles, its flying speed is halved.

ACTIONS

Multiattack. The murgrik makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage. The target is grappled (escape DC 18) if it is a Medium or smaller creature and the murgrik doesn't have two other creatures grappled. Until this grapple ends, the target is restrained.

Stomach Maw. The murgrik makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the murgrik, and it takes 14 (4d6) acid damage at the start of each of the murgrik's turns. The murgrik can only have one creature swallowed at a time.

If the murgrik takes 20 damage or more on a single turn from the swallowed creature, the murgrik must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the murgrik. If the murgrik dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Unsettling Ululations (Recharge 6). The stalk on the murgrik's head unleashes a dispiriting wail. Each creature within 30 feet of the murgrik that can hear it must make a DC 14 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mydnari

This tall, lanky humanoid is sightless, its eyes nothing more than useless spots in its otherwise human face. The creature is encased in a sheath of thick orange jelly, almost as if it had been dipped in a giant pot of honey. The jelly wobbles and slides over the creature's body as if alive.

Sightless Alchemists. The mydnari are an eyeless, evil subterranean race that lives alongside oozes. They delight in capturing other creatures and using the creatures for experimentation or as food for their colonies of oozes and slimes. They constantly experiment with new serums, tonics, and concoctions, striving to always improve themselves and their connection with their oozes.

Bound in Jelly. Each mydnari enters into a symbiotic relationship with a mutated strain of ochre jelly as soon as it is born. This is a sacred rite among the mydnari, and without this link a mydnari is cast out and soon succumbs to the elements. The mydnari provides long-term sustenance for the jelly, and the jelly provides the sightless mydnari with protection and the ability to better sense its environment.

Oozing Cities. The cities of the mydnari are dominated by flowing spires and twisting walkways, and they are always bathed in a sickly yellow-green radiance. Oozes and slimes are found almost everywhere, whether simply wandering along the street to clean up refuse or serving as living baths for mydnari nobles. Their cities also boast a large section dedicated to alchemy, and the sulfurous and sometimes noxious odors from the many alchemical labs float through the city for all to smell.

Detested Necessity. The mydnari are viewed with revulsion by duergar and other subterranean races who rely on their alchemy. Only derro and aboleths are known to tolerate the mydnari for any length of time.

Oozebound Nature. A mydnari doesn't require sleep.

MYDNARI

Medium humanoid, neutral evil

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Animal Handling +5, Deception +4, Intimidation +4, Perception +5

Damage Immunities acid

Condition Immunities paralyzed

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Deep Speech, Undercommon

Challenge 1/2 (100 XP)

Bound in Jelly. The mydnari and its jelly are wholly reliant on each other. If the mydnari's jelly is somehow separated from its master, the jelly dies within 1 minute. If the mydnari is separated from its jelly, it loses its blindsight, Acid Glob action, and Jelly Symbiosis trait.

Jelly Symbiosis. A creature that touches the mydnari or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Ooze Empathy. A mydnari can use its Animal Handling skill on ooze-type creatures with an Intelligence score of 5 or lower. An ooze never attacks a mydnari unless provoked.

ACTIONS

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

Acid Glob. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) acid damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Naga, Swamp

A human head tops this green-and-brown constrictor. Vines protrude from its scalp and writhe in unison to the serpent's swaying motion. Mosquitos, gnats, and other flying insects form a cloud around it.

Self-Proclaimed Ruler and Protector. The swamp naga is a manifestation of the swamp it inhabits. Its physical form is reminiscent of snakes, and marsh plants grow from its head. The naga's strong tie to the swamp provides an impetus to protect its home and to believe it is the swamp's sovereign. Because of this strong link, a swamp rarely hosts more than one naga, unless it covers vast territory.

Insect and Serpent Friend. The swamp naga's link to the swamp extends to many creatures within it. Humanoids and mammalian animals that share the swamp with the naga recognize it as a protector and rarely trouble it, though the naga exerts no control over them. A cloud of poisonous biting and stinging insects accompanies the naga, endangering those who draw close to it.

Necessarily Ruthless. Scholars who have studied the connection between swamp nagas and their domains postulate the nagas' malevolence is an outgrowth of swamplands' inherent evil. However, the nagas only use force when trespassers actively harm the swamp or refuse to leave after the nagas attempt to reason with them. Nagas typically encourage those they enthrall to either leave or repair damages. They prefer not to take slaves, since this encourages more intruders and likely further havoc.

SWAMP NAGA

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Con +6, Wis +5
Skills Nature +3, Persuasion +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 6 (2,300 XP)

Cloud of Insects. A cloud of biting and stinging insects surrounds the swamp naga. A creature that starts its turn within 5 feet of the naga must make a DC 14 Constitution saving throw. On a failure, a creature takes 9 (2d8) poison damage and is poisoned for 1 minute. On a success, it takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A wind of moderate or greater speed (at least 10 miles per hour) disperses the insect cloud for 1 minute. As a bonus action, the naga can disperse the cloud for 1 minute.

Rejuvenation. If it dies, the swamp naga returns to life in 1d6 days and regains all its hp. Only a *wish* spell or removing the naga from its swamp for 1 year can prevent this trait from functioning.

Insect and Serpent Passivism. No insects or serpents can willingly attack the swamp naga. They can be forced to do so through magical means.

Spellcasting. The swamp naga is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It knows the following sorcerer spells:

Cantrips (at will): *dancing lights, mage hand, message, poison spray*
1st level (4 slots): *charm person, fog cloud, silent image, sleep*
2nd level (3 slots): *blindness/deafness, hold person, suggestion*
3rd level (3 slots): *hypnotic pattern, stinking cloud, water breathing*
4th level (2 slots): *blight*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 13 (3d8) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the naga can't constrict another target.

Narshark

Almost blending in with the sky, this creature looks like a large shark with cerulean-hued skin and incredibly long pectoral fins that it uses to sail through the air like a bird. Its mouth is filled with several rows of vicious teeth, and an ivory horn emerges from the top of its head.

Aerial Predators. A narshark is a creature that resembles a cross between a shark and a narwhal with dark blue skin, long serrated teeth, and a horn growing from its brow. Like many sharks, the narshark is a rapacious predator, hunting birds through the sky as a shark hunts fish. While it lacks the keen nose of most predators, the narshark has excellent eyesight and can pick out details at great distances. While narsharks are dangerous predators, they are seldom top of the aerial food chain and face fierce competition from giant eagles, hippogriffs, and harpies. They are also frequently hunted by griffins, wyverns, and rocs that easily pluck them out of the sky with their greater maneuverability and speed.

Magical Horns. The narshark gains its ability to fly from its magical horn. The horn can be severed from a living narshark, but doing so drives it into a panicked rage as it attempts to slay all those around it. Strangely, narsharks never use their horns in combat, possibly in fear of accidentally breaking them. A narshark's horn is commonly used in the creation of magic items that grant flight, and narsharks are often the target of hunters seeking to turn a profit.

NARSHARK

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 25 (3d10 + 9)
Speed 10 ft., fly 40 ft. (hover)

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

Skills Perception +6, Stealth +3
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 1/2 (100 XP)

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

Magical Horn. The narshark's horn can be attacked and severed (AC 18; hp 5; immunity to bludgeoning, poison, and psychic damage) or destroyed (hp 15). If its horn is severed, the narshark loses its flying speed, loses 4 (1d8) hp at the start of each of its turns, and goes into a frenzy. While in a frenzy, the narshark has advantage on bite attack rolls and attack rolls against it have advantage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage. If the creature isn't an undead or a construct, it must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hp at the start of each of its turns as one of the shark's teeth chips off into the wound. Any creature can take an action to stanch the wound by removing the tooth. The wound also closes and the tooth pops out if the target receives magical healing.

Necrotech

Necromancers, both living and dead, sometimes come together to make massive undead creatures known collectively as "necrotech". In nations ruled by undead, these massive creations often act as siege weapons or powerful modes of transportation.

Bone Colossuses. In his tome of deranged ramblings, Tomislav the Thrice-Flaye theorized how "posthumes"—the tiny skeletal creatures used to make up the bone collectives—might be gathered in even greater numbers to form bigger, stronger creatures. Thus was born the bone colossus, an undead creature big and powerful enough to serve as a rallying point for undead legions in battle.

Death Barques. The death barque is built in the form of a ship to combat the dangers of the seas and to spearhead naval confrontations of undead nations. Its body is constructed from hardened purple worm hides stretched taut over the ribcage of a giant subterranean shark. Its figurehead was once a gypsosphinx (*Tome of Beasts*, p. 359) while its tail belonged to a cave dragon (*Tome of Beasts*, p. 125).

Death barques typically carry a dozen zombies armed with glaives and chained to the barque's deck with hooks through their flesh to prevent them becoming lost overboard. But it's the death barque itself that is the true threat. Its sphinxlike figurehead is capable of breathing a deadly cone of necrotic energy, and its spiked tail can launch explosive bone shards at its enemies.

Undead Nature. Necrotech doesn't require air, food, drink, or sleep.

BONE COLOSSUS

Gargantuan undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 181 (11d20 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Con +11, Wis +8
Skills Intimidation +13, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common, Darakhul
Challenge 13 (10,000 XP)

Collective Mind. The bone colossus' individual posthumes are connected via a hive mind. It can telepathically communicate with any of its individual posthumes within 50 miles of it, and it can't be surprised. If the bone colossus is reduced to half its hp or fewer, its Intelligence score is reduced to 1.

Siege Monster. The bone colossus deals double damage to objects and structures.

Swarm Form. A bone colossus can use its action to split into four individual swarms of tiny bone posthumes. Each swarm has an hp total equal to the bone colossus' hp divided by 4 (rounded down), and all are affected by any conditions, spells, and other magical effects that affected the bone colossus. The swarms act on the same initiative count as the bone colossus did and occupy any unoccupied space that previously contained the bone colossus. A bone swarm can occupy another creature's space and vice versa, and the swarm can move through a space as narrow as 1 foot wide without squeezing. A swarm can't regain hp or gain temporary hp.

As an action, the swarms can reform into a single bone colossus as long as all surviving swarms are within 5 feet of each other. The reformed bone colossus' hp total is equal to the combined

BONE COLOSSI IN MIDGARD

The first bone colossus was deployed in anger against the Electoral Kingdom of Krakova, where it proved decisive in bringing the siege of Wallenbirg to a rapid and favorable conclusion for the undead armies. More bone colossi are under construction; an enthusiastic Emperor Nicoforus intends to position the huge creatures at the vanguard of each of his imperial legions.

remaining hp of the swarms, and the bone colossus is affected by any conditions, spells, and other magical effects currently affecting any of the swarms. It occupies any unoccupied space that previously contained at least one of the swarms that formed it.

Turn Resistance. The bone colossus has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The bone colossus makes two attacks.

Thunderous Slam (Colossus Form Only). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 10 (3d6) thunder damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Razor Teeth (Swarm Form Only). *Melee Weapon Attack:* +12 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half its hp or fewer.

DEATH BARQUE

Gargantuan undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	23 (+6)	8 (–2)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +10, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances psychic

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Darakhul, Deep Speech

Challenge 12 (8,400 XP)

Immutable Form. The death barque is immune to any spell or effect that would alter its form.

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

Siege Monster. The death barque deals double damage to objects and structures.

Turn Resistance. The death barque has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The death barque makes three attacks: one with its bite and two with its tail smash.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail Smash. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage and must succeed on a DC 17 Strength saving throw or be knocked prone.

Shrapnel Burst. The death barque launches a ball of bone shards from its tail at a point it can see within 120 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw. On a failure, a creature takes 28 (8d6) piercing damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Necrotic Breath (Recharge 5–6). The death barque exhales a dark cloud of necrotic energy in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

NECROTECH IN MIDGARD

The darakhul of the Ghoul Imperium have long practiced necromancy, using the corpses and bones of Underworld denizens to create new undead servants and devise powerful war machines to aid in their conquest of the subterranean lands. Under Emperor Nicoforus, the darakhul necromancers, known as the Necrophagi, have prospered in their mission to develop experimental necrotech, and their progress has accelerated over the last decade, thanks to the blasphemous volumes of eldritch lore gifted to the ghouls by the vampires of Morgau and Doresh in exchange for their military aid against Krakova.

Nharyth

A hideous mass of coiling intestines undulates, ejecting thin, transparent spears of some resinous material from its many orifices. The creature makes a wet slithering sound as it moves unsettlingly through the air.

Foulness in Motion. The nharyth defies gravity with its every movement, as it pulls itself through the air with its mass of intestine-like appendages. The creature does not seem to possess any natural means of propulsion and can even fly through areas where there is no magic.

Creations of Madness. Most scholars believe nharyth were created in some insane magical experiment. Others believe they are the spawn of some yet-unknown horror between the stars. Whatever the case, they are clearly not part of the natural ecosystem.

NHARYTH

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	5 (–3)	14 (+2)	7 (–2)

Skills Perception +6, Stealth +6
Damage Resistances bludgeoning, psychic
Condition Immunities blinded, deafened, paralyzed
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16
Languages understands Deep Speech but can't speak
Challenge 9 (5,000 XP)

Spine Trap. With 10 minutes of work, the nharyth can create a web of nearly transparent spines in a 20-foot cube. The web must be anchored between two solid masses or layered across a floor, wall, or ceiling. A web of spines layered over a flat surface has a depth of 5 feet. The web is difficult terrain, and the spines forming it are nearly transparent, requiring a successful DC 20 Wisdom (Perception) check to notice them.

A creature that starts its turn in the web of spines or that enters the web during its turn must succeed on a DC 16 Dexterity saving throw or 1d4 spines stick to it. At the start of each of its turns, the creature takes 1d4 piercing damage for each spine stuck to it. A creature, including the target, can take its action to remove 1d4 spines. If a creature starts its turn with more than 4 spines stuck to it, the creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The nharyth can plant up to 24 spines in a web when creating it. Once it has used 24 spines in webs, it must finish a long rest before it can use this trait again.

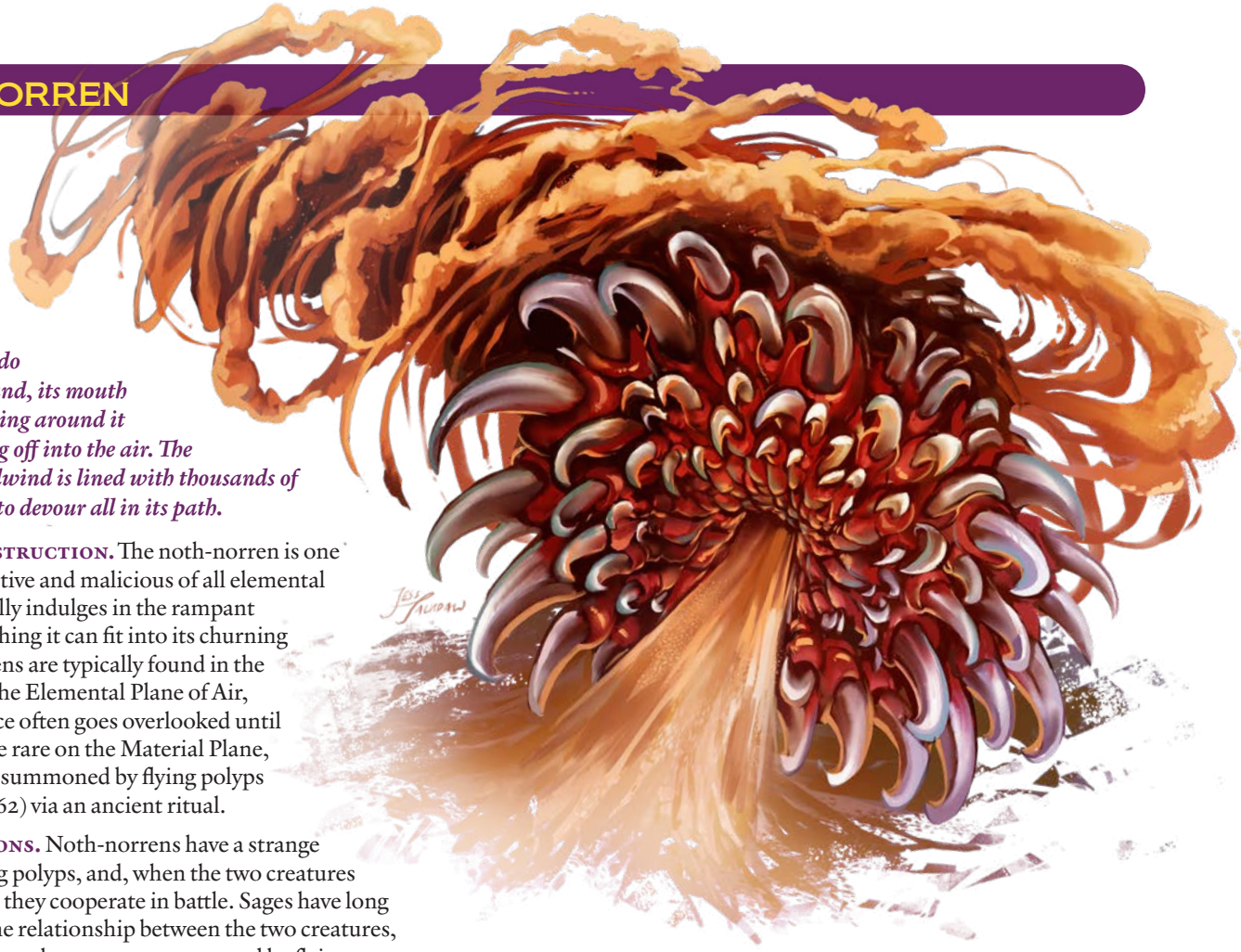
Actions

Multiattack. The nharyth makes two spined slap attacks. Alternatively, it can use Spine Shot twice.

Spined Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Spine Shot. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or its speed is halved until the end of its next turn. If the nharyth scores a critical hit, the target doesn't make a saving throw and is paralyzed until the end of its next turn instead.

Noth-norren



A massive upside-down tornado races along the ground, its mouth swallowing everything around it and its tail spiraling off into the air. The interior of the whirlwind is lined with thousands of jagged teeth, ready to devour all in its path.

Epitomes of Destruction. The noth-norren is one of the most destructive and malicious of all elemental creatures and joyfully indulges in the rampant destruction of anything it can fit into its churning vortex. Noth-norrens are typically found in the wildest regions of the Elemental Plane of Air, where their presence often goes overlooked until they strike. They are rare on the Material Plane, though they can be summoned by flying polyps (*Creature Codex*, p. 162) via an ancient ritual.

Strange Relations. Noth-norrens have a strange connection to flying polyps, and, when the two creatures are found together, they cooperate in battle. Sages have long speculated about the relationship between the two creatures, some believing that noth-norrens were created by flying polyps for use in their ancient wars, while others maintain that noth-norrens are flying polyps that have been slain and reborn on the elemental planes in new bodies.

NOTH-NORREN

Gargantuan elemental, chaotic evil

Armor Class 14

Hit Points 203 (14d20 + 56)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	8 (−1)	14 (+2)	10 (+0)

Saving Throws Dex +8, Con +8

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

Damage Immunities poison, thunder

Condition Immunities deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 13 (10,000 XP)

Air Turbulence. A flying creature that enters or starts its turn within 60 feet of the noth-norren must land at the end of its turn or fall. In addition, ranged attack rolls against the noth-norren have disadvantage.

Magic Weapons. The noth-norren's weapon attacks are magical.

Actions

Multiattack. The noth-norren makes two slam attacks. Alternatively, it uses Throw Debris twice.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage. A creature struck by the slam attack must succeed on a DC 16 Strength saving throw or be knocked prone.

Throw Debris. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Fling Victim. One Large or smaller creature caught in the noth-norren's vortex is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Vortex (Recharge 5–6). The noth-norren pulls nearby creatures into its central vortex to be torn apart by its jagged teeth. Each creature within 5 feet of the noth-norren must succeed on a DC 16 Strength saving throw or be pulled into the vortex. A creature in the vortex is blinded and restrained, it has total cover against attacks and other effects outside the vortex, and it takes 21 (6d6) slashing damage at the start of each of the noth-norren's turns.

If the noth-norren takes 30 damage or more on a single turn from a creature inside the vortex, the noth-norren must succeed on a DC 18 Constitution saving throw at the end of that turn or release all creatures caught in its vortex, which fall prone in a space within 10 feet of the noth-norren. If the noth-norren dies, it becomes a pile of teeth, its windy form dissipating, and releases all trapped creatures.

Nyctli

A diminutive ball of sickly-looking flesh with an elven face clings to the underside of a rotting log, its body covered in barbed stingers.

Lurking Terrors. Nyctli dwell in moist, dark places, where their coloration and size enable them to easily hide. They delight in torturing other creatures, and nothing makes a nyctli giggle more than seeing its victim flounder about under the effects of its venom.

Hag-Born Horrors. The first nyctli were born from the boils of green hags, and the nyctli exhibit a strange affinity for them. Green hags sometimes use the nyctli as spies against nearby humanoid settlements.

NYCTLI

Tiny fey, chaotic evil

Armor Class 14
Hit Points 7 (3d4)
Speed 10 ft., fly 40 ft. (hover)

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

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan
Challenge 1/4 (50 XP)

Actions

Stingers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Douse Light. The nyctli magically dispels or douses a single magical or nonmagical light source within 30 feet of it. The nyctli can't dispel light created by a spell of 3rd level or higher.

NYCTLI SWARM

Large swarm of Tiny fey, chaotic evil

Armor Class 14
Hit Points 110 (20d10)
Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	6 (–2)	14 (+2)	16 (+3)

Skills Perception +6
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan
Challenge 10 (5,900 XP)

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 nyctli. The swarm can't regain hp or gain temporary hp.

Innate Spellcasting (1/Day). The nyctli swarm can innately cast *fear*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Stingers. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hp or fewer. The target must make a DC 16 Constitution saving throw. On a failure, a creature takes 42 (12d6) necrotic damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Douse Light. As the nyctli, except the swarm can't dispel light created by a spell of 6th level or higher.

Nymph, Mountain

The pitiless eyes of this elven creature are black as pitch with neither white nor iris.

Born to Hunt. Mountain nymphs claim to be the children of gods associated with hunting and the moon. Whether this is true or not is unknown, but they are renowned as being some of the best stalkers and trappers among the fey. Newly created mountain nymphs, wearing leathers and carrying yew bows, form on the mountainside, fully-grown. The nymphs carry no arrows; every time they put a finger to any bowstring, a nocked arrow appears.

Despoilers of Despoilers. Mountain nymphs despise mortals who disrupt the natural order. Those who take or use more natural resources than they need while in a mountain nymph's territory risk becoming the target of her wrath. The raising of a settlement in a mountain nymph's territory will attract her immediate attention. The ruins of a failed mountain settlement may be the work of a mountain nymph that has taken umbrage at the community's excessive use of the local timber and ore.

Relentless Stalkers. Little can be done to deter a mountain nymph once it has set its sights on a quarry. They have been known to track their prey far from their native mountains, across continents and into mortal cities. When a nymph catches up to her mark, she harries it without mercy or remorse. A nymph's mark, assuming it has done nothing to offend or harm the nymph, can throw the nymph off its tail by exiting her territory and leaving tribute of freshly hunted meat and strong drink.

Mountain Nymph

Medium fey, chaotic neutral
Armor Class 15 (leather armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +7, Wis +7
Skills Perception +7, Stealth +7, Survival +7
Senses darkvision 90 ft., passive Perception 17
Languages Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

Hunter's Foresight. The mountain nymph can see the immediate future of a creature affected by her *hunter's mark* spell. While *hunter's mark* is active on a creature, the mountain nymph has advantage on attack rolls against the creature and on saving throws against the creature's spells and special abilities.

Mountain Walk. The mountain nymph can move across and climb rocky surfaces without needing to make an ability check. Additionally, difficult terrain composed of rocks or rocky debris doesn't cost her extra movement.

Point Blank Hunter. When the mountain nymph makes a ranged attack with a bow, she doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though she may still have disadvantage from other sources.

Innate Spellcasting. The mountain nymph's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *hunter's mark*
3/day each: *misty step, spike growth*
1/day: *pass without trace*

Actions

Multiattack. The mountain nymph makes three longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Mountain Nymphs in Midgard

Cults of the Hunter take the appearance of a mountain nymph as a sign of the Blood God's favor. A mountain nymph that has been taken in by the faithful leads them in wild hunts against homesteaders, travelers, and merchants in their mountain demesnes and adjoining regions.

In the Cloudwall Mountains, the mountain nymph Arshea wages a one-person war against worshippers of Marena. She is said to be seeking companions for a large-scale push against the Red Sisterhood.

Oasis Keeper

The large, sand-colored serpent lies in wait beneath the sands at the edge of the oasis, its large nostrils flaring above the sand. The barbed stinger on the end of its tail rests just below the water's surface.

Oasis keepers lurk within the waters of oases and secrete a toxin into them.

Peaceful Poison. Traveling caravans and animals that drink from oases inhabited by oasis keepers are lulled into lingering around them and provide an ample food supply for the oasis keepers. Settlements often form around such oases, and occasional disappearances are accepted as the norm.

Sand and Water Dwellers. Oasis keepers lurk by the edge of the water and wait for an opportune time to use their stingers. After they strike, they pull their meal to the water's depths to feast. Oasis keepers occasionally travel into underground rivers to mate, but they are otherwise fairly sedentary and solitary.

OASIS KEEPER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	3 (–4)	12 (+1)	8 (–1)

Saving Throws Dex +6, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Hold Breath. The oasis keeper can hold its breath for 30 minutes.

Oasis Camouflage. The oasis keeper has advantage on Dexterity (Stealth) checks made while in a desert or in sandy terrain beneath water.

Pacifying Secretions. If the oasis keeper's stinger sits in water for at least 1 hour, the water becomes poisoned with its toxin. A creature that drinks the poisoned water must succeed on a DC 15 Constitution saving throw or be calmed for 24 hours. A calmed creature feels compelled to stay at the oasis and has disadvantage on Wisdom (Perception) checks to notice or recognize danger. A calmed creature that drinks the water again before 24 hours have passed has disadvantage on the saving throw. The *greater restoration* spell or similar magic ends the calming effect early.

ACTIONS

Multiattack. The oasis keeper makes two attacks: one with its stinger and one with its bite

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. Hit 21 (3d10 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failure, the target takes 14 (4d6) poison damage and is incapacitated for 1 minute. On a success, the target takes half the damage and isn't incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ogre, One-Horned

This towering ogre is covered in rippling muscles. It wears a suit of burnished scale mail and hefts a gleaming greatsword in its hands. A large white horn emerges from the ogre's forehead, glowing with a strange blue radiance.

Ogre Royalty. A one-horned ogre is not only physically more impressive than other ogres, it also radiates a terrible majesty that causes most other ogres to supplicate themselves before it. Even creatures like crimson-tusked ogres (*Creature Codex*, p. 279), ettins, and hill giants find themselves bowing to these creatures and following them into battle. As a result, most one-horned ogres are the leaders of tribes or families of ogres. Though one-horned ogres are generally at the top of the political pyramid, they sometimes serve an even greater power, such as a coven of hags, an ogre mage, or a red dragon.

Dark Gifts. One-horned ogres gain their power through a dark pact with a fiend. This pact manifests in the shape of a horn that grows from their brow, which grants them great power but also makes them vulnerable. Their horns come in black, crimson, and white, depending on the type of fiend the ogre serves. Black-horned ogres serve demons and other chaotic fiends, white-horned ogres serve neutral fiends, and crimson-horned ogres serve devils and other lawful fiends. If a one-horned ogre ever loses its horn, its allies either flee or turn on their former leader, often resulting in its death. As a result, one-horned ogres are paranoid about their horns and sometimes go to excessive lengths to cover or protect their horns in battle.

ONE-HORNED OGRE

Large giant, any evil alignment

Armor Class 14 (scale mail)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	8 (–1)	10 (+0)	18 (+4)

Skills Intimidation +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 5 (1,800 XP)

Magical Horn. The power of the one-horned ogre comes from its horn. If the horn is ever removed, the one-horned ogre loses its Fiendish Horn Blast action and its Innate Spellcasting trait, and its Charisma score is reduced to 8 (–1). If the ogre receives a new horn through regenerative magic or a blessing from its patron, it regains what it lost.

Ruthless Weapons. When the one-horned ogre hits a blinded, charmed, or frightened creature with any weapon, the weapon deals an extra 1d6 psychic damage.

Innate Spellcasting. The one-horned ogre's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.
2/day each: *darkness, misty step, suggestion*
1/day each: *fear*

ACTIONS

Multiattack. The one-horned ogre can use its Fiendish Horn Blast. It then makes one greatsword attack.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

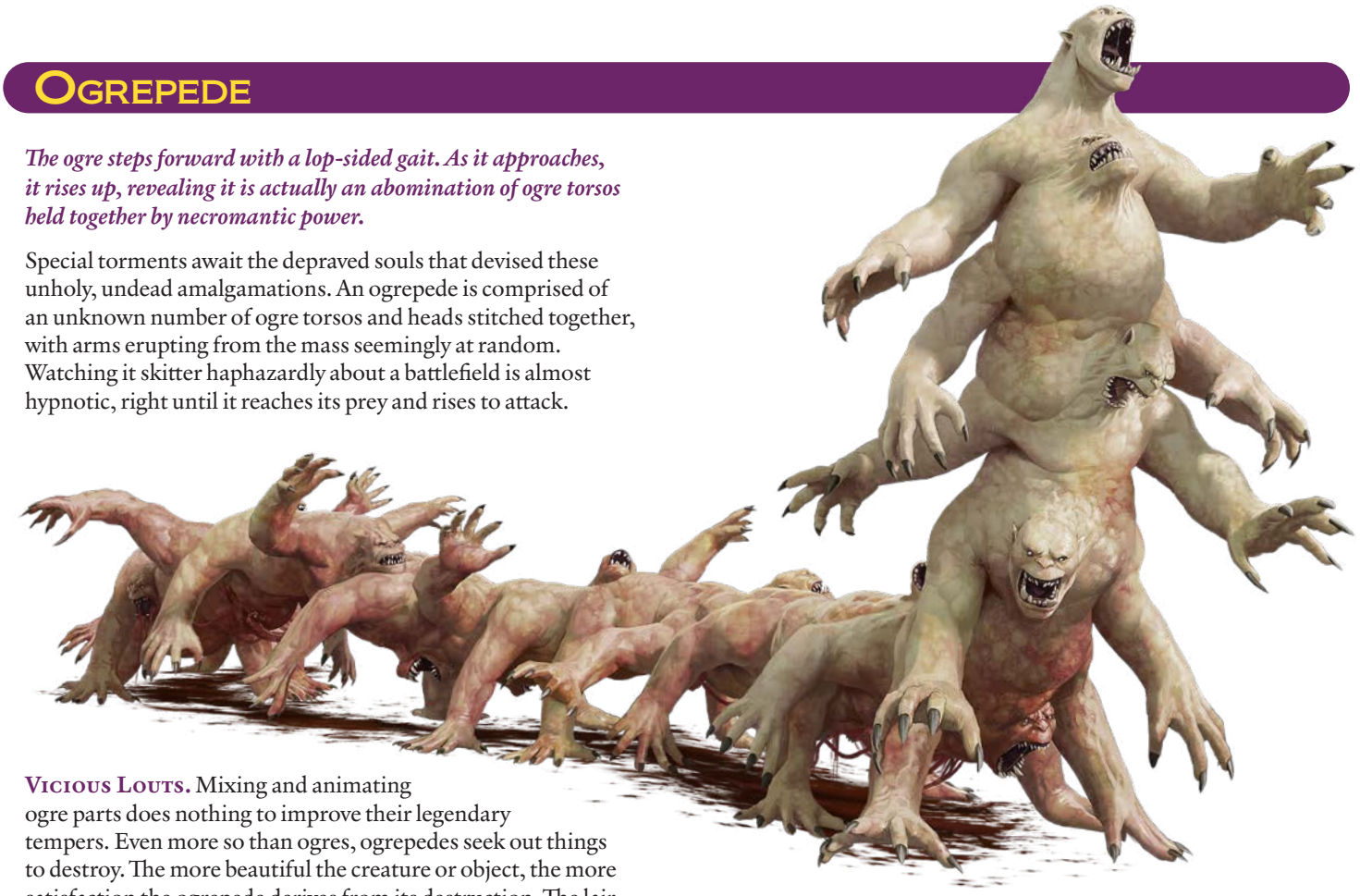
Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Fiendish Horn Blast. The one-horned ogre directs the power of its horn at a target it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failure, the target takes 10 (3d6) psychic damage and suffers a condition for 1 minute based on the color of the ogre's horn: blinded (black), charmed (crimson), or frightened (white). On a success, the target takes half the damage and doesn't suffer the condition. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ogrepede

The ogre steps forward with a lop-sided gait. As it approaches, it rises up, revealing it is actually an abomination of ogre torsos held together by necromantic power.

Special torments await the depraved souls that devised these unholy, undead amalgamations. An ogrepede is comprised of an unknown number of ogre torsos and heads stitched together, with arms erupting from the mass seemingly at random. Watching it skitter haphazardly about a battlefield is almost hypnotic, right until it reaches its prey and rises to attack.



Vicious Louts. Mixing and animating ogre parts does nothing to improve their legendary tempers. Even more so than ogres, ogrepedes seek out things to destroy. The more beautiful the creature or object, the more satisfaction the ogrepede derives from its destruction. The lair of the rare ogrepede that has slipped its master's bonds is full of its debased treasures and, in some instances, the mutilated but still-living victims of their assaults.

Noisy Wanderers. People are rarely surprised by the arrival of an ogrepede. Unless specifically commanded not to by their creator, ogrepedes emit a constant haunting moan, as though the creature laments all it has lost. Even if told to be silent, ogrepedes are not quiet. Their fat fingers drum noisily at the ground and their bodies slam gracelessly into corridor walls as they careen along on their duties.

Poor Allies. Ogrepedes have difficulty getting along with other creatures, including other ogrepedes. Vestiges of the craven instincts the ogres possessed in life remain after death, causing the ogrepede to lash out at any creature near it, particularly if the target is already wounded. Even when commanded to work with other creatures by their masters, it is merely a matter of when, not if, an ogrepede will attack its companions; the betrayal is inevitable.

Undead Nature. An ogrepede doesn't require air, food, drink, or sleep.

OGREPEDE

Huge undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	17 (+3)	5 (–3)	5 (–3)	3 (–4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned, prone
Senses darkvision 90 ft., passive Perception 7
Languages understands all languages it knew in life but can't speak
Challenge 6 (2,300 XP)

Haphazard Charge. If the ogrepede moves at least 10 feet straight toward a creature and then hits it with a slam attack on the same turn, the attack is treated as though the ogrepede scored a critical hit, but attack rolls against the ogrepede have advantage until the start of its next turn.

Overwhelming Assault. When the ogrepede scores a critical hit, each creature within 5 feet of the target must succeed on a DC 16 Wisdom saving throw or be frightened of the ogrepede for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ogrepede's Overwhelming Assault for the next 24 hours.

Actions

Multiattack. The ogrepede makes two attacks: one with its bite and one with its slam.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage, or 8 (1d6 + 5) bludgeoning damage if the ogrepede has half its hp or fewer. If the ogrepede scores a critical hit, it rolls the damage dice three times, instead of twice.

Onyx Magistrate

This large onyx statue looks down critically from an ornate chair. It wears long ceremonial robes and carries a scepter in one hand and an orb in the other. With a slow grinding sound, the statue animates and rises in the air, still seated in its onyx chair.

Grand Sculptures. Built to oversee great libraries, courts of law, royal houses, and the seats of government in corrupt and evil lands, onyx magistrates are intelligent constructs resembling judges, court officials, or bishops seated on massive thrones. The onyx magistrate is often placed in an area of importance such as within a great meeting hall or next to an important gate and remains motionless until it deems someone worthy of its attention or in need of punishment.

Judge, Jury, and Executioner. Onyx magistrates pursue their tasks with diligence and patience, never shirking from their responsibilities or showing pity or remorse for their actions. They never tolerate falsehoods or those seeking to cajole or intimidate them, though they have a soft spot for flattery, especially that which praises their abilities or dedication to their role. The construction of an onyx magistrate requires the binding of a barbed devil or fiend of similar power, and some onyx magistrates bear traces of their diabolical heritage in the form of smoking embers for eyes or glowing cracks covering their bodies.

Construct Nature. The onyx magistrate doesn't require air, food, drink, or sleep.

ONYX MAGISTRATE

Large construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Skills Insight +8, Intimidation +8, Perception +8, Persuasion +8, Religion +6

Damage Resistances cold, fire, psychic

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal

Challenge 8 (3,900 XP)

Immutable Form. The onyx magistrate is immune to any spell or effect that would alter its form.

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

Magic Weapons. The onyx magistrate's weapon attacks are magical.

Actions

Multiattack. The onyx magistrate makes three scepter attacks. Alternatively, it can use Necrotic Ray twice.

Scepter. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Necrotic Ray. *Ranged Spell Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage.

Dire Judgement (1/Day). Each creature of the onyx magistrate's choice that is within 30 feet of the magistrate and aware of it must succeed on a DC 16 Wisdom saving throw or be cursed with dire judgment. While cursed in this way, the creature can't regain hp by magical means, though it can still regain hp from resting and other nonmagical means. In addition, when a cursed creature makes an attack roll or a saving throw, it must roll a d4 and subtract the number from the attack roll or saving throw. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Reactions

Tip the Scales (Recharge 5–6). The onyx magistrate adds 3 to its AC against one attack that would hit it. Alternatively, the onyx magistrate succeeds on a saving throw it failed.

Ooze, Amber

Meandering through forests, this ooze is made from the ancient sap that comes from magical trees. Small birds and rodents float in the sap, perfectly preserved.

Arboreal Origins. With magical trees comes magical sap. An amber ooze is created when a magical tree, usually a treant, is felled or drained of its sap. Most amber oozes are large, orange blobs of sap that pick up anything they come across.

Preserved Innards. While most oozes are made of corrosive materials and dissolve their prey, the amber ooze subsists on dead plant matter and preserves animals inside it. Though unintelligent, amber oozes contain a portion of their progenitor tree's desire to protect life in the forest. If an amber ooze comes across a living creature, it immediately attempts to engulf the creature to preserve it.

Ooze Nature. An amber ooze doesn't require sleep.

AMBER OOZE

Large ooze, unaligned

Armor Class 7

Hit Points 76 (9d10 + 27)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Arboreal Movement. The ooze can move through trees as if they were difficult terrain. Creatures preserved inside of it are expelled into unoccupied spaces within 5 feet of the tree when the amber ooze moves in this way. The amber ooze can end its turn inside a tree, but it is expelled into an unoccupied space within 5 feet of the tree if the tree is destroyed.

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

ACTIONS

Multiattack. The amber ooze uses its Engulf. It then makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a plant or plant creature, it also takes 3 (1d6) acid damage.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space and the creature is engulfed. The engulfed creature can't breathe, is restrained, and, after 1d4 rounds, the creature is petrified. A creature petrified by the ooze remains petrified until 24 hours after it exits the ooze. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength (Athletics) check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Eldritch Ooze

The dark gelatinous creature's form constantly shifts and swirls incomprehensibly.

There are places in the depths of the world where the barrier between the Material Plane and the Void grows thin. When a black pudding spends too much time in one of these places, it absorbs the foul energies and becomes an eldritch ooze. These creatures move mindlessly through the lightless depths, seeking wills to destroy.

Drawn to Madness. Despite their mindlessness, eldritch oozes seem to be drawn to areas where madness is already rampant. When they escape to the surface world, they inevitably migrate to asylums or other locations where the insane congregate.

Ooze Nature. An eldritch ooze doesn't require sleep.

ELDRITCH OOZE

Large ooze, unaligned

Armor Class 8
Hit Points 153 (18d10 + 54)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	16 (+3)	1 (–5)	6 (–2)	8 (–2)

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 5 (1,800 XP)

Amorphous. The eldritch ooze can move through a space as narrow as 1 inch wide without squeezing.

Maddening Form. When a creature with an Intelligence of 3 or higher that can see the eldritch ooze starts its turn within 30 feet of the ooze, the ooze can force it to make a DC 14 Wisdom saving throw if the ooze isn't incapacitated and can see the creature. If the creature fails, it takes 7 (2d6) psychic damage and is incapacitated until the end of its turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the eldritch ooze until the start of its next turn, when it can avert its eyes again. If the creature looks at the ooze in the meantime, it must immediately make the saving throw.

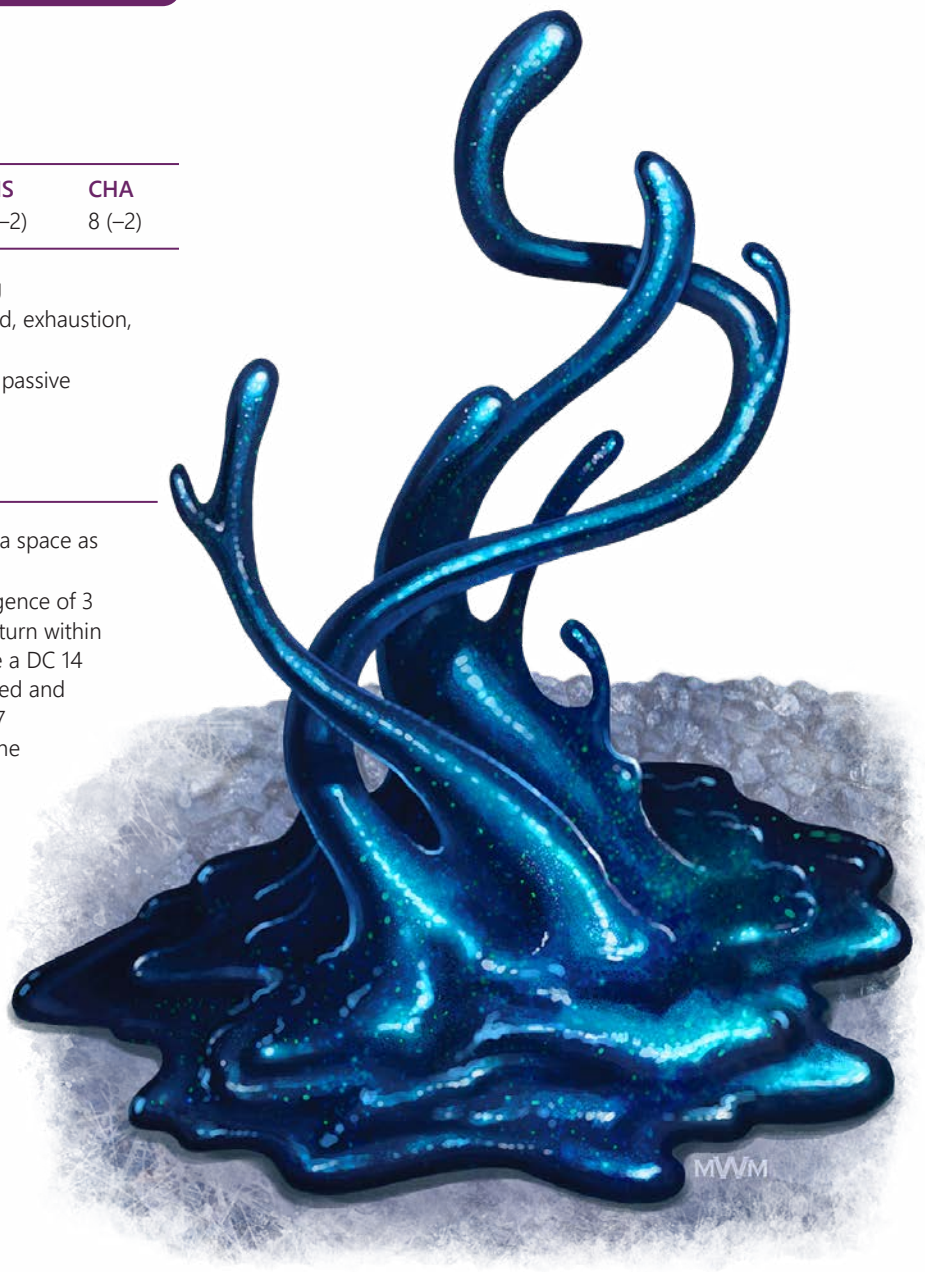
Spider Climb. The eldritch ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Void-Infused Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) psychic damage. The target must succeed on a DC 14 Wisdom saving throw or its Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

REACTIONS

Split. When an eldritch ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hp. Each new ooze has hp equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.



Ooze, Ichor

Black sludge with glowing red veins seeps out of a crack in the wall, sizzling as it pushes forward.

Ichor oozes are vengeful slimes created by the destruction of fiends.

Born from Destroyed Fiends. When a fiend is destroyed on a plane of existence other than its home plane, ichor is all that remains in the place where it was slain. When a strong-willed, hateful fiend dies cursing its slayers, a small piece of its lust for vengeance can infuse the ichor, giving the remains life. The ichor becomes one or more ichor oozes, which have a single-minded goal: revenge.

Revenge Seekers. Ichor oozes stop at nothing to hunt down the people who killed the fiends that created them. They can sense their quarries over any distance and attack other life they come across to fuel their pursuits. The destruction of a bigger fiend, like a balor, can result in many ichor oozes pursuing a single target. Once an ichor ooze has its revenge, it goes on a rampage, killing all life it can find until it is destroyed.

Ooze Nature. An ichor ooze doesn't require sleep.

ICHOR OOZE

Medium ooze, neutral evil

Armor Class 8

Hit Points 39 (6d8 + 12)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	3 (–4)	7 (–2)	1 (–5)

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

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

Sense Destroyer. The ichor ooze knows the direction and distance to the creature that performed the killing blow on the fiend that created the ooze, as long as the two of them are on the same plane of existence.

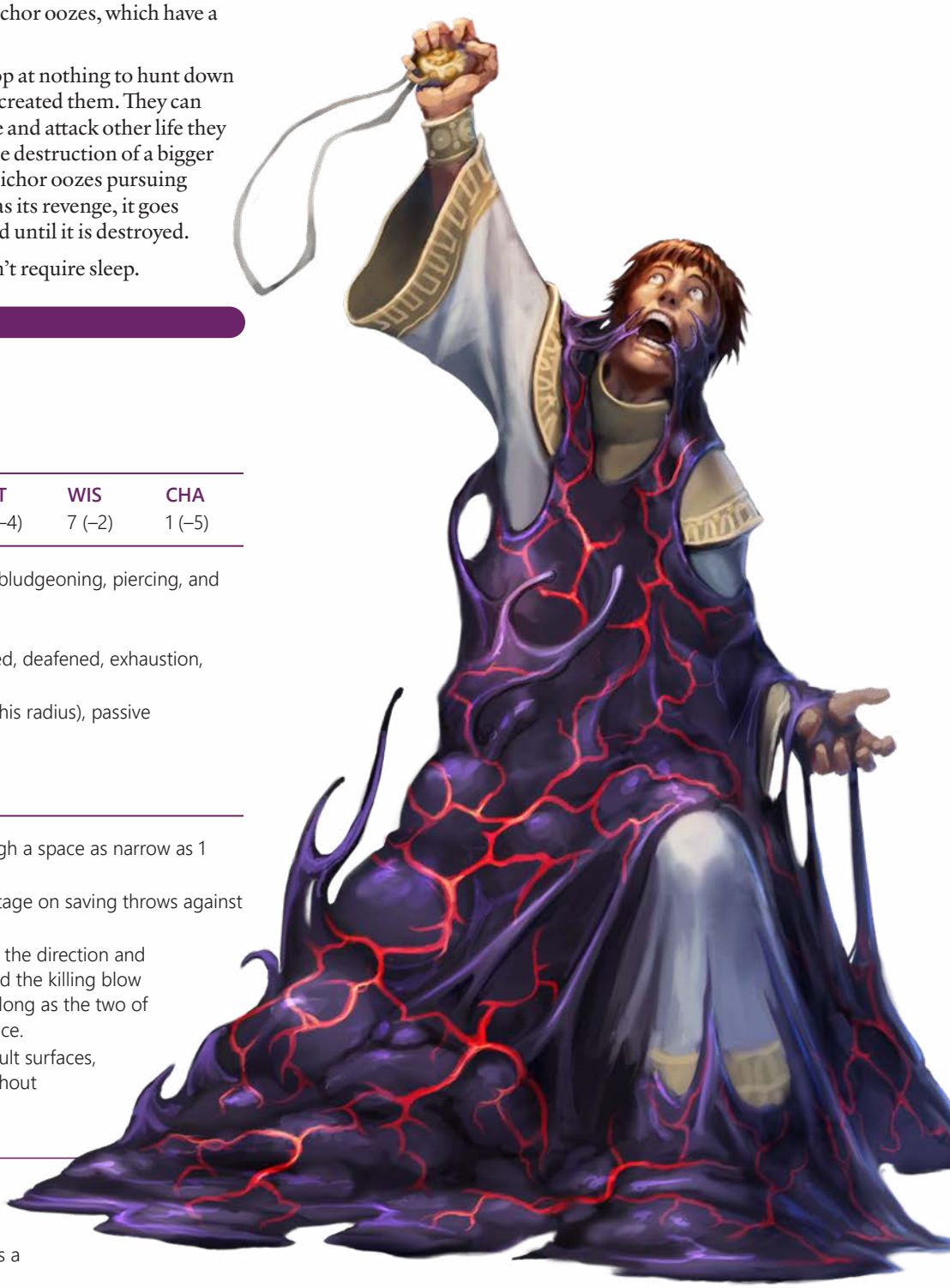
Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage. If the target is a Large or smaller creature, it is grappled (escape DC 12).

Hurl Mote. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

Life Drain. One creature grappled by the ooze must make a DC 12 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the damage taken, and the ooze regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.



Ooze, Mineral

Gray and amorphous, this creature skulks along the stone floor. Its body appears wet and oily, though an unusual crystalline pattern decorates the surface.

Subterranean Menace. A mineral ooze is a slime that hardens into solid rock after it engulfs its target, making escape much more difficult as it slowly digests the creature.

Earthy Consistency. The mineral ooze has a high concentration of silicates and crystal, which appear on the surface of the creature when it is in its gelatinous form. When it engulfs a creature, these minerals are pushed to the surface, where they harden quickly, trapping the creature. The ooze reverts to its liquid form after it has finished digesting the creature or if the creature escapes.

Ooze Nature. A mineral ooze doesn't require sleep.

MINERAL OOZE

Large ooze, neutral

Armor Class 9
Hit Points 76 (8d10 + 32)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	18 (+4)	1 (–5)	5 (–3)	3 (–4)

Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

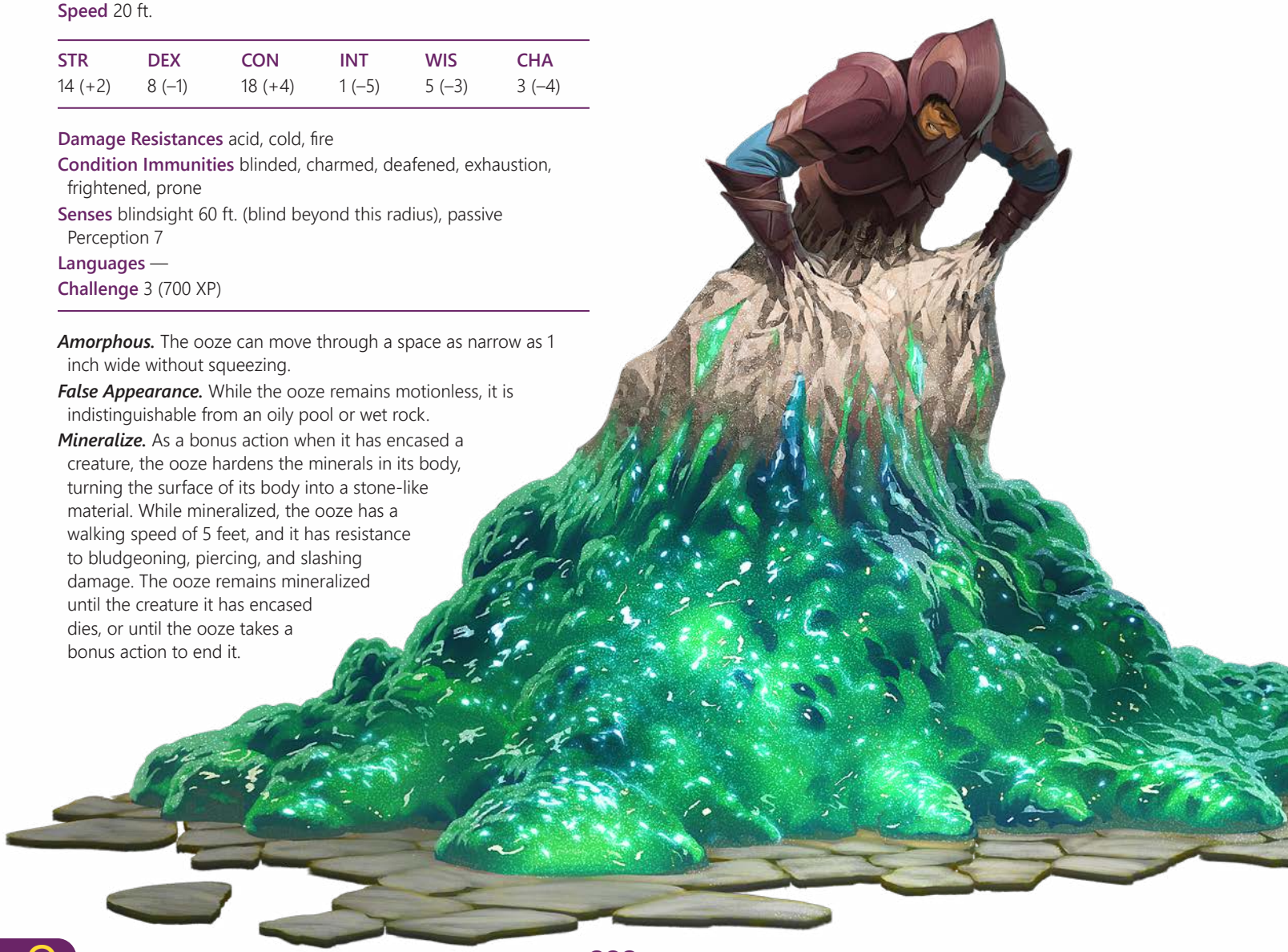
Mineralize. As a bonus action when it has encased a creature, the ooze hardens the minerals in its body, turning the surface of its body into a stone-like material. While mineralized, the ooze has a walking speed of 5 feet, and it has resistance to bludgeoning, piercing, and slashing damage. The ooze remains mineralized until the creature it has encased dies, or until the ooze takes a bonus action to end it.

ACTIONS

Multiattack. The mineral ooze makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 12), and the ooze uses its Encase on the target.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Encase. The mineral ooze encases a Medium or smaller creature grappled by it. The encased target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the ooze's turns or take 7 (2d6) acid damage. If the ooze moves, the encased target moves with it. The ooze can have only one creature encased at a time. An encased creature can try to escape by taking an action to make a DC 12 Strength check. The creature has disadvantage on this check if the ooze is mineralized. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze. Alternatively, a creature within 5 feet of the ooze can take an action to pull a creature out of the ooze. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 7 (2d6) acid damage. The creature making the attempt has disadvantage on the check if the ooze is mineralized.



Ooze, Tar

A pool of black pitch bubbles on the ground. Skulls and bones rise to the surface with each burst of putrid air. The tar lets out a burbling hiss, as if releasing the last gasp of a creature trapped within it.

Necrotic Sludge. When a group of tar ghouls (*Creature Codex*, p. 176) is destroyed near each other, the tar sometimes coalesces into a necrotic sludge. Driven by the hunger and hatred of the ghouls, the resulting ooze preys on the fearful.

Ghoulish Allies. Tar oozes view tar ghouls as allies and don't attack them. Tar ghouls often keep tar oozes as pets or guardians to their underground lairs. Occasionally, a tar ghoul gets the idea to build an army of tar ghouls by feeding humanoids to its pet tar oozes, but infighting quickly dismantles any organization the tar ghouls manage to create.

Eternal Flame. The tar that makes up the ooze is never consumed by fire, and it burns forever. It is prized as an alchemical component for making torches that never extinguish.

Ooze Nature. A tar ooze doesn't require sleep.

TAR OOZE

Large ooze, unaligned

Armor Class 9

Hit Points 120 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	1 (–5)	8 (–1)	2 (–4)

Damage Immunities fire, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Fire Hazard. When the ooze takes fire damage, it bursts into flame. The ooze continues burning until it takes cold damage or is immersed in water. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it while it is burning takes 5 (1d10) fire damage. While burning, the ooze's weapon attacks deal an extra 5 (1d10) fire damage.

Sticky Situation. A creature covered in the ooze's tar has its speed halved for 1 minute. In addition, the tar ignites if touched by a source of fire or if a creature covered with tar takes fire damage. The tar burns until a creature takes an action to snuff out the flames. A creature that starts its turn covered with burning tar takes 10 (2d10) fire damage. A humanoid that dies while covered in tar rises 1 hour later as tar ghoul (*Creature Codex*, p. 176), unless the humanoid is restored to life or its body is destroyed.

ACTIONS

Multiattack. The tar ooze makes two pseudopod attacks. If both attacks hit the same target, the target is covered in tar (see Sticky Situation).

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 14 (4d6) necrotic damage.

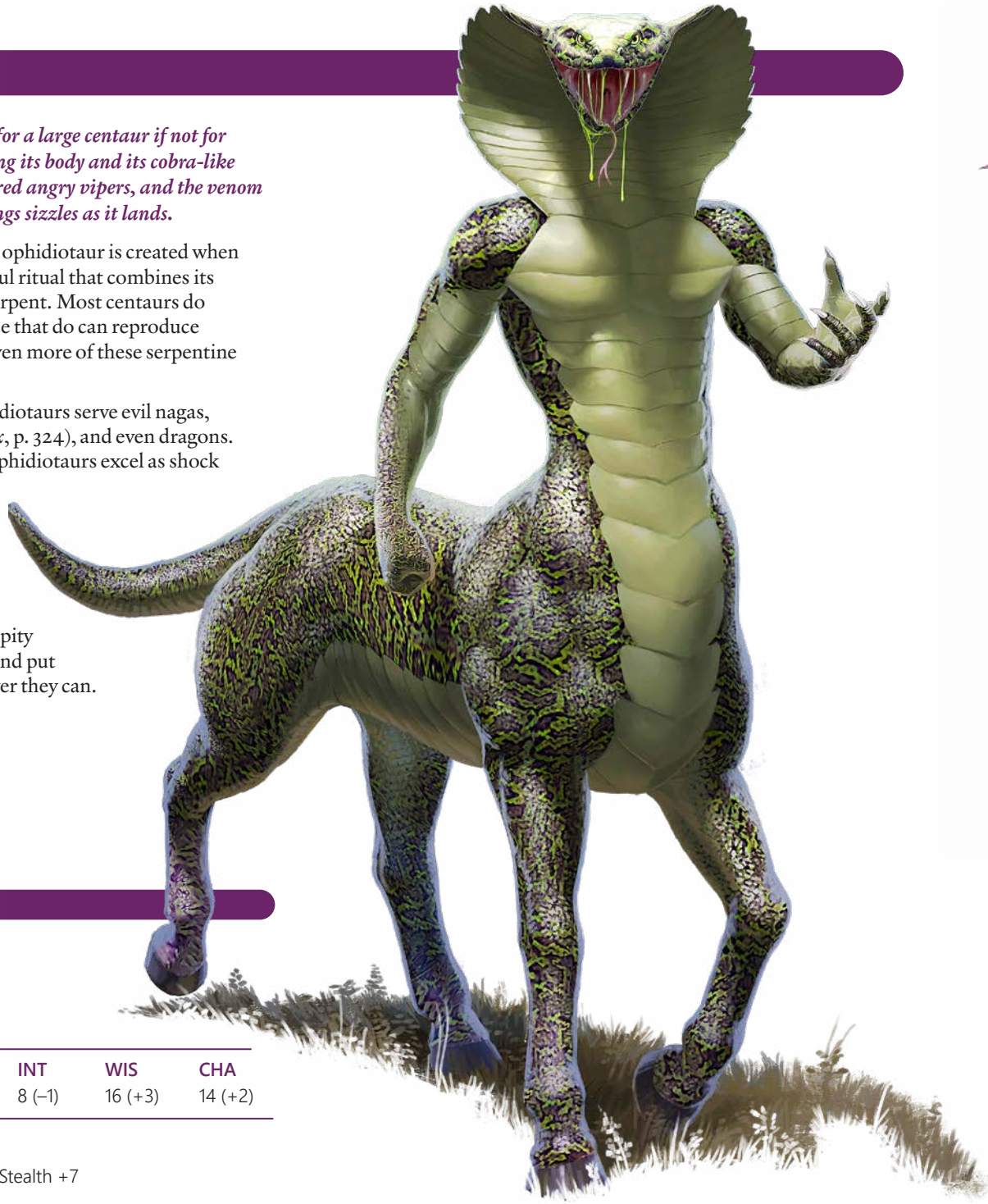
Hurl Tar. *Ranged Weapon Attack:* +2 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target must succeed on a DC 14 Dexterity saving throw or be covered in tar (see Sticky Situation).

Ophidiotaur

This creature could be mistaken for a large centaur if not for the black and green scales covering its body and its cobra-like head. Its hiss sounds like a hundred angry vipers, and the venom dripping from creature's long fangs sizzles as it lands.

Born from Corruption. An ophidiotaur is created when a centaur is transformed via a foul ritual that combines its form with that of a venomous serpent. Most centaurs do not survive the process, but those that do can reproduce naturally, potentially creating even more of these serpentine monstrosities.

Servants of Serpents. Ophidiotaurs serve evil nagas, serpentfolk of Yig (*Creature Codex*, p. 324), and even dragons. While they make poor guards, ophidiotaurs excel as shock troops and mounts for serpentfolk. Ophidiotaurs that survive the fall of their masters escape into the wilds and form loose-knit tribes ruled by the strongest individual. Centaurs loathe and pity ophidiotaurs in equal measure and put down the abominations whenever they can.



OPHIDIOTAUR

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	8 (–1)	16 (+3)	14 (+2)

Saving Throws Wis +5
Skills Athletics +7, Perception +6, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 16
Languages Common, Draconic, Void Speech
Challenge 5 (1,800 XP)

Charge. If the ophidiotaur moves at least 30 feet straight toward a target and then hits it with a poisoned glaive attack on the same turn, the target takes an extra 5 (1d10) slashing damage.

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

Actions

Multiattack. The ophidiotaur makes two attacks: one with its bite and one with its glaive.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage plus 3 (1d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisoned Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 3 (1d6) poison damage.

Call Serpents (1/Day). The ophidiotaur magically calls 1d6 poisonous snakes or flying snakes (ophidiotaur's choice). The called creatures arrive in 1d4 rounds, acting as allies of the ophidiotaur and obeying its spoken commands. The snakes remain for 1 hour, until the ophidiotaur dies, or until the ophidiotaur dismisses them as a bonus action.

Ophinix

This bat-like creature has luxurious blue fur covering every part of its body. It has a heavily wrinkled face, large, bulbous eyes, and twin horn-like antennae. Thin sable wings unfurl from its back, and its fur emits tiny sparks of blue lightning.

Cave-Dwelling Hunters. A large, bat-like monstrosity native to many natural cave systems and chasms, the ophinix spends most of its time flying through the darkened passages of its home looking for its next meal. The ophinix is single-minded in its pursuit of prey, hunting bats, darkmantles, giant moths, giant beetles, and even the occasional unwary miner. For this reason, a nest of these creatures can present a major threat to mining operations or the establishment of underground outposts, and bounties for them are common.

Lightning Bats. The ophinix has a natural affinity for lightning, and its fur can absorb massive amounts of static electricity. It can direct this electricity in bolts of lightning at its enemies. When charged with static, its fur emits sparks of dim blue light. It usually discharges this static before it goes hunting to avoid being seen by its prey.

Wings in the Darkness. Though most subterranean races see ophinixes as nothing more than nuisances, they are sometimes tamed and used as guard beasts or mounts by smaller humanoids like derro and deep gnomes. Those riding an ophinix must use a specialized saddle and wear thick clothing to prevent themselves from being shocked by the creature's electrically-charged fur, but many are willing to risk the potential danger if it means securing such a formidable ally.

OPHINIX

Large monstrosity, unaligned

Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	2 (−4)	12 (+1)	5 (−3)

Skills Perception +3, Stealth +5
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Conductive Fur. While the ophinix is charged with electricity, a creature that touches the ophinix or hits it with a melee attack while within 5 feet of it takes 2 (1d4) lightning damage.

Lightning Recharge. Whenever the ophinix is subjected to lightning damage, it takes no damage and becomes charged with electricity. If it is already charged, the duration resets to 1 minute.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the ophinix is charged with electricity, the target also takes 5 (2d4) lightning damage.

Generate Static. The ophinix rubs along a dry surface and charges its fur with static electricity. Its fur remains charged with electricity for 1 minute or until it uses Lightning Strike.

Lightning Strike (Recharge Special). The ophinix releases its static electricity at up to three targets it can see within 30 feet of it. Each creature must make a DC 12 Dexterity saving throw, taking 5 (2d4) lightning damage on a failed save, or half as much damage on a successful one. After using Lightning Strike, the ophinix is no longer charged with electricity. It can't use Lightning Strike if isn't charged with electricity.

Orc, Gray

The ground erupts into a scrambling flood of orcs, their pale skin decorated with swirls of black resin.

Dwelling deep beneath the ground, gray orcs move in a dark world, only drawn toward the surface by their innate hatred of arcane defilement.

Drawn to Magical Corruption. Gray orcs are drawn to areas where magic is frequently used or locations marred by magical pollution. Scholars believe the orcs' ancestral home was ravaged by magic, cursing them and driving them deep beneath the surface. They believe this history fuels within the orcs a deep hatred for magic, especially magic that defiles the natural world. For their part, the orcs have neither confirmed nor denied this speculation, though few scholars have been brave enough to approach them about it. Whatever the case, gray orcs grow violent around magic and seek to snuff it out wherever they find it.

Synchronized Tribes. Gray orcs move and act as one, their training leading their actions to be so synchronized that they appear to think as one. When faced with a major threat or a large magical catastrophe, a group of gray orcs will erupt from the ground in unison to swarm over the source.

Silent Hunters. Adept at surviving in a dark and quiet world below the ground, gray orcs instinctively know how to move, hunt, and kill without making the slightest sound. When they hunt, gray orcs paint their pale skin with swirls of a mushroom-based black resin. They often form the resin into runes or symbols of their gods as a way of honoring the gods and asking for success on the hunt.

GRAY ORC

Medium humanoid (orc), neutral

Armor Class 13
Hit Points 15 (2d8 + 6)
Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (–1)	11 (+0)	10 (+0)

Skills Acrobatics +5, Athletics +4, Perception +2, Stealth +7
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages Orc
Challenge 1/4 (50 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Magic Absorption. When the gray orc is hit by a spell or is in the area of a spell, it regains hp equal to the spell's level. This trait doesn't counter the spell or negate its damage or effects. The orc regains the hp after the spell is resolved.

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

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

Actions

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

Orniraptor

A clumsy-looking flightless bird with a short, conical beak and no feathers or skin stares blankly with its single eye. Its organs are held in place by a slimy, transparent membrane.

Nearly Mindless. Orniraptors are creatures of pure instinct and share more in common with the basest vermin than with beasts. They attack anything that moves and peck off bits and pieces of their prey as they hunt, gobbling bites as it flees.

Troublesome Pests. Orniraptors tend to be more troublesome than dangerous, due to their persistence in striking at anything that moves. However, the creatures are capable of sharing their perceptions when near each other. This makes them particularly deadly when one notices something move and dozens of orniraptors suddenly converge on that point.

Quiet Yet Loud. Orniraptors have no vocal organs and simply squawk soundlessly as they go about their business. Their movements tend to be jerky and clumsy, though, and therefore quite audible.

ORNIRAPTOR

Small monstrosity, unaligned

Armor Class 11
Hit Points 16 (3d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	2 (−4)	7 (−2)	8 (−1)

Senses passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Blood Spurt. When a creature deals piercing or slashing damage to the orniraptor while within 5 feet of it, the creature must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) acid damage as it is struck by the creature's caustic blood.

Collective Perception. The orniraptor is aware of everything each other orniraptor within 20 feet of it notices.

Poor Vision. The orniraptor's visual acuity is based on movement. A creature that didn't move between the end of the orniraptor's last turn and beginning of its current turn is invisible to the orniraptor. The creature is not invisible to the orniraptor if another orniraptor within 20 feet of it notices the creature.

ACTIONS

Peck. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spit Stone. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Orphan of the Black

Appearing to be an unkempt human child between the ages of six and ten, this creature has bare feet and long, ragged, dirty nails. The matted mop of hair upon the creature's head has the odd blade of grass stuck in it. Its face is gaunt, with black, expressionless eyes, and its mouth is twisted into a sneer.

Neglectful Beginnings. Once children of the Material Plane, these poor souls were mistreated by their guardians or people in positions of authority. Through their sadness and neglect, they inadvertently opened doorways to the Shadow Realm, and, eager for an escape from their lives, they stepped through the doorways. Over time, the atmosphere of the Shadow Realm corrupted and twisted these children into feral creatures. Orphans of the black carry no weapons or belongings, except for a single tattered blanket or broken toy.

Problem with Authority. Orphans of the black hate those who hold command over others. Whenever possible, creatures prominently displaying rank or other titles, along with those who issue orders. An orphan of the black may sympathize with a creature that feels belittled or neglected, and it might forgo attacking the creature to attempt to coerce the creature into becoming an orphan of the black as well.

ORPHAN OF THE BLACK

Small fey, neutral evil

Armor Class 13
Hit Points 49 (9d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	8 (–1)	10 (+0)	13 (+1)

Damage Resistances bludgeoning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Forbiddance. An orphan of the black can't enter a residence without an invitation from one of the occupants.

Sense Law. An orphan of the black can pinpoint the location of a lawful creature within 30 feet of it.

Transmit Pain. A creature that hits the orphan of the black with an attack must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage.

Actions

Multiattack. The orphan of the black makes two melee attacks.

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

Incite Violence (Recharge 5–6). The orphan of the black forces a creature it can see within 15 feet of it to commit an outburst of violence. The target must make a DC 12 Wisdom saving throw. On a failed save, the creature must use its action on its next turn to attack the nearest creature other than the orphan of the black. On a success, the creature takes 7 (2d6) psychic damage from the violence boiling at the edge of its consciousness. A creature immune to being charmed isn't affected by the orphan's Incite Violence.

Ortifex

A large, rotting heart floats forward, its hypnotic heartbeat echoing all around it.

Vampiric Hunters. An ortifex's singular purpose is to absorb blood from living creatures. When seeking blood, it disorients victims with an ominous, hypnotic heartbeat, then magically siphons their blood, leaving behind a shriveled carcass.

Harvested from Giants and Dragons. Only large hearts can be made into ortifexes, which are typically created from the hearts of giants, dragons, and particularly large beasts. Necromancers who create ortifexes for vampiric clients pay well for a sizeable heart, especially if it is minimally decomposed.

Agents of Oppression. When a blood cult, necromancer, or intelligent undead wants to demoralize a village or demand a sacrifice, it often sends an ortifex to collect payment in blood.

Undead Nature. An ortifex doesn't require air, food, drink, or sleep.

ORTIFEX

Medium undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (–1)	13 (+1)	12 (+1)

Saving Throws Con +4, Wis +3
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)

Blood Bearer. A creature that subsists on blood, such as a vampire, can use its action while within 5 feet of the ortifex to drain blood from it. The creature can drain up to the ortifex's current temporary hp, regaining hp equal to that amount. The ortifex then loses temporary hp equal to that amount.

Blood Sense. The ortifex can pinpoint the location of creatures that aren't constructs or undead within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

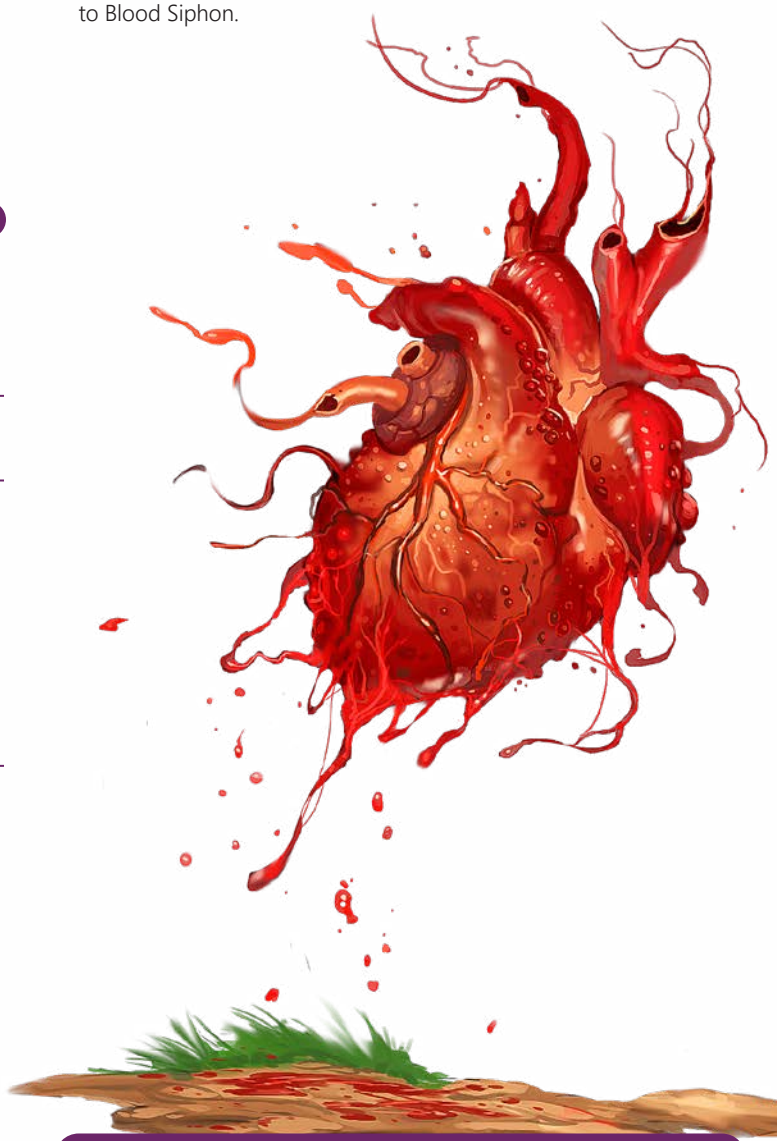
Hypnotic Heartbeat. A creature that can hear the ortifex's heartbeat and starts its turn within 60 feet of the ortifex must succeed on a DC 13 Wisdom saving throw or be charmed until the start of its next turn. While charmed, it is incapacitated and must move toward the ortifex by the most direct route on its turn, trying to get within 5 feet of the ortifex. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, it can repeat the saving throw, ending the effect on a success.

Unless surprised, a creature can plug its ears to avoid the saving throw at the start of its turn. If the creature does so, it is deafened until it unplugs its ears. If the creature unplugs its ears while still within range of the ortifex's heartbeat, it must immediately make the saving throw.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Blood Siphon (Recharge 6). The ortifex drains blood from nearby creatures. Each creature within 20 feet of the ortifex must make a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The ortifex gains temporary hp equal to the single highest amount of necrotic damage dealt. If it gains temporary hp from this action while it still has temporary hp from a previous use of this action, the temporary hp add together. The ortifex's temporary hp can't exceed half its hp maximum. A creature that doesn't have blood is immune to Blood Siphon.



ORTIFEX IN MIDGARD

The Red Sisters, who operate openly in the Greater Duchy of Morgau, regularly gift ortifexes as rewards for favors rendered. Recent reports tell of a secret meeting between King Lucan and Marena's high priestesses regarding the possibility of extracting the heart of a Dread Walker in the Wasted West and turning it into a massive ortifex for the Blood Kingdom.

Otterfolk

Brown fur covers the entire surface of this humanoid, which also has the black nose and small ears of an otter. Its piecemeal leather armor and weapon at the ready give the impression it is prepared for a fight.

Foe to Reptilians. While generally peaceful creatures, otterfolk bear an enmity for reptilians, owing to their near extinction in the jaws of giant alligators and other large swamp predators. They are wary of intelligent reptilian creatures, such as lizardfolk and naga, who regularly prey on their people. Otterfolk pass this animosity on to future generations through tales of heroic otterfolk overcoming ferocious snakes and mighty alligators. From the time an otterfolk kit can walk, it learns how to wield the atlatl and to be mindful of the presence of their hated foes. Otterfolk are wary of reptilian visitors or those accompanied by reptiles, but they are cordial to all others.

Swamp Guides. Otterfolk are excellent sources of information about the territory surrounding their homes, and they often escort friendly visitors through the swamp. The price for this service depends on the combat capabilities of those they escort. Their overwhelming martial outlook causes them to value visitors who can prove themselves in combat. If a group seems capable of protecting itself, the otterfolk reason they don't have to defend the group in addition to guiding it. They often ask such groups for a pittance in rations or monetary value (preferring pearls to other valuable items). Otterfolk greatly increase their fees for groups apparently incapable of fighting off potential swamp hazards. However, they pride themselves on never abandoning their charges.

Otter Trainers. Otterfolk often raise river otters as guard animals and pets, which serve the same function in their society as dogs in human societies. Otterfolk regard the animals warmly and become sad when favored pets die. They rarely allow their otters to engage in combat. They regularly hold contests where otter owners show off their training prowess by directing their otters in feats of strength, cunning, and dexterity. These contests never involve pitting the otters against each other in combat. The rare few otterfolk who choose to become wizards take otters as familiars. Otterfolk rangers often raise larger river otter specimens (use the statistics of a giant weasel) and train them as companions.

OTTERFOLK

Small humanoid (otterfolk), chaotic good

Armor Class 14 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft., climb 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +5, Survival +4
Senses darkvision 30 ft., passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

Hold Breath. The otterfolk can hold its breath for 15 minutes.

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

Reptile Foe. The otterfolk has advantage on Wisdom (Survival) checks to track reptilian creatures and on Intelligence checks to recall information about them.

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.

Atlatl Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Secrete Oil (Recharge 4–6). The otterfolk secretes an oil that makes it slippery until the end of its next turn. It has advantage on ability checks and saving throws made to escape a grapple. If it is grappled when it takes this action, it can take a bonus action to escape the grapple.

Overshadow

Several humanoid silhouettes reach out with dark claws. The light shifts, revealing that they are connected to each other by a great mass of flowing darkness.

While common shadows are fearsome undead in their own right, the overshadow is a terrible darkness that threatens all life it encounters, especially life that clings to light in the deep, dark places of the world.

Spawned by Tragedy. A creation of great misery and of hope dying in the dark, an overshadow forms when travelers become lost underground. As their supplies dwindle and their lives slowly extinguish in the cold bowels of the earth, an overshadow rises from the bodies. The collective psychic trauma of mass deaths in the dark seeds a portion of the darkness with undead energies, a collective intelligence, and a sinister intent.

Fueled by Fear. While the desire to consume life force is just as strong in the overshadow as its weaker brethren, its greater intellect also gives greater depth to its evil. It enjoys playing with its prey, scaring potential victims with displays of its power, with whispered threats from the darkness, and with other psychological tactics. It prefers to drive its victims into a state of panic before finally devouring their essences.

Doom of the Shadowless. The shadows of those killed by the overshadow fuse with it instead of becoming separate shadows. If a creature killed by an overshadow is brought back to life by any means other than the *resurrection* spell or similar magic, it does not cast a shadow until the overshadow that slew it is destroyed. When such a creature is returned to life, the overshadow is aware of the creature's return. In addition, undead shadows are drawn to attack the shadowless creature.

Undead Nature. An overshadow doesn't require air, food, drink, or sleep.

OVERSHADOW

Large undead, chaotic evil

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	15 (+2)	13 (+1)	13 (+1)	12 (+1)

Skills Stealth +6 (+8 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages the languages it knew in life
Challenge 4 (1,100 XP)

Amorphous. The overshadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the overshadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The overshadow makes two strength drain attacks.

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Bringer of Darkness. The overshadow dims the light around it. The radius of each light source within 60 feet of it is halved for 1 minute. The overshadow can't use this action while in sunlight.

Pale Screamer

This horrible, milk-white creature has the lower body of an emaciated humanoid and the upper body of a slimy jellyfish. Dark blue eyespots cover its upper body, and long, frilled, translucent tentacles trail from its frame-like tassels.

Wailing in the Depths. Adventurers traveling deep beneath the earth or in the ocean depths sometimes hear an unholy sound echoing toward them out of the blackness, followed by the sight of a creature that is neither human nor jellyfish. This is generally their first and last encounter with the pale screamer, a creature that haunts caves and waterways searching for victims to consume or transport back to the lairs of their terrible alien masters. The pale screamer pursues its mission with malicious relish and enjoys eating its prey alive, often in front of its victims' paralyzed companions.

Evil Blooms. Though pale screamers are artificial creatures and do not breed naturally, their masters sometimes form them into blooms of two or more for mutual cooperation and protection. These pale screamers learn to communicate with one another by changing the coloration of their eyespots, allowing them to transmit information silently and better ambush or mislead their foes.

Formerly Human. Pale screamers are created by mixing human and jellyfish-like creatures together using twisted, magical surgery. Most are the result of experimentation by aboleths or other intelligent eldritch horrors and are brainwashed to serve their masters unquestioningly. Some pale screamers remember snippets of their lives as humans and suffer horrible mental anguish as a result. Most of these pale screamers are disposed of by their masters. The saddest, however, are those that turn rogue and attempt to return to their former lives, only to give into their evil urges for humanoid flesh or be killed by their former family and friends.

PALE SCREAMER

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (–2)	13 (+1)	8 (–1)

Skills Athletics +5, Perception +3
Damage Resistances bludgeoning, cold, force
Senses darkvision 90 ft., passive Perception 13
Languages Deep Speech
Challenge 3 (700 XP)

Amphibious. The pale screamer can breathe air and water.

Actions

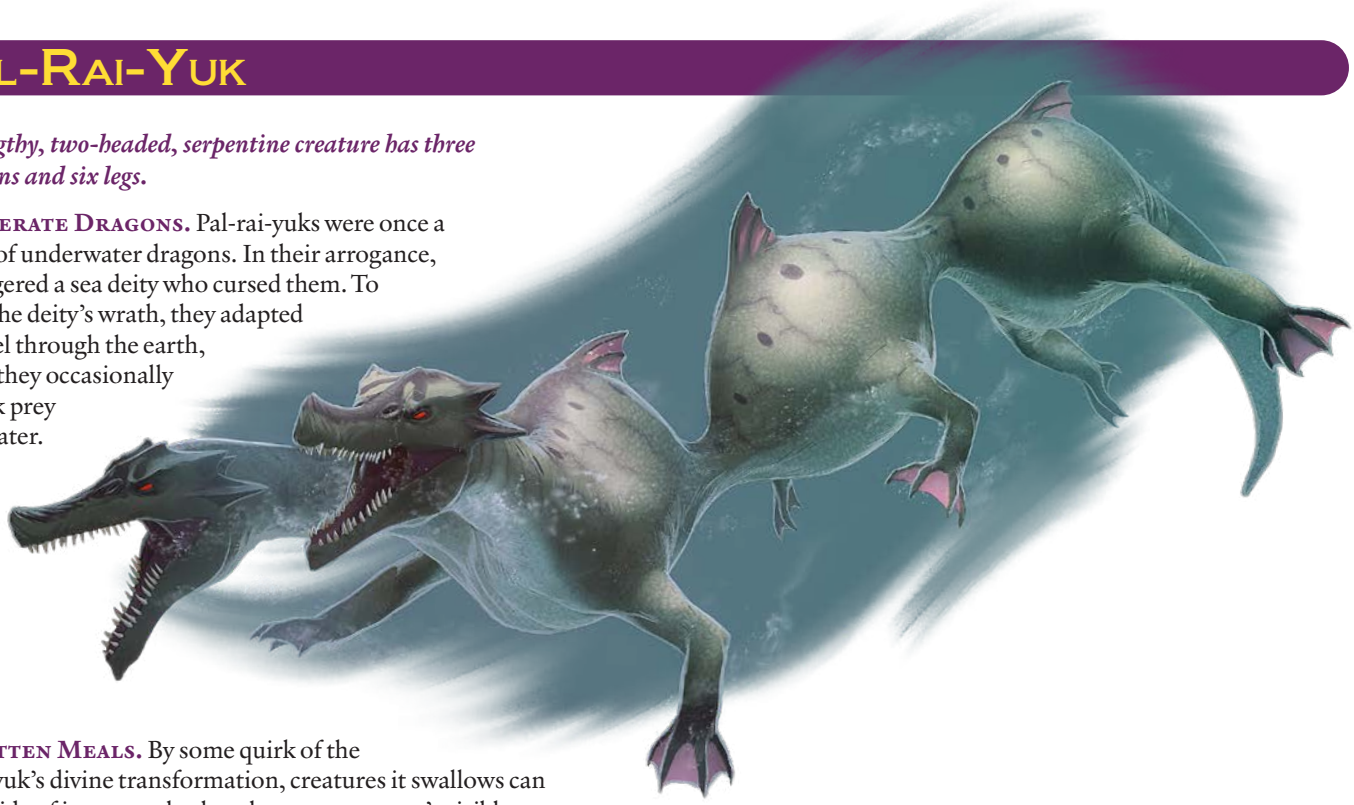
Multiattack. The pale screamer makes two tentacle attacks. If both attacks hit the same target, the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Scream of the Deep (Recharge 6). The pale screamer unleashes an alien screech in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is deafened until the end of its next turn. On a success, a creature takes half the damage and isn't deafened.

Pal-Rai-Yuk

This lengthy, two-headed, serpentine creature has three dorsal fins and six legs.



Degenerate Dragons. Pal-rai-yuks were once a species of underwater dragons. In their arrogance, they angered a sea deity who cursed them. To escape the deity's wrath, they adapted to tunnel through the earth, though they occasionally still seek prey in the water.

Forgotten Meals. By some quirk of the pal-rai-yuk's divine transformation, creatures it swallows can see outside of its stomachs, but the creatures aren't visible to those outside the pal-rai-yuk. Additionally, this quirk allows the serpents to erase their victims from others' memories, leaving victims with a deep sense of isolation as they are slowly digested.

Endlessly Hungry. The sea god segmented their stomachs in an attempt to curb their voraciousness. Unfortunately, it made them more gluttonous. This gluttony occasionally draws the attention of powerful humanoids or large armies. When this happens, the pal-rai-yuk quickly consumes anything it can catch, then digs deep into the earth where it hibernates for years, avoiding retaliation.

PAL-RAI-YUK

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 40 ft., burrow 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Con +6
Skills Athletics +8, Stealth +3
Damage Resistances cold
Condition Immunities frightened
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Aquan, Common, Draconic
Challenge 8 (3,900 XP)

Forgotten Prey. A creature that starts its turn grappled by the pal-rai-yuk must succeed on a DC 16 Charisma saving throw or be invisible and inaudible to all creatures other than the pal-rai-yuk.

In addition, when the pal-rai-yuk swallows a creature, each of that creature's allies within 1 mile of the pal-rai-yuk must succeed on a DC 16 Wisdom saving throw or forget the swallowed creature's existence. At the end of each of the creature's turns, it can repeat the saving throw, remembering the swallowed creature on a success.

Hold Breath. The pal-rai-yuk can hold its breath for 1 hour.

Magic Resistance. The pal-rai-yuk has advantage on saving throws against spells and other magical effects.

Two Heads. The pal-rai-yuk has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The pal-rai-yuk makes two bite attacks.

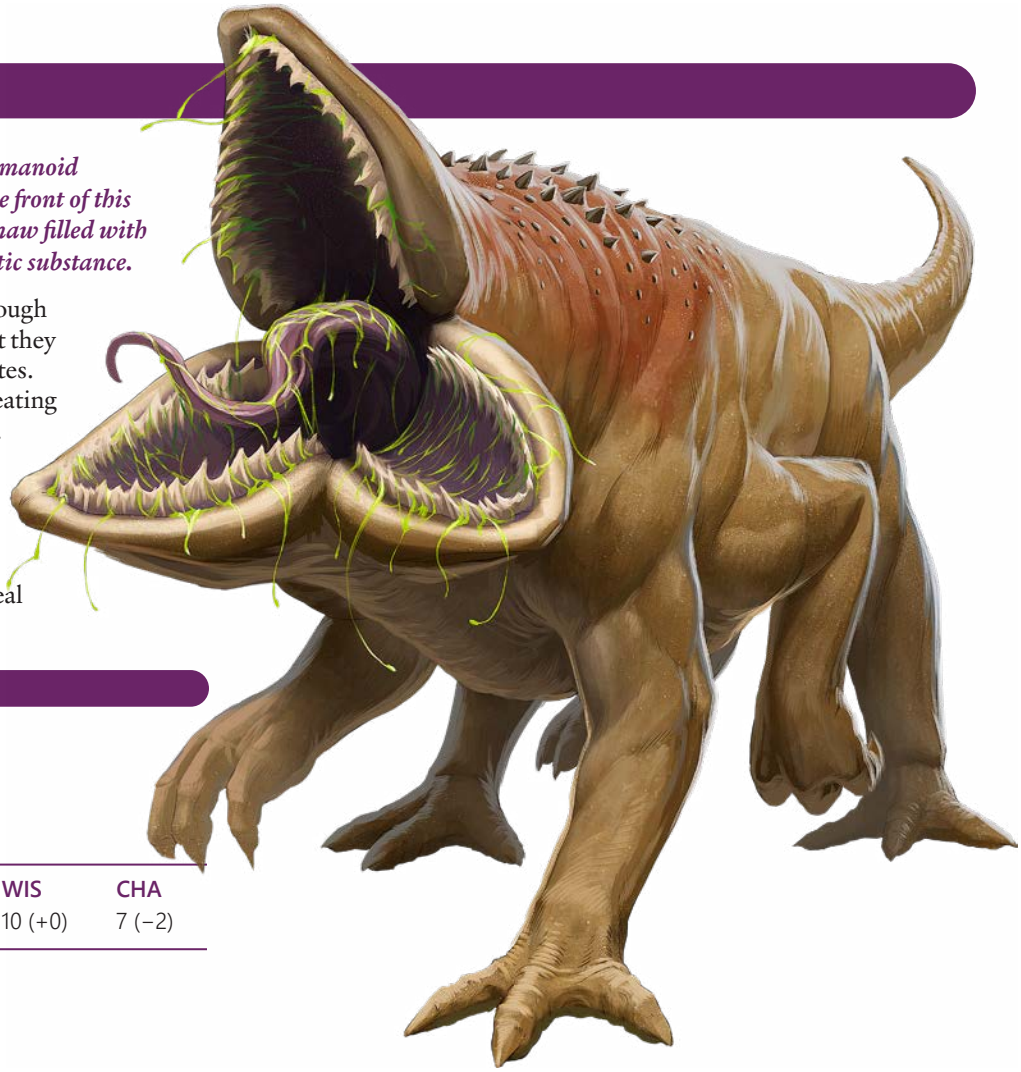
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 27 (4d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The pal-rai-yuk has two heads, each of which can grapple only one target.

Swallow. The pal-rai-yuk makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the creature is restrained, it has total cover against attacks and other effects outside the pal-rai-yuk, and it takes 18 (4d8) acid damage at the start of each of the pal-rai-yuk's turns. The pal-rai-yuk can have up to three Medium or smaller creatures swallowed at a time.

The swallowed creature can see outside of the pal-rai-yuk, but it can't target those outside the pal-rai-yuk with spells or cast spells or use features that allow it to leave the pal-rai-yuk's stomach. In addition, nothing can physically pass through the pal-rai-yuk's stomach, preventing creatures inside the stomach from making attack rolls against creatures outside the stomach.

If the pal-rai-yuk takes 20 damage or more on a single turn from a creature inside it, the pal-rai-yuk must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the pal-rai-yuk. If the pal-rai-yuk dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 15 feet of movement, exiting prone.

Parzz'val



Six legs, ending in massive, three-fingered humanoid hands, support a headless horse-like torso. The front of this creature's mass opens into a huge tripartite maw filled with jagged, web-shrouded ridges dripping a caustic substance.

Bottomless Hunger. Parzz'vals have enough intelligence to reason and problem solve, but they are largely guided by their monstrous appetites. Parzz'vals prefer live prey but are not above eating carrion if their preferred meal isn't available.

Ambush Hunters. Despite their enormous hunger, parzz'vals are excellent at taking their prey by surprise. A parzz'val can wait patiently for hours for the ideal time to strike if they anticipate a meal awaits as a reward.

PARZZ'VAL

Large aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	5 (–3)	10 (+0)	7 (–2)

Saving Throws Con +8
Skills Stealth +6
Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities blinded, charmed, unconscious
Senses blindsight 120 ft., passive Perception 10
Languages Void Speech
Challenge 8 (3,900 XP)

Caustic Web (Recharge 5–6). As a bonus action, the parzz'val can spit a sticky, acidic web in a 20-foot cube. The web must be placed wholly within 60 feet of the parzz'val and must be anchored between two solid masses or layered across a floor, wall, or ceiling. A web layered over a flat surface has a depth of 5 feet. The web is difficult terrain and lightly obscures the area.

A creature that starts its turn in the web or enters the web during its turn must make a DC 16 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

The web persists for 1 minute before collapsing. The parzz'val is immune to the effects of its web and the webs of other parzz'vals.

Pummel. If the parzz'val deals damage to a creature with three melee attacks in one round, it has advantage on all melee attacks it makes against that creature in the next round.

Regeneration. The parzz'val regains 10 hp at the start of its turn if it has at least 1 hp.

Actions

Multiattack. The parzz'val makes three attacks: one with its oversized maw and two with its oversized fists.

Oversized Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Oversized Maw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 4 (2d8) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the parzz'val. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the parzz'val, and it takes 18 (4d8) acid damage at the start of each of the parzz'val's turns. A parzz'val can have only one creature swallowed at a time.

If the parzz'val takes 15 damage or more on a single turn from a creature inside it, the parzz'val must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the parzz'val. If the parzz'val dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

PARZZ'VALS IN MIDGARD

Parzz'vals are created by the treacherous wizard Enkada Pishtuhk in his efforts to recreate a controllable, loyal version of Pah'draguusthlai the Devourer. Thus far, his attempts have failed. No matter what form his creations take at their birth, they twist into an uncontrollable parzz'val over the course of a week or less. He releases each of these failed creations out into the Wasted West to wreak havoc.

Peat Mammoth

This pile of rotting plant matter is shaped similarly to a woolly mammoth, without the tusks. The plants forming its hide droop to the ground.

Elephantine Plant Mound. The peat mammoth is a mobile peat bog on four, stumpy legs. The plants draping from it give it the shaggy appearance of a wooly mammoth. It can extrude parts of its plant mound to strike at foes, but it mostly ambles over prey, absorbing them into its mass.

Spirit-infused. Peat mammoths are mounds of plant material inhabited and driven by the souls of intelligent creatures that died in peat bogs. The restless spirits steer the mammoth's movements, but the jumble of trapped souls leaves the mammoth without a true pilot or goal. Thus, the plant matter shambles onward, absorbing creatures and plants in its path, driven by the energy of spirits seeking release yet unable to find it.

Swamp Gas Hazard. The rotting plant and animal material contained within the peat mammoth's mass give off flammable swamp gases. The mammoth's saturated body gives it a measure of protection from fire, but the gases escaping from it easily catch fire. In rare instances, attacking the mammoth with fire results in a terrible explosion.

PEAT MAMMOTH

Huge plant, neutral

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (–2)	21 (+5)	1 (–5)	8 (–1)	3 (–4)

Skills Stealth +6
Damage Resistances fire, necrotic
Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 10 (5,900 XP)

Slow Burn. When the peat mammoth takes fire damage, it catches fire. If the peat mammoth starts its turn on fire, it takes 5 (1d10) fire damage. The mammoth's saturated body douses the fire at the end of the peat mammoth's turn. Creatures engulfed by the mammoth don't take fire damage from this effect.

If the peat mammoth dies while it is on fire, it explodes in a burst of fire and flaming peat. Each creature within 15 feet of the peat mammoth must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. If a creature is engulfed by the mammoth when it dies in this way, the creature has disadvantage on the saving throw.

Swamp Camouflage. The peat mammoth has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The peat mammoth makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the peat mammoth is on fire, the target also takes 7 (2d6) fire damage.

Engulf. The peat mammoth moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the mammoth enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mammoth. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the mammoth enters the creature's space, and the creature takes 22 (5d8) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 22 (5d8) necrotic damage at the start of each of the mammoth's turns. When the mammoth moves, engulfed creatures move with it.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the mammoth. The mammoth can engulf up to two Large or smaller creatures at a time.

Pestilence Swarm

These flying insects are coated in a thick layer of dust and cover the walls, ceiling and floor of a room, completely motionless in the dark. The stray light from a lantern falls one of them, awakening the swarm, which takes to the air in an angry fury.

Awakened by Light. The pestilence swarm is a massive group of tiny flying insects resembling enormous, fat houseflies. The smell of carrion often lures them underground or into shallow caves, though they also dig burrows. As long as they are in darkness, they are immobile, appearing almost dead. When hit by light, however, they awake and swarm any creatures in the area.

Destroyer of Crops. Although fortunately rare, when a cloud of these insects descends on a field, it takes mere hours for them to completely devour everything that might have been worth harvesting. They eat fruits, grains, and even the livestock, leaving a decimated field in their wake.

Bringer of Plagues. Pestilence swarms often carry and transmit disease as they move from area to area. They descend on populated areas, eat any food that is left out, bite the people who live there, and eventually move to the next area. Diseases from one area spread to another, festering in the bite wounds left by the swarm. The suffering they bring to small villages and towns is legendary.

PESTILENCE SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	13 (+1)	1 (−5)	12 (+1)	7 (−2)

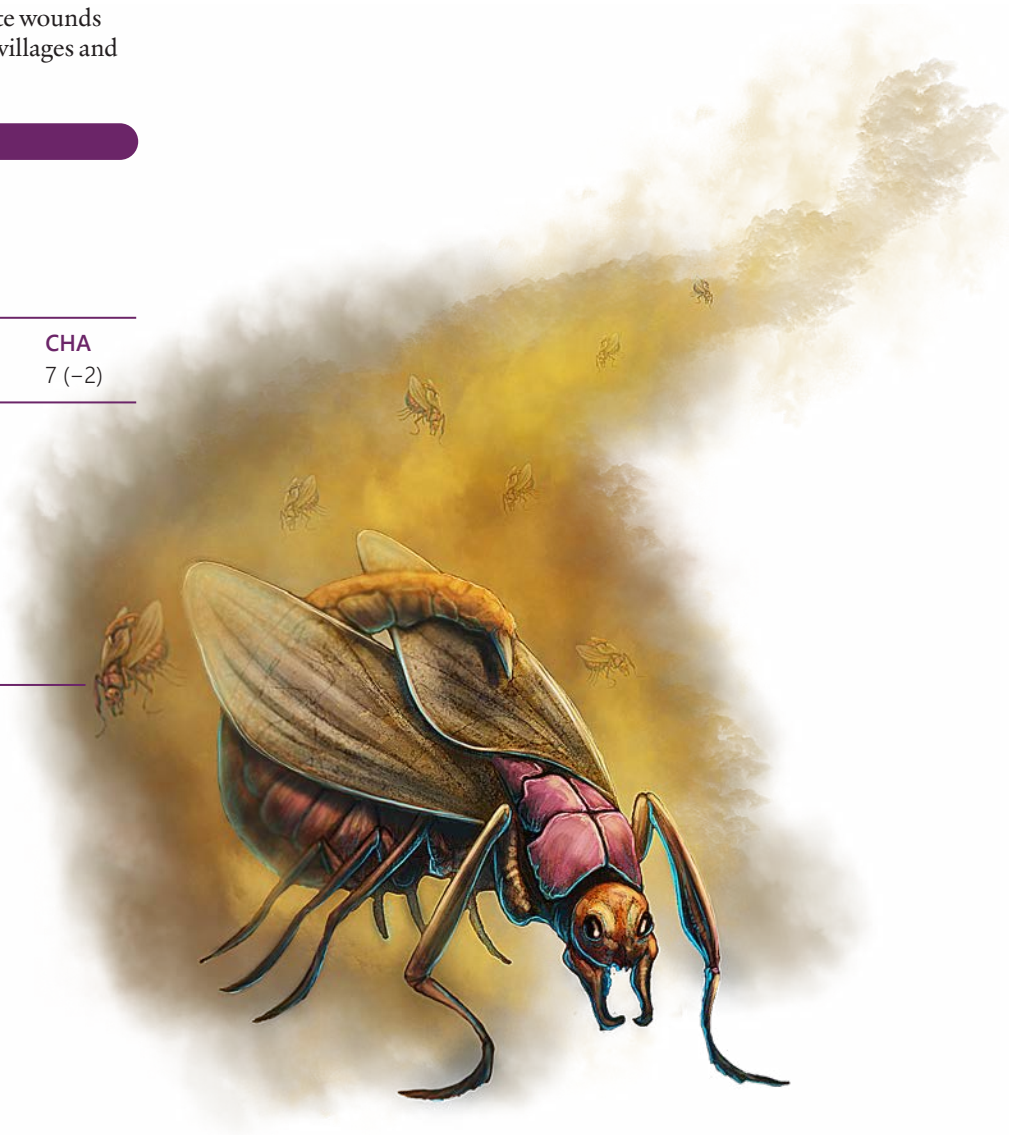
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Dormant in Darkness. The pestilence swarm appears dead in darkness and remains in a passive state until touched by light. When at least one insect in the swarm sees light, the entire swarm becomes active and attacks anything that moves. Once active, a swarm in complete darkness that isn't taking damage returns to its dormant state after 1 minute. The swarm poses no threat to creatures passing near it in complete darkness.

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 beast. The swarm can't regain hp or gain temporary hp.

Actions

Diseased Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hp or fewer. The creature must succeed on a DC 11 Constitution saving throw or contract sewer plague. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hp from spending Hit Dice and no hp from finishing a long rest. At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the creature gains one level of exhaustion. On a successful save, the creature's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.



Pine Doom

A living pine tree festooned with pinecones featuring razor-sharp edges looks balefully at the intrusion upon its solitude.

Gruff Forest Protector. Pine dooms are typically the largest plants in their groves, towering over ordinary pine trees. They see themselves as responsible for the wellbeing of their forests. They manage the growth of trees under their protection, clear out underbrush, and kill destructive vermin, allowing their groves to prosper. They have an inborn distrust of humanoids, but if a creature entering their forests seems genuinely in trouble, pine dooms allow them to seek shelter. They retaliate strongly, however, if someone takes advantage of their charity.

Mobile Groves. Similar to treants, pine dooms can animate trees, though they do so only to relocate threatened groves. Unlike treants, pine dooms can animate all trees in a single grove, but the trees can't attack.

Powerful Pine Sap. A pine doom reserves its sap until it must attack intruders. The sap adheres to anything, allowing the pine doom to entrap weapons and particularly troublesome foes. Druids on friendly terms with the pine doom can coax the tree into producing sap for the druid to use in defending their own groves.

PINE DOOM

Huge plant, neutral

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	21 (+5)	11 (+0)	16 (+3)	12 (+1)

Skills Nature +8, Perception +7
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 17
Languages Druidic, Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the pine doom remains motionless, it is indistinguishable from an ordinary pine tree.

Sticky Pine Tar. A creature that touches the pine doom is grappled (escape DC 16). Until this grapple ends, the creature is restrained. In addition, when a creature hits the pine doom with a bludgeoning or piercing weapon while within 5 feet of it, the creature must succeed on a DC 16 Strength saving throw or the weapon becomes stuck to the tree. A stuck weapon can't be used. A creature can take its action to remove one stuck weapon from the pine doom by succeeding on a DC 16 Strength check. Splashing the pine doom with a gallon of alcohol frees all creatures and objects stuck to it and suppresses this trait for 1 minute.

Siege Monster. The pine doom deals double damage to objects and structures.

Actions

Multiattack. The pine doom makes three slam attacks. Alternatively, it can use Sap-filled Pinecone twice.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Sap-filled Pinecone. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. The target and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or be restrained by sap. A creature can be free if it or another creature takes an action to make a DC 16 Strength check and succeeds.

Flurry of Pinecones (Recharge 6). Each creature within 30 feet of the pine doom must make a DC 16 Dexterity saving throw, taking 15 (6d4) slashing damage on a failed save, or half as much damage on a successful one.

Plague Spirit

A tight, leather coif underneath a cracked, black mask that resembles a long-beaked bird with hollow, black eyes obscures the face and head of this humanoid. Long, tattered, dark-green robes drape loosely over its form. An obsidian censer decorated in etchings of dead trees moves from hand to hand, green mist pouring forth with each swing as it performs a strange and eerie dance.

Plague spirits and their deadly mists have haunted the planes as long as life has existed. The path of death left in their wake is often mistaken as the result of a natural disaster. Many druids speculate that plague spirits are entropic forces that exist as the embodiment of the darker side of nature, curbing overgrowth and allowing new life to grow from the dead.

Harbingers of Decay. The presence of a plague spirit is always announced by a rolling front of sickly, green mist that spans several miles. The spirit can always be found at the center, performing an unsettling yet enchanting dance. As it dances, the censer it carries expels mist in all directions. Any living thing exposed to this mist slowly succumbs to decay. Whether turning a lush forest and its inhabitants into a dark, desiccated landscape or creating a silent ruin out of a bustling city, the presence of a plague spirit forewarns a massive loss of life.

Drawn to Life. Plague spirits are drawn to the densest collections of life in an area, and nothing seems to deter these spirits from their path.

PLAGUE SPIRIT

Medium fey, unaligned

Armor Class 14

Hit Points 150 (20d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	2 (–4)	18 (+4)	16 (+3)

Saving Throws Dex +8, Wis +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, diseased, exhaustion, frightened, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 9 (5,000 XP)

Decrepit Mist. A cloud of green mist with a diameter of 1 mile and height of 60 feet is centered on the spirit. For each day a creature spends in the mist, it must succeed on a DC 16 Constitution saving throw or increase in age by 5 percent of its total life span. The mist has no effect on undead or constructs.

Hunter of the Living. The plague spirit can magically sense the general direction of the largest concentration of living flora and fauna within 50 miles of it.

Actions

Multiattack. The plague spirit makes three attacks: one with its enfeebling touch and two with its censer.

Censer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Enfeebling Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Dance of Death (Recharge 5–6). The plague spirit dances and twirls its censer. Each creature within 20 feet of the plague spirit that can see it must make a DC 16 Constitution saving throw. On a failure, a creature takes 28 (8d6) necrotic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Primal Oozer

This nightmarish quadruped has many wolf-like features—including its physique, its powerful claws, and its lupine countenance—but its hairless skin is a thick layer of bluish-white slime. Four tentacles ending in barbed tips protrude from its jawline, and its eyes glow red. It makes a sickening gurgling sound when it growls.

Natives of the Swamp. Primal oozers are amphibious natives to swamps and wetlands. They often make their lairs in the root systems of massive trees where the soil beneath has been washed away. They can also be found in flooded ruins, wet riversides, or in the water itself. They are savage, deadly, and delight in killing.

Kinship with Mydnari. Primal oozers have a natural kinship with mydnari (see page 264). The mydnari admire the oozers for their natural slime, which most other creatures find repugnant. The oozers like the attention and care they receive from the mydnari and value the mydnari settlements as safe havens in the dangerous depths of the world. A pack of primal oozers might gather around and protect a strong mydnari that treats them well, but they might just as easily turn on the oozing humanoid if treated poorly or if their protection isn't properly respected, usually through frequent meals and praise.

Ooze-Spreading Tentacles. The barbed tentacles on the primal oozer's jaw latch on to creatures it bites and inject an oozing disease into the oozer's victims. This disease slowly liquefies the victim's skin, turning it ooze-like. Eventually, the disease melts the creature completely into a new ochre jelly. Mydnari often collect these "newborn" ochre jellies as hosts for their young.

PRIMAL OOZER

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (−2)	15 (+2)	5 (−3)

Saving Throws Dex +4
Damage Resistances piercing
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

Acidic Slime. A creature that touches the primal oozer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) acid damage.

Ooze Plague. The primal oozer's barbed tentacles inject the ooze plague disease into a creature if the creature fails its saving throw after being bitten twice in a row by the oozer. Until the disease is cured, the infected creature's skin slowly becomes more ooze-like, and its hp maximum decreases by 5 (2d4) for every 24 hours that elapse. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0. A humanoid slain by this disease rises 24 hours later as an ochre jelly. The jelly isn't under the primal oozer's control, but it views the primal oozer as an ally.

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

Slimy Body. The primal oozer has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The primal oozer makes two bite attacks. If both attacks hit the same target, the target must make a DC 15 Constitution saving throw. On a failure, the target takes 7 (2d6) acid damage and contracts a disease (see the Ooze Plague trait). On a success, the target takes half the damage and doesn't contract a disease.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Pumpkin King

Wooden roots twist together to create a towering spindle draped in a cloak of verdant leaves. An impossibly large pumpkin carved with a twisted smile crowns the figure.

Lord of Harvest. The Pumpkin King is a minor fey lord who rules over bountiful harvest, particularly in the autumnal seasons before snow blankets the world. The Pumpkin King can make a region flourish, changing barren farms and struggling villages into fruitful locales with a single blessing.

Unknown Deal. The Pumpkin King listens from their hidden patch in the lands of the fey, waiting to hear the desperate pleas of struggling farmers and starving villagers. Once the Pumpkin King hears such a request, they place their blessing upon the land, bringing ten years of prosperity. What the farmers do not know is that upon the moonrise of the tenth year, the Pumpkin King returns to collect the promised share of the harvest.

PUMPKIN KING

Huge fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	21 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +3, Wis +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not made with cold iron weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

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

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

Innate Spellcasting. The Pumpkin King's innate spellcasting ability score is Charisma (save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *entangle*

3/day each: *plant growth, spike growth*

1/day each: *blight, insect plague*

Actions

Multiattack. The Pumpkin King makes two vine attacks.

Vine. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16).

Harvest Dance (1/Day). A 15-foot-radius swirling vortex of gourds and vegetables extends out from the Pumpkin King, moves with they, and spreads around corners. The vortex lasts for 1 minute. Until the vortex ends, the area is difficult terrain for creatures other than the Pumpkin King, and when a creature enters the area for the first time on a turn or starts its turn in the area, it must make a DC 16 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

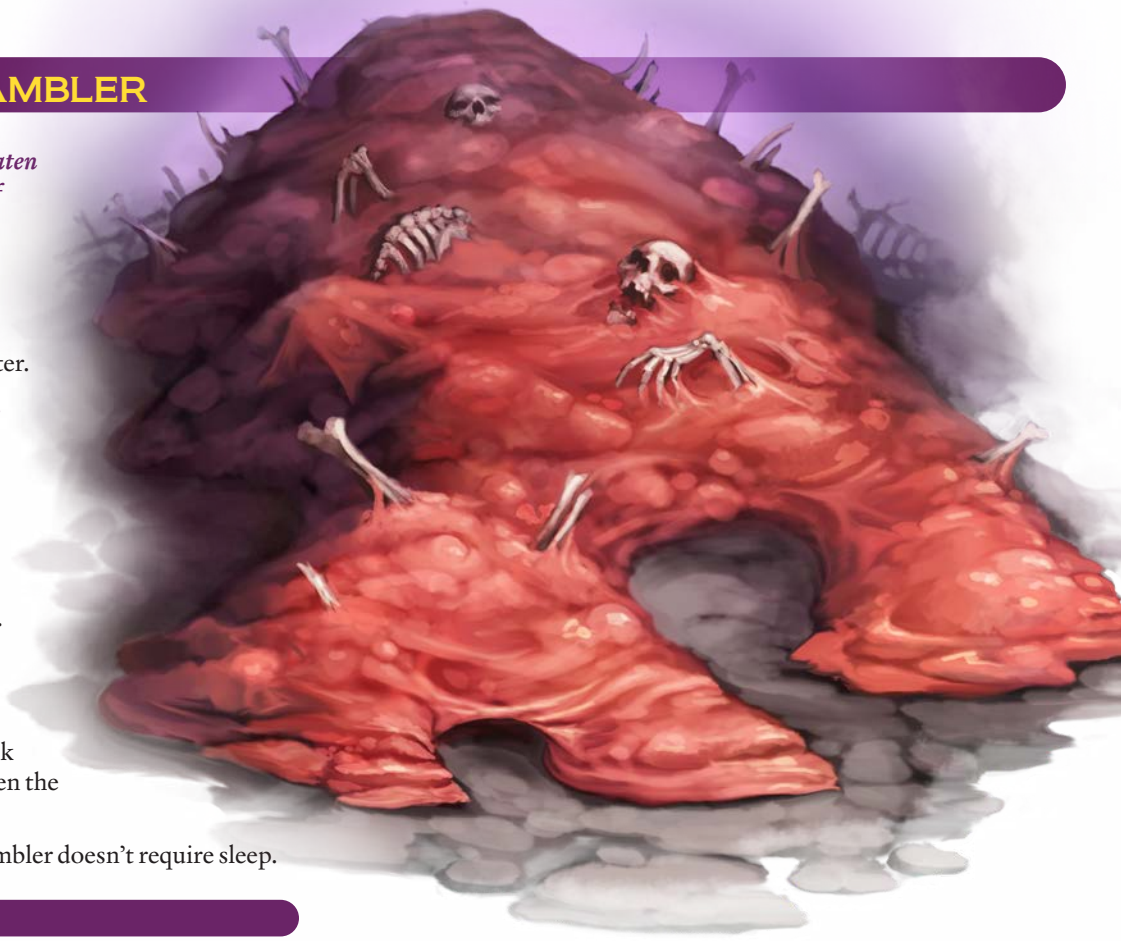
Move. The Pumpkin King moves up to their speed without provoking opportunity attacks.

Vine Attack. The Pumpkin King makes one vine attack.

Fire-Fallow (Costs 2 Actions). Magical fire ignites from within the Pumpkin King's pumpkin head, flickering out from their eyes and twisted mouth. Each creature within 10 feet of the Pumpkin King that can see them must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn. The fire remains until the start of the Pumpkin King's next turn. While this fire lasts, a creature that touches or hits the Pumpkin King with a melee weapon while within 5 feet of the Pumpkin King takes 5 (1d10) fire damage.

Cast a Spell (Costs 3 Actions). The Pumpkin King casts a spell from their list of innate spells, consuming a use of the spell as normal.

Pustulent Shambler



Piles of dissolved bones, seemingly eaten away by acid, encircle this mound of quivering, pus-covered flesh.

Dissolvers of Bone. Crawling heaps of diseased flesh, pustulent shamblers possess a corrosive material that eats away at bone matter.

Keepers of Macabre Larders. Pustulent shamblers drag victims of bonerot to their lairs to feed on the boneless flesh. Though they idly devour their victims, they have enough awareness of potential retribution to keep a few corpses available to quickly heal themselves.

Connected to Bonerot. Pustulent shamblers have a preternatural link to the disease they inflict. This allows them to track escaping victims and be present when the disease overtakes their prey.

Ooze Nature. The pustulent shambler doesn't require sleep.

PUSTULENT SHAMBLER

Gargantuan ooze, unaligned

Armor Class 10 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (−3)	20 (+5)	3 (−4)	10 (+0)	1 (−5)

Damage Resistances bludgeoning
Damage Immunities acid, fire, necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 13 (10,000 XP)

Amorphous. The pustulent shambler can move through a space as narrow as 1 inch wide without squeezing.

Bonerot. A creature that fails its saving throw against the pustulent shambler's pseudopod attack becomes infected with the bonerot disease. An infected creature develops the first symptoms of general weakness and lethargy within 1 hour as its bones start to rot from the inside. At the end of each long rest, the diseased creature must succeed on a DC 18 Constitution saving throw or its Strength and Dexterity scores are each reduced by 1d4 and its walking speed is reduced by 5 feet. The reductions last until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Strength or Dexterity to 0, the creature dies. A creature that succeeds on two saving throws against the disease recovers from it. Alternatively, the disease can be removed by the *lesser restoration* spell or similar magic.

Bonerot Sense. The pustulent shambler can pinpoint the location of creatures infected with bonerot within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Corrosive to Bone. A creature with exposed bones (such as a skeleton) that touches the shambler or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. Any nonmagical weapon made of bone that hits the shambler corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of bone that hits the shambler is destroyed after dealing damage.

Stench. Any creature that starts its turn within 10 feet of the pustulent shambler must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the shambler's Stench for 24 hours.

Actions

Multiattack. The pustulent shambler makes three pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 11 (2d10) acid damage, and the target must succeed on a DC 18 Constitution saving throw or contract the bonerot disease (see the Bonerot trait).

Absorb Flesh. The pustulent shambler feeds on a corpse within 5 feet of it. It regains 1d8 hp per size category of the creature it consumes. For example, the shambler regains 1d8 hp when consuming a Tiny creature's corpse or 4d8 hp when consuming a Large creature's corpse. The shambler can't use Absorb Flesh on a corpse if it or another pustulent shambler has already used Absorb Flesh on the corpse. If the corpse has intact bones, the shambler loses its Amorphous trait for 1 minute.

Putrescent Slime

As a rat moves to an algae-filled pool of water to take a drink, the pool suddenly comes to life and devours the rat.

Putrescent slimes form in large pools of fetid water and are often mistaken for algae by neophyte explorers in the depths of the world.

Pool Feeders. Putrescent slimes lurk in dank pools, only attacking desperate creatures that drink from their homes. As their prey decomposes in the water, the putrescent slime slowly digests the disgusting morass.

Ooze Nature. A putrescent slime doesn't require sleep.

PUTRESCENT SLIME

Medium ooze, unaligned

Armor Class 8

Hit Points 45 (6d8 + 18)

Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–2)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

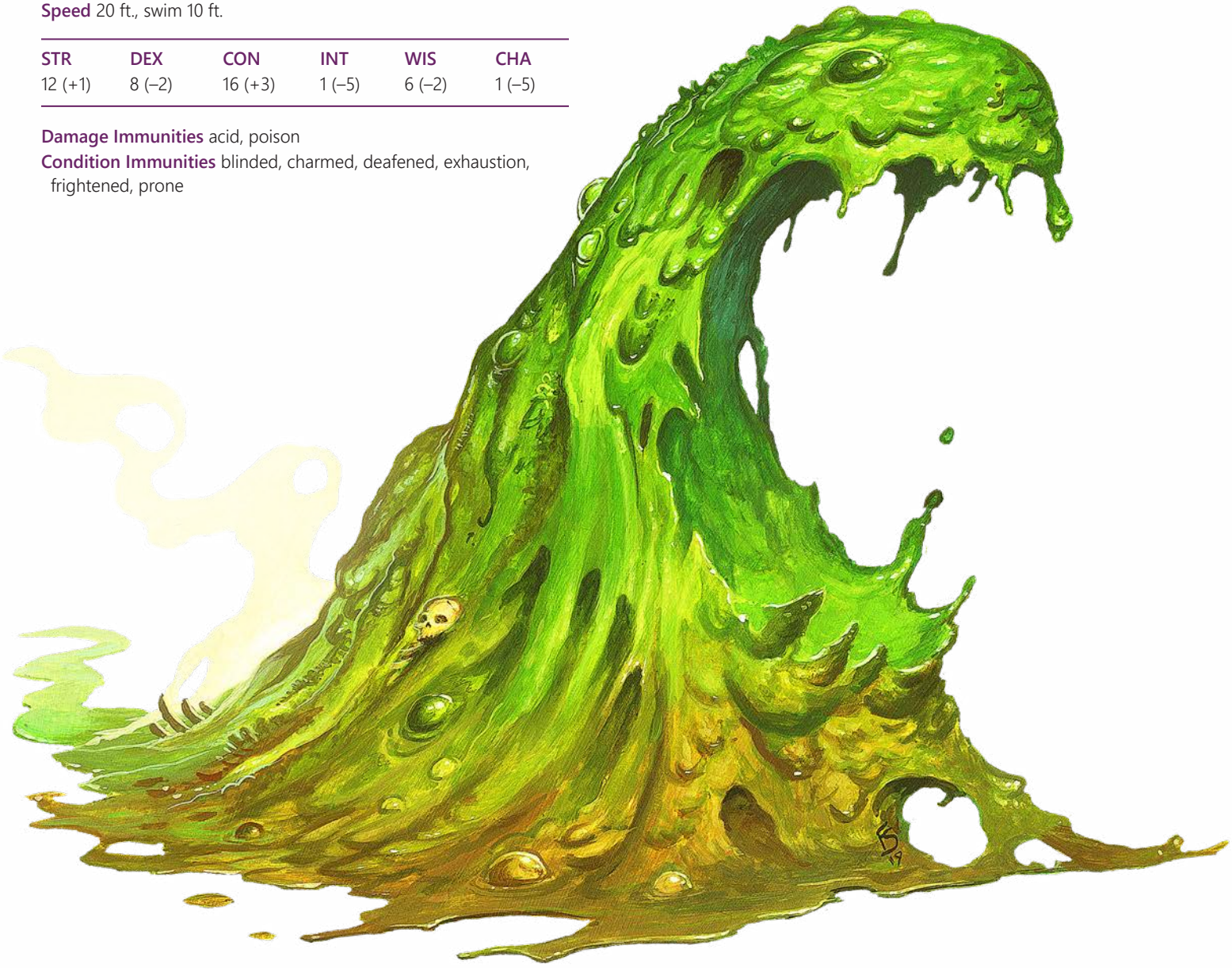
Challenge 1 (200 XP)

Amorphous. The putrescent slime can move through a space as narrow as 1 inch wide without squeezing.

Stench. Any creature that starts its turn within 5 feet of the putrescent slime must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the putrescent slime's Stench for 24 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 3 (1d6) poison damage.



Qiqirn

This strange dog is hairless except for the thick, dark fur that runs along its bony, ridged back.

Arctic Legends. Oral histories of the north are rich with tales of the qiqirn. The tales say they are drawn to mankind's warm hearths and homes and that the sounds of music and mirth enrage them. The stories note that qiqirn are jealous of dogs and that jealousy leads them to kill canines whenever they can. More than a few tales are told of qiqirn that have foolishly become trapped while trying to get at a settlement's sled dogs. Most importantly, northern children are told that a qiqirn can be driven off by shouting its name at it.

Afraid of Civilization. Feared as they are by northern communities, qiqirn fear those people in turn. When threatened by civilized folk, qiqirn are quick to flee. When this occurs, a qiqirn often returns by night to steal the food or livestock it was previously denied. When qiqirn attacks have driven an entire community to hunt it, the monster leaves the region for easier hunting grounds.

Spirit Dog. A qiqirn's fear of civilization is built on the basis of self-preservation. The qiqirn is an unwilling conduit for souls of the damned that aren't strong enough to travel to the afterlife. These spirits steadily torment the qiqirn, causing it pain and infusing it with necrotic power as they seek their own respite. As the qiqirn spends more time around civilization, it accrues more damned souls. Much as a fiend transforms to higher forms as it devours souls, a qiqirn that lives long enough or spends enough time around civilization undergoes a painful transformation from its constant contact with the growing number of tormented souls. These qiqirn seek to destroy all they encounter, sharing their pain with others. Scholars speculate the power of the spirits would eventually kill the tormented qiqirn if the creature lost the ability to offload the pain coursing from the other side of the veil.

QIQIRN

Small monstrosity, neutral

Armor Class 14
Hit Points 38 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	5 (–3)	12 (+1)	13 (+1)

Saving Throws Con +4, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages understands Common but can't speak
Challenge 2 (450 XP)

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

Self-loathing. A creature the qiqirn can hear can use its action to say "qiqirn" and make a Charisma (Intimidation) check. If it does so, the qiqirn must succeed on a Wisdom saving throw with a DC equal to the creature's Charisma (Intimidation) check or be frightened of that creature until the end of its next turn. If the qiqirn succeeds on the saving throw, it can't be frightened by that creature for the next 24 hours.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) necrotic damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Spirit-infused Yip. The qiqirn releases a spirt-infused yip at one creature it can see within 30 feet of it. If the target can hear the qiqirn, it must make a DC 12 Wisdom saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Horrifying Wail. When the qiqirn takes damage, the spirits infusing it cry out, afraid of losing their host. If the creature that dealt the damage can hear the qiqirn, it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of its next turn.

TORMENTED QIQIRN

Large fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (–1)	15 (+2)	13 (+1)

Saving Throws Dex +6, Con +8, Wis +6
Skills Perception +6, Stealth +10
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 16
Languages understands Common but can't speak, telepathy 60 ft.
Challenge 10 (5,900 XP)

Aura of Pain. At the start of each of the qiqirn's turns, each creature within 5 feet of it takes 4 (1d8) necrotic damage and must succeed on a DC 16 Constitution saving throw or have disadvantage on its next melee attack roll.

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

Self-loathing. A creature the qiqirn can hear can use its action to say "qiqirn" and make a Charisma (Intimidation) check. If it does so, the qiqirn must succeed on a Wisdom saving throw with a DC equal to the creature's Charisma (Intimidation) check or be frightened of that creature until the end of its next turn. If the qiqirn succeeds on the saving throw, it can't be frightened by that creature for the next 24 hours.

ACTIONS

Multiattack. The tormented qiqirn makes two bite attacks. Alternatively, it can use Spiteful Howl twice.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Spiteful Howl. The qiqirn releases a spiteful howl at one creature it can see within 30 feet of it. If the target can hear the qiqirn, it must make a DC 16 Wisdom saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Unnerving Whispers (Recharge 5–6). The qiqirn whispers the last words of the spirits infusing it into the minds of up to three creatures it can see within 60 feet of it. Each creature must succeed on a DC 16 Wisdom saving throw or take 21 (6d6) psychic damage and suffer a random effect for 1 minute. Roll a d6 to determine the effect: unconscious (1), deafened (2), incapacitated (3), stunned (4), frightened (5), paralyzed (6). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Protective Spirits. When the qiqirn takes damage, the spirits infusing it rise up to protect it. Roll 2d8 and reduce the damage by the result.

CURING A QIQIRN

Qiqirn live in remote arctic regions to avoid excessive contact with humanoids, but they can't resist warm hearths and the easy prey in livestock pens. No matter how much a qiqirn tries to avoid civilization, eventually it accrues enough souls and becomes a tormented qiqirn. Though qiqirn can never be freed of the quirk that draws damned souls to them, they can be freed of the souls burdening them by putting those souls to rest. Ankou (*Creature Codex*, p. 36), in particular, are adept at releasing the qiqirn of its burden of souls, and ankou soul heralds often assign soul seekers to areas inhabited by qiqirn to ensure the souls get the proper respite and that the qiqirn doesn't become tormented.

A tormented qiqirn can be freed of its burden of souls only by an ankou soul herald or a *wish* spell. If freed of its burden, a tormented qiqirn shrinks back into its standard form.

Quickserpent

Muck covers this muscular snake, which seems more at home in the silt and water on the ground than among tree boughs.

Earth Elemental Ancestry. Formerly native to the Plane of Earth, quickserpents migrated to the Material Plane centuries ago because of a catastrophe that destroyed the area of the plane where they laired. The catastrophe also shunted the surviving serpents to swamps with connections to the Plane of Earth. The creatures adapted to their new environments and lost many of their elemental traits. They still understand the language of earth elementals and typically avoid attacking the elementals. A handful of powerful elementals that remember the snakes have attempted to reintegrate them to the Plane of Earth with mixed results.

Ambusher from Below. A quickserpent, like many terrestrial constrictor snakes, ambushes its prey. However, it waits below the surface where it picks up the vibrations of creatures traveling above it. If the terrain is suitable, the serpent churns the ground into quicksand to pull unsuspecting prey into the earth. While its victim struggles to escape the mire, the serpent takes advantage of its prey's helplessness to wrap itself around and crush its prey. If the serpent manages to ensnare more than one creature, it targets the one with the most success emerging from the quicksand.

The Queen of Serpents' Recent Find. As quickserpents lost much of their elemental nature and become terrestrial creatures, the Queen of Serpents (*Creature Codex*, p. 34) became more aware of their existence. The serpents have slowly accepted her as their sovereign, and they now rarely heed commands from earth elementals. The quickserpents at her command fight degenerate serpentfolk infesting the swamps.

QUICKSERPENT

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	5 (–3)	14 (+2)	7 (–2)

Skills Stealth +3
Senses tremorsense 60 ft., passive Perception 12
Languages understands Terran but can't speak
Challenge 4 (1,100 XP)

Swamp Camouflage. The quickserpent has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

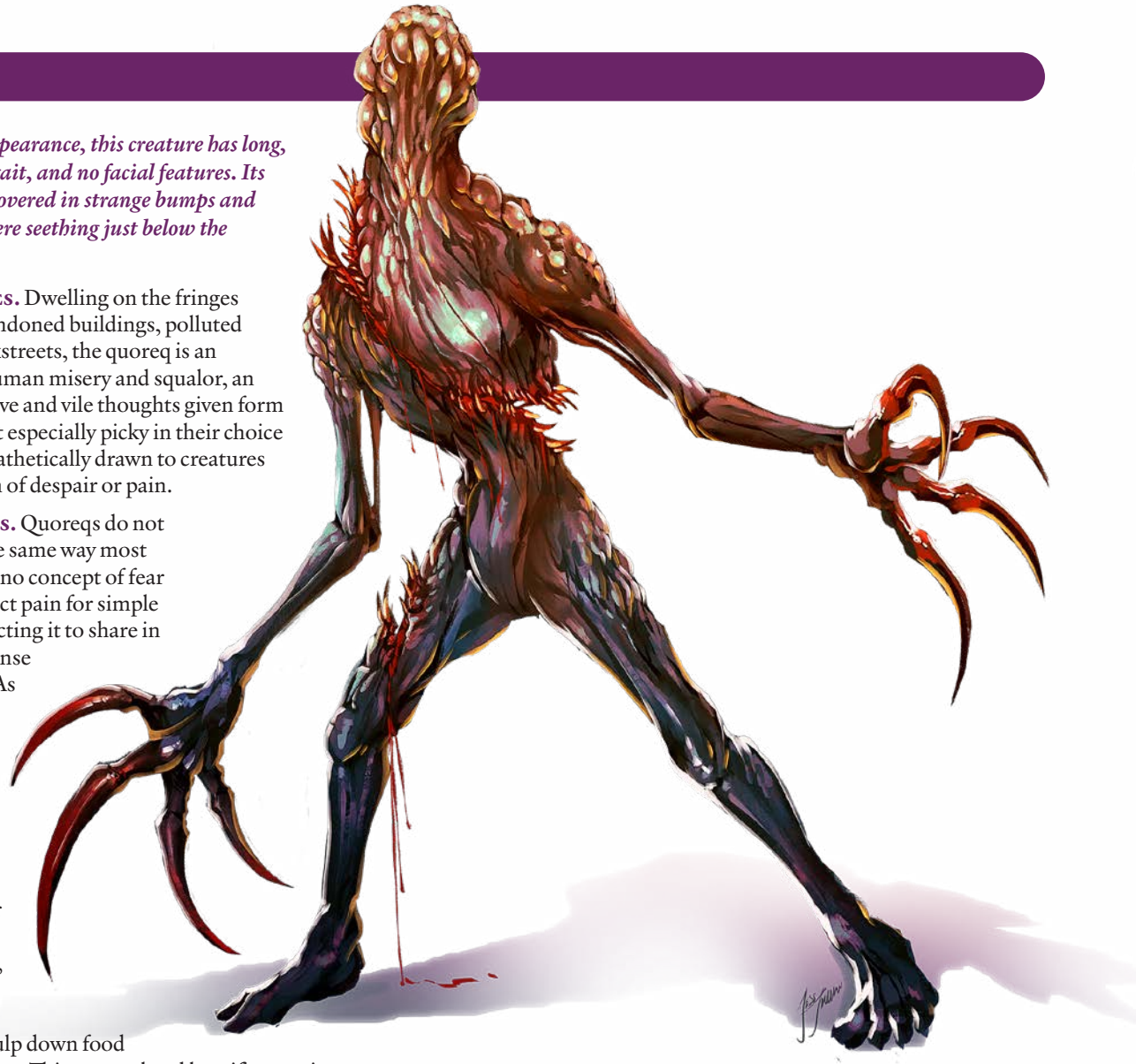
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is Large or smaller. Until this grapple ends, the creature is restrained, and the quickserpent can't constrict another target.

Quicksand Pit (Recharge 5–6). The quickserpent turns a 10-foot cube of natural mud or loose stone into a pit of quicksand. Each creature in the area when the quickserpent creates the pit must succeed on a DC 15 Dexterity saving throw or sink 1d4 feet into the quicksand and become restrained. A creature that successfully saves moves to the pit's edge as it is formed. A creature that enters the quicksand for the first time on a turn or starts its turn in the quicksand it sinks 1d4 feet and is restrained. A creature that is completely submerged in quicksand can't breathe.

A restrained creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the edge of the quicksand. A creature within 5 feet of the quicksand can take an action to pull a creature out of the quicksand. Doing so requires a successful DC 15 Strength check, and the quickserpent has advantage on attack rolls against the creature until the end of the creature's next turn.

Quoreq



Vaguely humanoid in appearance, this creature has long, raking claws, a jerking gait, and no facial features. Its mushroom-gray skin is covered in strange bumps and eddies as if something were seething just below the surface.

Faceless Nightmares. Dwelling on the fringes of human society in abandoned buildings, polluted thickets, and grimy backstreets, the quoreq is an aberration born from human misery and squalor, an agglomeration of negative and vile thoughts given form and motion. Though not especially picky in their choice of victims, they are empathetically drawn to creatures experiencing some form of despair or pain.

Emotionless Killers. Quoreqs do not experience emotions the same way most humanoids do and have no concept of fear or love. They do not inflict pain for simple enjoyment, instead inflicting it to share in the experience such intense emotions can produce. As they inflict pain, they often telepathically ask their victims how it feels.

Horrible Feeding. Quoreqs eat and sleep like any normal creature, but, since their mouths are concealed beneath their rigid flesh, they must use their claws to rip open their own bodies to quickly gulp down food before they can regenerate. This unusual and horrific practice lends some support to the theory that quoreqs are wholly unnatural creatures born directly from human nightmares.

QUOREQ

Medium aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	11 (+0)	14 (+2)	8 (–1)

Saving Throws Con +7
Skills Perception +5
Damage Immunities poison
Condition Immunities blinded, charmed, frightened, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages understands Common but can't speak, telepathy 60 ft.
Challenge 5 (1,800 XP)

Regeneration. The quoreq regains 10 hp at the start of its turn. If the quoreq takes acid or fire damage, this trait doesn't function at the start of the quoreq's next turn. The quoreq dies only if it starts its turn with 0 hp and doesn't regenerate.

Unsettling Appearance. A creature that starts its turn within 30 feet of the quoreq and can see it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the quoreq's Unsettling Appearance for the next 24 hours.

Whorling Jaws. Whenever the quoreq suffers 10 or more piercing or slashing damage in a single round, its flesh opens up to reveal a set of gnashing teeth. For 1 minute, the quoreq can make a bite attack as a bonus action on each of its turns. Alternatively, the quoreq can use a bonus action to lose 5 hp and activate this trait.

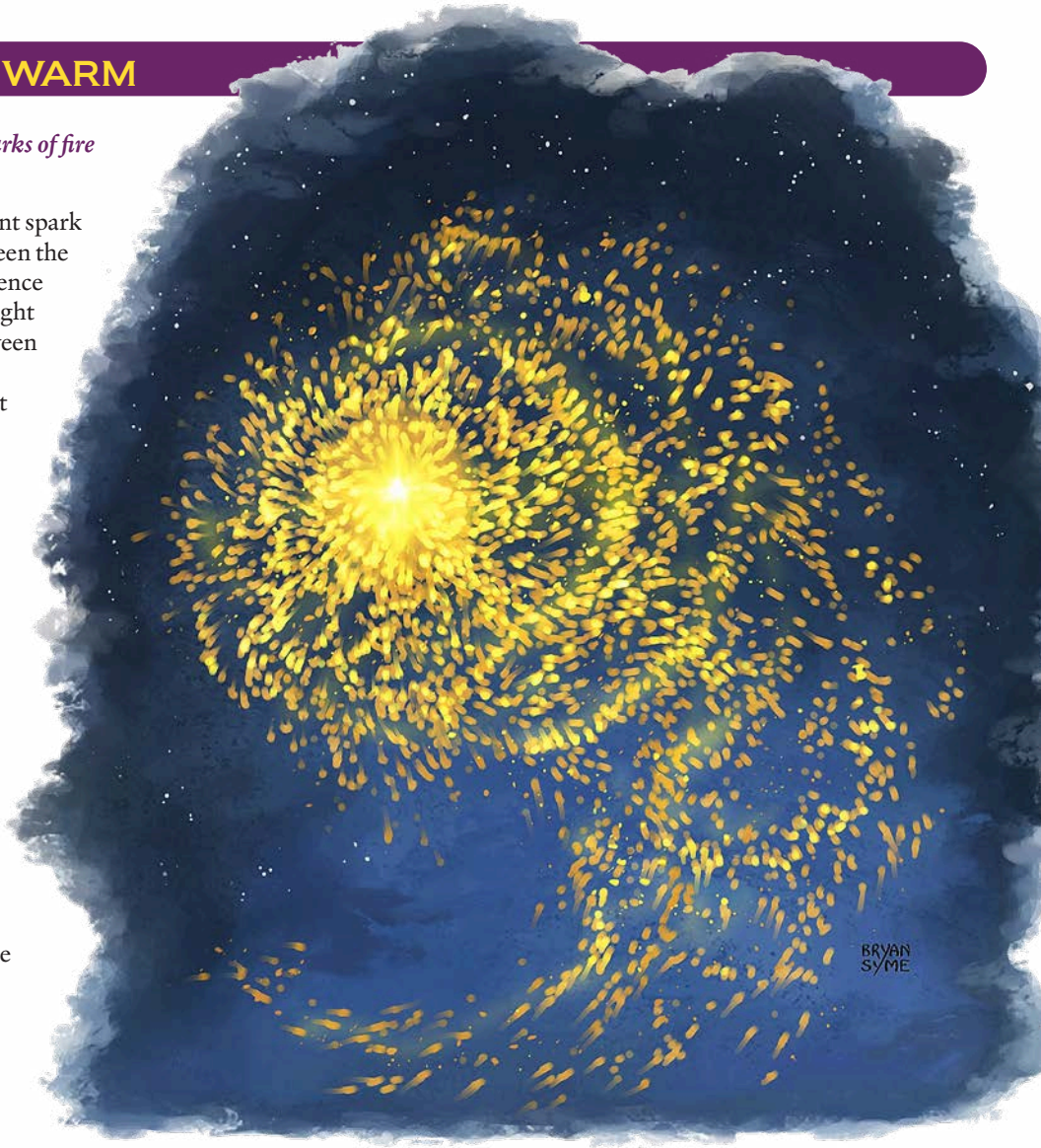
Actions

Multiattack. The quoreq makes three claw attacks.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the quoreq scores a critical hit, it rolls damage dice three times, instead of twice.

Radiant Spark Swarm



A large cloud composed of tiny glowing sparks of fire floats silently through the air.

Origin of Planar Instability. Radiant spark swarms form when the border lands between the Plane of Fire and the Upper Planes experience some sort of instability. This instability might be caused by a regional anomaly, war between the gods themselves, magical upheaval, or some other calamity. Thousands of radiant sparks are created at once in massive conflagrations of radiant energy. They are then left to wander the planes alone. These creatures are most often found in the border lands between planes, but they have been known to appear in the Material Plane after accessing it through magical portals. They seldom wander back to their planes of origin and are almost always destroyed at some point during their eternal wanderings.

Hunger for Magic. Radiant spark swarms are drawn to magic for reasons that aren't fully understood, for they can neither use it, nor do they truly devour it. Instead, when they sense powerful magic nearby, they instinctually move toward it, as though its very presence is comforting to them. As creatures that are neither particularly intelligent nor evil, their interest in the living usually has to do with the magic spellcasters carry, which draws the sparks close. Unfortunately, the owner of the magic that drew them is often caught in the midst of the swarm, which is inherently harmful.

Elemental Nature. A radiant spark swarm doesn't require air, food, drink, or sleep.

RADIANT SPARK SWARM

Medium swarm of Tiny elementals, neutral

Armor Class 16 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	12 (+1)	2 (–4)	13 (+1)	15 (+2)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities fire, poison, radiant
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Drawn to Magic. The radiant spark swarm can pinpoint the location of magical items within 60 feet of it. If the swarm starts its turn within 60 feet of a magic item, it moves to that magic item and hovers around it. If the item is being worn or carried by a creature, the swarm attacks that creature. If multiple magic items are within 60 feet of the swarm, it moves to the item that is most rare. If more than one item is most rare, choose randomly among them.

Burning Radiance. A creature that touches the radiant spark swarm, starts its turn in the swarm's space, or hits the swarm with a melee attack while within 5 feet of it takes 2 (1d4) radiant damage and 2 (1d4) fire damage.

Illumination. The radiant spark swarm sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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 elemental. The swarm can't regain hp or gain temporary hp.

Actions

Radiant Sparks. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) radiant damage plus 9 (2d8) fire damage, or 4 (1d8) radiant damage plus 4 (1d8) fire damage if the swarm has half of its hp or fewer.

Repository

A mechanical whir issues from this pyramid-shaped mechanism as it begins to unfold hundreds of jointed limbs. When the noise grows shrillest, alien runes alight across its golden surfaces.

Secret Keepers. The people of Leng are renowned traders, and it once occurred to a Leng inventor that knowledge is the most valuable trade good. That inventor's identity is one of the many secrets the first repository faithfully keeps. These constructs are built for the reception, transmission, and safeguarding of information, and even those that don't hold particularly coveted information still defend their charges with lethal force. Repositories sometimes hold secrets within their consciousness, a task made easier by the fact that these creatures can understand all languages. Others hold physical recordings of information within their chest cavities.

Master of Language. A repository exists to protect and trade information, and as such, it knows and can translate all languages. Its programming allows it to wield this mastery of language as a physical weapon. A repository can also use the power of language as a psychic assault, uttering words of power to attack the very minds of its enemies.

Right Tool for the Job. The chest cavity of a repository contains an extradimensional space that functions like a *bag of holding*, granting the repository the ability to pull out any tool that may be required. Most repositories keep sets of common tools stashed inside their chests, including thieves' tools and smith's tools. Some repositories, however, are equipped with specialized tools or magic items, depending on the creatures' purpose at creation. Similarly, a repository can store anything it needs to protect in this extra-dimensional space. The repository is the only creature capable of retrieving items from this space while it is alive. When a repository is destroyed, its chest cavity becomes accessible to anyone that reaches inside its pyramidal form; however, the power holding this extra-dimensional space together fades after 1 hour. An object in the extra-dimensional space when it fades is destroyed. A creature in the extra-dimensional space when it fades is deposited in a random location on the Astral Plane.

Construct Nature. A repository doesn't require air, food, drink, or sleep.

REPOSITORY

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	12 (+1)	6 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages all

Challenge 7 (2,900 XP)

Immutable Form. The repository is immune to any spell or effect that would alter its form.

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

Magic Weapons. The repository's weapon attacks are magical.

Self-Destruct. If a repository is reduced to 0 hp, it explodes, leaving behind its small, pyramidal chest cavity. Each creature within 20 feet of the repository when it explodes must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The repository makes two slash attacks.

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Language Lash (Recharge 5–6). The repository utters words of power, unleashing psychic energy in a 30-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw. On a failure, a creature takes 14 (4d6) psychic damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Righteous Sentinel

Fierce determination emanates from the defensive stance the creature takes as torchlight dances off of its silvered body. It holds up its reflective shield, a disc-like extension of its metallic forearm.

Treasure hunters that pursue fiendish weapons of myth or enter temples to vicious entities may find themselves face-to-face with a righteous sentinel, eager to repel them.

Keepers of Horror. Good-aligned gods of peace have many methods for ensuring that defeated evils do not resurface in the future, and the righteous sentinel is one of their most effective. The constructs are placed as guards where great evil is housed to prevent anyone from accessing and awakening that which lies within.

Abhors Violence. Righteous sentinels seek to avoid violence as much as possible, but they react with unbridled rage when their ward is disturbed. When intruders disturb the objects of great evil the sentinels are protecting, the sentinel turns its reflective shield toward an intruder. The shield reflects a vision of that creature's soul back toward it, which is often enough to horrify even the most evil of monsters.

Construct Nature. The righteous sentinel does not require air, food, drink, or sleep.

RIGHTEOUS SENTINEL

Large construct, lawful good

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	8 (–1)	11 (+0)	3 (–4)

Skills Perception +6
Damage Vulnerabilities thunder
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 16
Languages Celestial, Common
Challenge 9 (5,000 XP)

Immutable Form. The sentinel is immune to any spell or effect that would alter its form.

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

Magic Weapons. The sentinel's weapon attacks are magical.

Reflective Aggression. The sentinel has disadvantage on attack rolls against creatures that haven't hit it within the last minute. In addition, it has advantage on attack rolls against a creature if the creature dealt damage to it in the previous round.

Spell-Deflecting Mirror. Any time the sentinel is targeted by a ranged spell attack roll, roll a d6. On a 5, the sentinel is unaffected. On a 6, the sentinel is unaffected and the spell is reflected back at the caster as though it originated from the sentinel, turning the caster into the target.

Actions

Multiattack. The righteous sentinel makes two slam attacks.

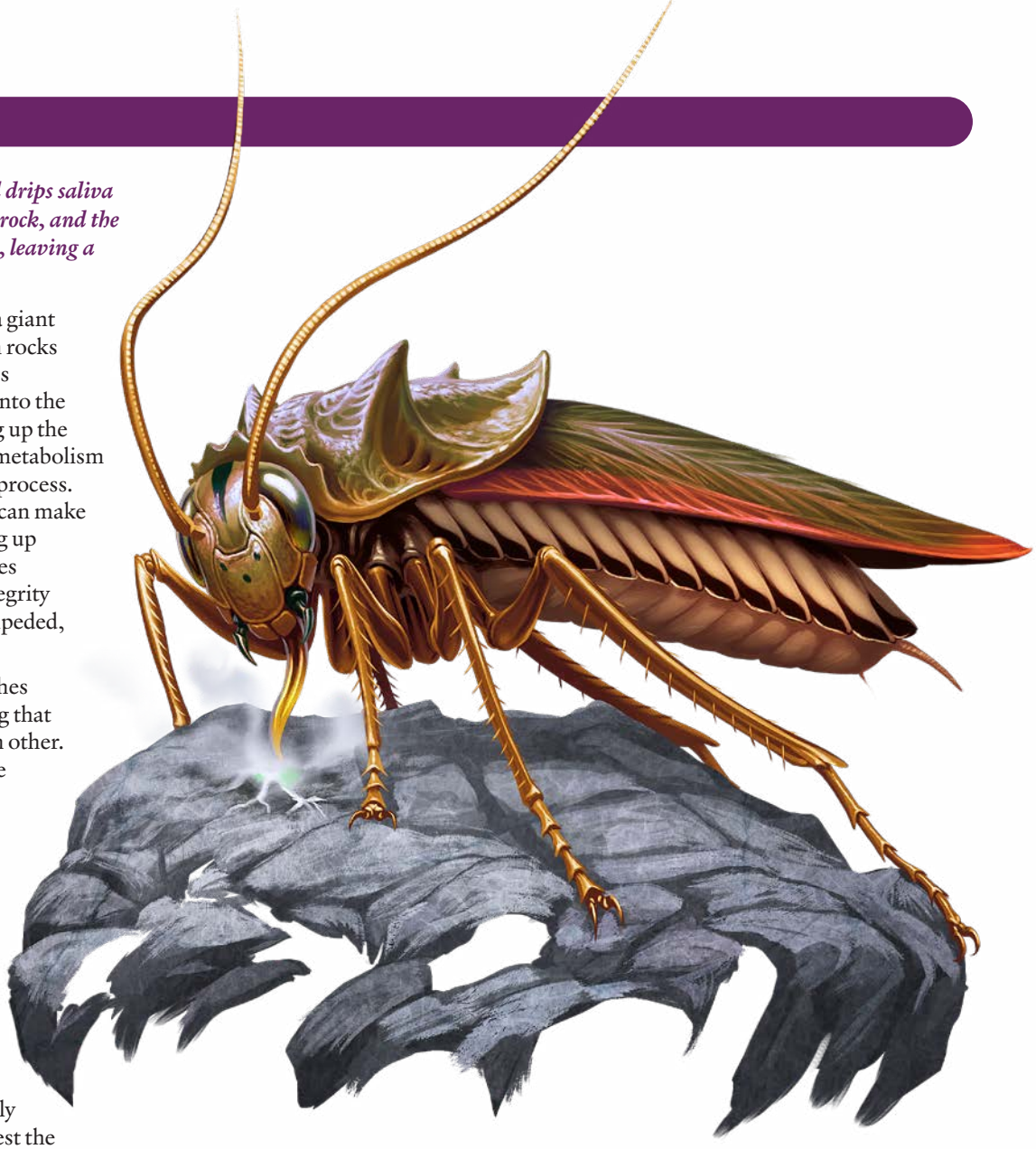
Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Warp Reflection (Recharge 6). The righteous sentinel points its shield at a creature within 30 feet of it. If the target can see the sentinel's shield, the target must make a DC 15 Wisdom saving throw. On a failure, the target takes 22 (4d10) psychic damage and is frightened for 1 minute. On a success, the target takes half the damage and isn't frightened. An evil-aligned target has disadvantage on this saving throw. At the start of each of the frightened creature's turns, it takes 11 (2d10) psychic damage. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Reflective Retribution. The sentinel adds 3 to its AC against one melee attack that would hit it. To do so, the sentinel must see the attacker. If the attack misses, the attacker takes 11 (2d10) psychic damage.

Rock Roach



The insect clings to a large rock and drips saliva on it. A puff of steam rises from the rock, and the creature licks at the liquid remains, leaving a pockmark in the stone.

Rock Eaters. The rock roach is a giant cousin to the roach, and it feeds on rocks deep beneath the ground. It uses its proboscis to deposit acidic saliva onto the rock, breaking it down and lapping up the liquefied minerals. A rock roach's metabolism is slow to match its tedious eating process. Even still, a group of rock roaches can make quick work of a rocky wall, opening up routes between caverns. The roaches aren't concerned for structural integrity and their eating habits, if left unimpeded, often lead to cave-ins.

Naturally Hostile. Rock roaches are instinctually hostile to anything that wanders near them, including each other. The roaches mate annually, and the parents abandon the eggs shortly after laying them. Young rock roaches band together for the first few months of life, protecting each other as they devour the rock where they hatched, then dispersing once they are large enough to defend themselves.

Valuable Carapace. The carapace of a rock roach is sought after by some groups of underground humanoids. Naturally resilient and hard, craftsman harvest the carapace and slowly sculpt it into a suit of armor in a month-long process that requires regular boiling of the tough carapace.

ROCK ROACH

Medium beast, unaligned

Armor Class 16 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	1 (–5)	6 (–2)	1 (–5)

Damage Resistances bludgeoning
Senses blindsight 60 ft., passive Perception 8
Languages —
Challenge 2 (450 XP)

Dual Brain. The rock roach has two brains: one in its head and one in its abdomen. It can continue functioning normally, even if its head is removed or destroyed. While both its brains are intact, the rock roach uses its Constitution modifier instead of its Intelligence modifier when making Intelligence saving throws.

ACTIONS

Multiattack. The rock roach makes two bite attacks. Alternatively, it can use Acid Spit twice.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., *Hit:* 5 (1d6 + 2) acid damage, and the target takes 3 (1d6) acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the spit.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

ROCK ROACH HIDE

This armor is an especially durable type of hide armor harvested from rock roaches. The armor covers the chest and shoulders in a tough, shiny carapace. Its Armor Class is 14 + the wearer's Dexterity modifier (maximum 2), it weighs 20 pounds, and it costs 200 gp in most markets.

Rotsam

A quivering glob wraps around a corpse's arm. Though the corpse is already decaying, the glob seems to accelerate the rot.

Expediter of Decay. The rotsam feeds on rotting flesh, encouraging decay in already rotten corpses and initiating decay in previously preserved corpses. Unfortunately, the rotsam can affect living tissue just as well and makes no distinction between the two.

Leechlike Underwater Dwellers. Rotsams attach to their prey like leeches, but they are considerably more difficult to remove than ordinary leeches.

Favored of Rot Cults. Cultists devoted to deities of disease, death, and decay "raise" rotsams for use in their sacrificial rituals.

Ooze Nature. A rotsam doesn't require sleep.

ROTSAM

Tiny ooze, unaligned

Armor Class 13
Hit Points 45 (10d4 + 20)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	14 (+2)	1 (–5)	9 (–1)	6 (–2)

Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 2 (450 XP)

Amorphous. The rotsam can move through a space as narrow as 1 inch wide without squeezing.

Bog Rot. A creature that fails its saving throw against the rotsam's diseased bite attack becomes infected with the bog rot disease. Until the disease is cured, the infected creature's skin breaks out in a rot-like rash that slowly spreads across its body, and its hp maximum decreases by 7 (2d6) for every 24 hours that elapse. After the first 24 hours, the creature's skin starts to smell like rot, and creatures have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find the infected creature. The reduction and rot smell last until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

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

Actions

Diseased Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) necrotic damage, and the rotsam attaches to the target. While attached, the rotsam doesn't attack. Instead, at the start of each of the rotsam's turns, the target takes 10 (3d6) necrotic damage. If a creature ends its turn with a rotsam attached to it, the creature must succeed on a DC 12 Constitution saving throw or contract a disease (see the Bog Rot trait).

The rotsam can detach itself by spending 5 feet of its movement. It does so after the target contracts its disease or the target dies. A creature, including the target, can take its action to detach the rotsam by succeeding on a DC 12 Strength check.

ROTSAM SWARM

Large swarm of Tiny oozes, unaligned

Armor Class 9
Hit Points 142 (15d10 + 60)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	18 (+4)	1 (–5)	9 (–1)	6 (–2)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Bog Rot. As the rotsam.

Spider Climb. As the rotsam.

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 rotsam. The swarm can't regain hp or gain temporary hp.

Actions

Diseased Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage plus 21 (6d6) necrotic damage, or 5 (2d4) piercing damage and 10 (3d6) necrotic damage if the swarm has half of its hp or fewer. The target must make a DC 15 Constitution saving throw or contract a disease (see the Bog Rot trait).

Runeswarm

A cloud of inky runes churns as some of the markings illuminate briefly.

Untended Runes. Runes that have gone unused for years or those created on ley lines sometimes gain a modicum of sentience and coalesce into a gestalt known as a runeswarm. The mix of runes flits about in random directions and remains inert except when it encounters living beings.

Early Warning. Runeswarms trigger their rune randomly, but the runes creating an effect light up moments before the swarms invoke the runes, giving canny observers the chance to prepare for the runeswarms' effects.

RUNESWARM

Large swarm of Tiny constructs, unaligned

Armor Class 15

Hit Points 150 (20d10 + 40)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	20 (+5)	15 (+2)	2 (–4)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 10 (5,900 XP)

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

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

Actions

Multiattack. The runeswarm can use Runecast. It then makes two cutting runes attacks.

Cutting Runes. *Melee Weapon Attack:* +11 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 15 (6d4) slashing damage, or 7 (3d4) slashing damage if the swarm has half of its hp or fewer.

Runecast. The runes swirling within the swarm form into the shape of a random rune, causing one of the following magical effects. Roll a d6 to determine the effect.

1. **Algiz.** The runeswarm magically calls 2d4 elk or 1 megaloceros (see page 396). The called creatures arrive on initiative count 20 of the next round and defend the runeswarm. The beasts remain for 1 minute or until the runeswarm dies.
2. **Dagaz.** The runeswarm emits a burst of blinding light. Each creature within 20-feet of the swarm must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.
3. **Ehwaz, Raido.** A random willing target within 20 feet of the runeswarm gains the benefits of the *expeditious retreat* and *freedom of movement* spells for 1 minute.
4. **Ingwaz.** A random willing target within 20 feet of the runeswarm receives a brief glimpse of the immediate future and has advantage on its next ability check, attack roll, or saving throw.
5. **Isaz, Kaunen, Sowilo, Turisaz.** Fire, lightning, radiance, or cold winds swirl around the runeswarm. Each creature within 20 feet of the swarm must make a DC 16 Dexterity saving throw, taking 14 (4d6) cold (isaz), fire (kaunen), radiant (sowilo) or lightning (turisaz) damage on a failed save, or half as much damage on a successful one. Roll a d4 to determine the rune: isaz (1), kaunen (2), sowilo (3), turisaz (4).
6. **Tewaz.** The runeswarm glows with a baleful light. Each creature within 20 feet of the swarm must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

Runeswarms and Rune Magic

When a runeswarm is destroyed, it dissolves save for one random rune. A creature can learn how to inscribe a rune of power for that type of rune, as if it possessed the Rune Knowledge feat. If the creature already has the Rune Knowledge feat for the rune, it treats that rune as if it possessed the Rune Mastery feat. If it already has the Rune Mastery feat for the rune, it instead reduces the time required to inscribe the rune by 50 percent (minimum 1 action). For more information on learning and using magical runes, see the rune magic chapter in *Deep Magic for 5th Edition*.

Salamander Monarch

Appearing as a well-muscled humanoid with the lower body of a serpent, this hideous yet strangely majestic creature is covered in thick, golden scales. A flaming emerald crest frames its bestial face, and it holds a red-hot trident in its hands.

Salamander Kings and Queens. Salamanders rule over vast swaths of the Elemental Plane of Fire, contesting with the efreeti and azers for dominion over the region. Leading the race in their plans of conquest and violence are the salamander monarchs, powerful sovereigns that appear similar to normal salamanders but have thick, golden scales and flaming crests upon their heads: emerald for females and azure for males. Both sexes are treated equally in salamander society, though female salamander monarchs are more common and are responsible for ensuring the survival of the salamander race.

Symbols of Adoration. Despite their impulsive natures, salamanders never willingly disobey the commands of a salamander monarch, and most are willing to lay down their lives for one if the need arises. This conditioning is bred into salamanders from birth, and much of their society is built on it.

SALAMANDER MONARCH

Large elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft.

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

Saving Throws Con +9, Wis +7
Skills Arcana +7, Intimidation +9
Damage Vulnerabilities cold
Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 12
Languages Abyssal, Ignan, Infernal
Challenge 13 (10,000 XP)

Heated Body. A creature that touches the salamander monarch or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander monarch wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

Inspiring Sovereign. Each salamander within 30 feet of the salamander monarch and that can see the monarch has advantage on its melee attack rolls and saving throws.

Innate Spellcasting. The salamander monarch's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components.

3/day: *flaming sphere, heat metal*
1/day: *conjure elemental* (fire elemental only)

Actions

Multiattack. The salamander monarch makes two attacks: one with its trident and one with its tail.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, the salamander monarch can automatically hit the target with its tail, and the salamander monarch can't make tail attacks against other targets.

Trident. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage or 16 (2d10 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Immolating Crest (Recharge 6). The salamander monarch causes its crest to flare with brilliant radiance, illuminating everything within 30 feet of it with a blue or green light. Each creature in that area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 28 (8d6) fire damage and catches on fire. On a success, a creature takes half the damage and doesn't catch on fire. Until a creature on fire takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.

Sapphire Jelly

Wisps of frosty air rise from the amorphous, quivering blue puddle. Bits of ice cling to the edges, and the surface has an almost crystalline appearance.

Mountainous Regions. Sapphire jellies are at home in glacial and mountainous regions among rocks and ice. They are just as likely to be found aboveground as below, but they avoid regions that are warm or dry. They tend to avoid large settlements of warm-blooded creatures, as such creatures consider them an active threat and often seek to destroy them. They prefer the company of creatures not bothered by the cold.

Unnaturally Cold. Sapphire jellies are extremely cold, freezing water and objects they encounter on contact. Creatures that are caught within them or hit with their attacks are immediately chilled to the bone, and those who are killed by them are permanently transformed into undead. Sapphire jellies can often be found in areas with glacial corrupters (see page 176), which more often than not were once their victims.

Ooze Nature. A sapphire jelly doesn't require sleep.

Sapphire Jelly

Medium ooze, unaligned

Armor Class 9
Hit Points 144 (17d8 + 68)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +4
Damage Immunities cold, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Amorphous. The sapphire jelly can move through a space as narrow as 1 inch wide without squeezing.

Icy Transformation. A humanoid slain by the sapphire jelly rises 1 week later as a glacial corrupter (see page 176), unless the humanoid is restored to life or its body is destroyed.

Actions

Multiattack. The sapphire jelly makes two freezing slam attacks.

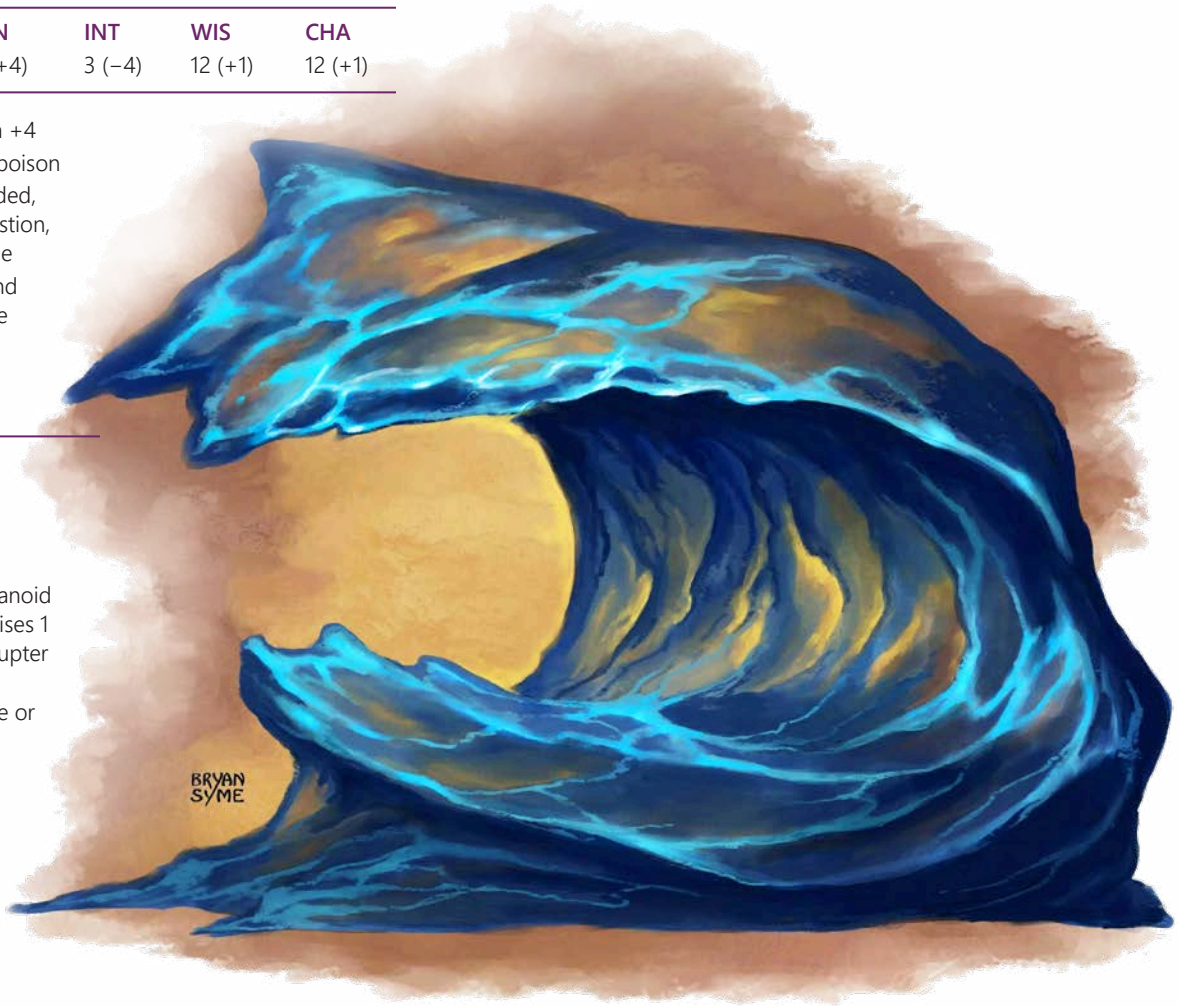
Freezing Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) cold damage.

Engulf. The jelly moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. Whenever the jelly enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the jelly. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the jelly enters the creature's space, and the creature takes 10 (3d6) cold damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) cold damage at the start of each of the jelly's turns. When the jelly moves, the engulfed creature moves with it. A sapphire jelly can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the jelly. Alternatively, a creature within 5 feet of the jelly can take an action to pull a creature out of the jelly. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 10 (3d6) cold damage.



Sarsaok

This huge, six-horned, bull-like creature possesses a mane of writhing flames and shimmering metal skin.

Creation of the Gods. All sarsaok descend from Hadhayosh, a mighty celestial ox said to have been present at the creation of humanity. Scholars speculate the union of domestic or wild oxen with Hadhayosh produced the first sarsaok.

Inhospitable Habitats. The sarsaok dwell in areas of great heat and fire such as Volcanoes or other geologically active regions. In addition to consuming flora, they are known to drink liquid magma and graze on obsidian, pumice, or other volcanic rock.

Peaceful Horror. Though of great size and strength, sarsaoks are peaceful herbivores similar in demeanor to wild oxen. When threatened, an entire herd attacks until the threat has ended.

SARSAOK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +4
Damage Vulnerabilities cold
Damage Resistance piercing
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Charge. If the sarsaok moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Divine Horns. The sarsaok's gore attack is magical. In addition, its gore attack ignores the target's resistances to piercing or fire damage.

Heated Body. Any creature that touches the sarsaok or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The sarsaok makes two attacks: one with its gore and one with its hooves.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 3 (1d6) fire damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 3 (1d6) fire damage.

Immolating Purge (Recharge 5–6). The sarsaok spews burning blood in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Sasquatch

A tall, ape-like creature walks upright, its arms ending in heavy fists. The creature's lips curl back, revealing long, pointed teeth set in a powerful jaw.

Sasquatches are large beasts that stalk deep forests and other densely wooded areas. They are bipedal primates that stand about nine feet tall and are covered in black, brown, or red fur.

Famously Elusive. Many people claim to have seen a sasquatch, but almost none have proof of their interaction with the beast, creating questions about the creature's existence. Skeptics claim sasquatch sightings are simply misidentified bears, apes, or similar creatures. Many sages and hunters journey deep into forests, hoping to find proof sasquatches exist and returning only with a handful of fur that could belong to almost any animal.

In truth sasquatches are solitary nocturnal creatures that generally avoid confrontation. They prefer to stay in the shadows of the forest, dining on vegetation and insects while staying clear of other creatures.

Hidden Lairs. Sasquatches are smart enough to hide the entrances to their lairs with heavy boulders, underbrush, fallen trees, a waterfall, or some other obstruction that appears to be a natural part of the terrain. They hide gathered food and shiny trinkets they find in the forest in these cozy homes, where they rest during daylight hours.

Aggressive When Provoked. Though sasquatches prefer to avoid confrontation, they fight savagely when cornered or if another creature threatens their home or food source. Their powerful fists and teeth make formidable weapons. Sasquatches do not hesitate to initiate a conflict when threatened.

Attracted and Soothed by Music. There are some who claim sasquatches are drawn and calmed by music, particularly songs with a lullaby-like quality. These tales come with a warning: stopping the song before the sasquatch is lulled to sleep by its melody causes the beast to go into a violent rage.

SASQUATCH

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (–3)	12 (+1)	7 (–2)

Skills Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Keen Hearing and Smell. The sasquatch has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Relentless (Recharges after a Short or Long Rest). If the sasquatch takes 25 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Reckless. At the start of its turn, the sasquatch can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The sasquatch makes three attacks: one with its bite and two with its fists.

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

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

Rock. *Melee Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Vanishing Tantrum (Recharge 5–6). The sasquatch roars and stomps, kicking up debris and leaving deep footprints in the ground. Each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. The sasquatch can then move up to half its speed without provoking opportunity attacks and take the Hide action as a bonus action.

Satarre

Destroyer

The muscled reptilian swings its mighty axe at angels and fiends alike on the front lines of a reptilian army.

The largest and strongest of the satarre, destroyers hold the shield wall and strike down their enemies throughout the planes. These hulking specimens wear banded or scaled armor, often with a glistening varnish finish. Their most common weapons include spears, heavy polearms, and axes.

Shield Wall. Large squads and companies of satarre destroyers often use void magic to create crackling, violet shield walls. When they do, the destroyers stand shoulder to shoulder, their shields overlapping, and prevent enemies from advancing past them to the mystics they protect.

Necrotic Lore. Satarre destroyers are well-versed in necromantic magic and other arcana, although they do not perform it themselves. They often find and use magical items looted from their victims, or command undead minions using Void Speech.

Destroyer

Medium humanoid (satarre), neutral evil
Armor Class 15 (scale mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Str +5, Con +5
Skills Athletics +5, History +2, Intimidation +3, Perception +2
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Void Speech
Challenge 3 (700 XP)

Undead Commander. As a bonus action, the destroyer commands an undead ally within 30 feet of it to use a reaction to make one attack against a creature the destroyer attacked this round.

Void Strength. The destroyer has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Void Weapons. The satarre's weapon attacks are magical. When the satarre hits with any weapon, the weapon deals an extra 1d8 necrotic damage (included in the attack).

Actions

Multiattack. The satarre destroyer makes two attacks: one with its greataxe and one with its claw.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) necrotic damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 4 (1d8) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Mystic

Dressed in clean, dark robes, its claws swirling in arcane gestures, the pale reptilian sends a bolt of energy from the Void at its foes.

Satarre mystics are creatures with tight awareness of nearby living creatures' fates. They rely on magic and the ability to speak words of decay to control lesser creatures. Mystics' minds are always turned to destruction and death, though they hold their own lives more dear than that of their fellow satarres, be they non-combatant drones, rampaging destroyers, or others.

Easily Distracted. Satarre mystics are known for their ability to ponder and cogitate on larger concerns, even in the midst of a conversation with strangers or a battle with foes. Sometimes these distractions lead them to a great insight and a clever countermove; other times they are easily surprised, captured, or fooled by a shining bit of magic or an unknown arcane device.

Perpetual Incantations. Satarre mystics seem to somehow maintain a steady stream of muttered sounds. Sometimes these take a brief physical form, such as a glowing rune of destruction that circles a mystic's head or drifts from its maker and falls apart in midair.

Planar Lore and Tools. Satarre mystics are well-versed in angelic, elemental, and fiendish magic and other arcana, although they do not perform all of these themselves. They often find and use magical items looted from their victims, or command elemental or fiendish minions using Void Speech.

MYSTIC

Medium humanoid (satarre), neutral evil

Armor Class 14 (hide armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	17 (+3)	11 (+0)	12 (+1))

Saving Throws Con +5
Damage Resistance necrotic
Skills Arcana +5, Intimidation +3, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Void Speech
Challenge 3 (700 XP)

Keeper of Secrets. The satarre mystic has advantage on all Intelligence (Arcana) checks related to the planes and planar travel.

Levitate. As a bonus action, a mystic can rise or descend vertically up to 10 feet and can remain suspended there. This trait works like the *levitate* spell, except there is no duration, and the mystic doesn't need to concentrate to continue levitating each round.

Planar Commander. As a bonus action, the mystic commands an angel, elemental, or fiend ally within 30 feet of it to use a reaction to make one attack against a creature that dealt damage to the mystic in the previous round.

Void Fortitude. If damage reduces the satarre mystic to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the satarre mystic drops to 1 hp instead.

Void Weapons. The satarre's weapon attacks are magical. When the satarre hits with any weapon, the weapon deals an extra 1d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The satarre mystic makes two void claw attacks. Alternatively, it can use Void Bolt twice.

Void Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 4 (1d8) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its speed is reduced by 10 feet until the end of its next turn.

Void Bolt. *Ranged Spell Attack:* +5 to hit, range 50 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Unveil (1/Day). The mystic unveils a darker reality to up to three creatures it can see within 30 feet of it. Each target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

REACTIONS

Void Deflection. When a creature the mystic can see targets it with a ranged spell attack, the mystic can attempt to deflect the spell. The mystic makes a Constitution saving throw. If the result is higher than the attack roll, the mystic is unaffected by the spell.

YSKARAKTA, LORD OF THE SATARRE

The wiry reptilian creature carries itself with a regal bearing. Glowing rings float above its head, their light glinting off its glossy flesh. It wields a long, axe-headed staff crowned with rings.

Yskarakta is a confidante of Nidhoggr, the dragon at the roots of Yggdrasil. He is an intimate friend of the void cults, blood cults, and night-bringers of all stripes. Yskarakta commands legions of satarre destroyers and mystics with equal glee, and, unlike demons, he can plot and plan and scheme. He portends the end of existence that all satarre long to hasten.

True Void Believer. Yskarakta exhorts and encourages his followers, void cultists, and others to pursue paths of destruction, death, and decay. At all times he knows the end times draw near, and he seeks omens, prophecies, and lore related to hastening doomsday.

Wise and Cunning. The Lord of the Satarre weaves plans within plans, and uncovers the weaknesses of foes to better destroy them. He almost always knows a shameful secret, a hidden vulnerability, or a weakness of any person or place he seeks to destroy. Sometimes, Yskarakta manifests these secrets in glyphs that appear above his head.

Walker of the World Tree. Yskarakta can open shadow roads and planar pathways with ease, and he is often found wandering the planar highways. He occasionally wears a cloak and pretends to be a god of wisdom, or he claims to be a messenger sent directly from some higher power. Yskarakta finds it that much sweeter to sow destruction and confusion when his enemies' guard is lowered.

YSKARAKTA

Large fiend, neutral evil

Armor Class 20 (natural armor)
Hit Points 169 (26d8 + 52)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	20 (+5)	20 (+5)	13 (+1)

Saving Throws Str +8, Dex +5, Wis +9
Skills Arcana +9, Athletics +8, History +9, Perception +9, Religion +9
Damage Vulnerabilities radiant
Damage Resistances fire, lightning, poison
Damage Immunities cold, necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Abyssal, Common, Infernal, Void Speech
Challenge 12 (8,400 XP)

Eternally Reborn. If Yskarakta is reduced to 0 hp, his spirit immediately moves into the nearest satarre mystic within 300 feet of him. Yskarakta rejuvenates in that mystic's body on initiative count 20 of the next round, regaining all his hp and becoming active again. If there is no satarre mystic within range, Yskarakta's spirit moves into his chiming staff. The first creature to touch the staff must make a DC 19 Constitution saving throw. If successful, the staff can be held and wielded as a magical quarterstaff. If the saving throw fails, the creature transforms into Yskarakta, dying as Yskarakta rejuvenates, regains his hp, and becomes active again.

Void Strength. Yskarakta has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Void Weapons. Yskarakta's weapon attacks are magical. When Yskarakta hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. Yskarakta makes three attacks: one with his chiming staff and two with his necrotic claws.

Necrotic Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Chiming Staff. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (2d8) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or be blinded or deafened (Yskarakta's choice).

Unraveling the World (1/Day). Yskarakta grabs the hidden threads of reality and unbinds them, disintegrating creatures, non-magical objects, and even air and earth within 30 feet of him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hp, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. Nonmagical objects in the area that aren't being worn or carried are disintegrated without a saving throw.

LEGENDARY ACTIONS

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

Detect. Yskarakta makes a Wisdom (Perception) check.

Move. Yskarakta moves up to his speed without provoking opportunity attacks.

Whispering Doom (Costs 2 Actions). Yskarakta speaks a fateful curse in Void Speech. Each non-satarre creature within 30 feet of him that can hear him must succeed on a DC 17 Charisma saving throw or take 9 (2d8) necrotic damage.

Word of Destruction (Costs 3 Actions). One creature Yskarakta can see within 60 feet of him must succeed on a DC 17 Wisdom saving throw or be stunned until the end of its next turn.

Scarlet Ibis

This gigantic marsh bird has blood-red feathers and a scythe-like beak. Its eyes shine with intelligence as it scans its surroundings.

Accursed Bird. Scarlet ibises are not inherently malevolent, and many visitors to the swamp assume they are natural, if overly large, birds. However, their beaks bestow unluck on those touched or struck by them. The ibises usually reserve their cursed attacks as retribution for themselves, but swamp dwellers sometimes plea for the birds' intercession on those who have wronged them. Scarlet ibises have keen judgment to determine the worthiness of these requests.

Those who know about scarlet ibises and their terrible curses avoid killing the birds and typically warn others about the consequences of killing them. Less scrupulous folk instead encourage naïve travelers to destroy a scarlet ibis then pick off the travelers suffering from the aftereffects of combat with the birds.

Dream Portent. The scarlet ibis is a symbol of ill omens that appears in dreams. This omen precedes a setback—such as inclement weather, a tremor, the group getting lost, or a lame mount or pack animal—but it can also indicate a doomed mission. After a series of unfortunate incidents, the scarlet ibis makes a physical appearance, signifying the bad luck has ended. This sometimes incites the unfortunates to avenge themselves on the bird under the mistaken belief the ibis is the cause of the problems.

Egret Harpy Friends. Scarlet ibises congregate with egret harpies (see page 195) and enjoy mutual protection. Uninformed observers believe the ibises are the harpies' pets, at least until they witness conversations between the two. Egret harpies never ask the ibises to curse enemies regardless of circumstances, but ibises who witness or know of attacks on egret harpy companions take it upon themselves to inflict bad luck in revenge.

SCARLET IBIS

Medium monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +5
Skills Arcana +3, Insight +8
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan
Challenge 5 (1,800 XP)

Death Curse. When the scarlet ibis dies, all curses currently inflicted by the ibis become permanent and can be removed only by the *remove curse* spell or other magic.

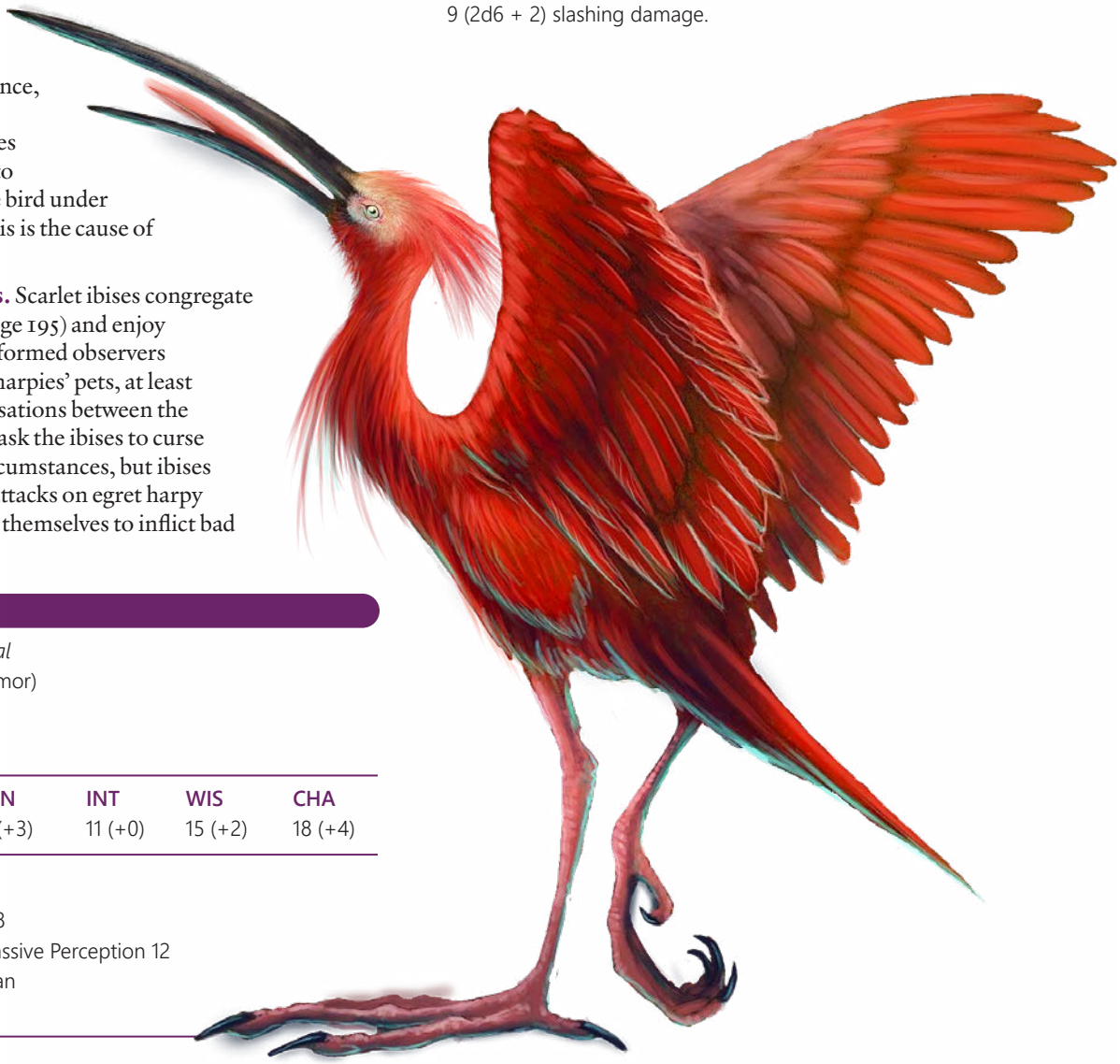
In addition, the creature that dealt the killing blow must succeed on a DC 14 Charisma saving throw or become cursed with every option listed in the ibis's beak attack. A creature casting *remove curse* on a creature cursed in this way must succeed on a DC 14 Charisma saving throw or suffer the curses it just removed.

ACTIONS

Multiattack. The scarlet ibis makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) piercing damage. The target must succeed on a DC 14 Charisma saving throw or become cursed. While cursed, the target has disadvantage on ability checks, attack rolls, or saving throws (the scarlet ibis' choice). Alternatively, the ibis can choose for the target's enemies to have advantage on attack rolls against the target. A creature can have no more than one of each kind of curse on it at a time. The curses last for 24 hours or until removed by the remove curse spell or similar magic.

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



Scrofin

This upright, muscular boar has short, brown fur. Though it stands on cloven hooves, its arms end in oversized fists.

Seeker of Champions. The scrofin is a powerfully built creature that seeks to find a worthy challenger for a wrestling challenge. A winner is declared when one creature holds its opponent in a grapple for 30 seconds. The scrofin is aware its natural gifts make it a formidable foe and feels duty-bound to make others aware of its advantages. An honorable battle is its highest goal, and it ensures that no great harm comes to its opponent during the contest, immediately relenting if its opponent submits.

Short Tempered. If the scrofin feels its opponent is fighting dishonorably or if something unrelated to the wrestling match harms it (a cast spell, a hidden weapon, or similar), it goes berserk at the betrayal. In normal combat situations, it loses its temper when it takes too many injuries. The scrofin can calm itself but only chooses to when it believes its opponents are truly contrite about breaking its trust or harming it.

Outcast from the Courts. The scrofins' sense of honor is at odds with many of their fellow fey, regardless of court, who believe exploiting any advantage in a situation is acceptable. This coupled with what the fey see as the scrofins' tiresome insistence on proving their physical superiority makes them unwelcome in many fey courts. For their part, scrofins are content to walk the mortal world in search of champions.

SCROFIN

Medium fey, lawful neutral

Armor Class 13 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	9 (–1)	9 (–1)	10 (+0)

Skills Athletics +5
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
Challenge 2 (450 XP)

Expert Wrestler. The scrofin can grapple creatures that are two sizes larger than itself and can move at its full speed when dragging a creature it has grappled. If the scrofin grapples a Medium or smaller creature, the target has disadvantage on its escape attempts. In addition, the scrofin has advantage on ability checks and saving throws made to escape a grapple or end the restrained condition.

Relentless (Recharges after a Short or Long Rest). If the scrofin takes 10 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Actions

Multiattack. The scrofin makes two attacks: one with its fist and one with its gore or two with its fists.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The scrofin can grapple only one target at a time. If the scrofin scores a critical hit, the target must succeed on a DC 13 Constitution saving throw or become stunned until the end of its next turn.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Quick to Anger (Recharges after a Short or Long Rest). If the scrofin is wrestling a foe as part of a challenge and takes damage, or when it is reduced to half its hp maximum, it becomes angry. While angry, the scrofin has advantage on melee attack rolls and on saving throws against spells or effects that would charm or frighten it or make it unconscious, and it has resistance to bludgeoning damage. It remains angry for 1 minute, or until it is knocked unconscious. Alternatively, it can end its anger as a bonus action.

Sema

This diminutive, bipedal creature has large, black eyes, rubbery gray skin, a protruding belly, and vicious claws. It appears to lack ears and a nose.

Allies of the Ghasts of Leng. Semas are small creatures from the Plateau of Leng, and they are commonly found in the company of ghasts of Leng (see page 164) and kaveph (see page 225), acting as pets toward the larger creatures. Semas are loyal to the ghasts, going so far as to defend their threatened masters. Likewise, the ghasts are always sure to throw the semas a few scraps of meat during the ghasts' notorious feeding frenzies.

At Home in the Dark. Semas have extremely sensitive eyes and prefer to live in dark places. They find excessive amounts of light distasteful, and in open sunlight they are known to keen, howl, and clutch at their hairless heads as if the very presence of the light causes them pain. They immediately calm down once they make their way into darkness.

Gleeful Bloodlust. Semas are much like wild predators, seeming to take great joy in jumping out of the darkness and spilling blood. They are inherently cruel, and their own physical pain seems to mean little to them. They participate in the feeding frenzies of the ghasts of Leng even when they are more than capable of finding their own prey.

SEMA

Small aberration, neutral evil

Armor Class 13
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	6 (−2)	12 (+1)	13 (+1)

Skills Stealth +5
Damage Vulnerabilities radiant
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages understands Void Speech but can't speak it
Challenge 1 (200 XP)

Shadow Traveler (2/Day). As a bonus action while in shadows, dim light, or darkness, the sema disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A faint gnashing of teeth sounds at the origin and destination when it uses this trait.

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

Actions

Multiattack. The sema makes two claw attacks.

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

Chaotic Energy Blast. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 5 (2d4) force damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Reactions

Reflexive Energy Blast. When the sema is hit with a ranged attack from an attacker it can see within 60 feet of it, the sema makes one chaotic energy blast attack at the attacker.

Servant of the Unsated God

The grinning ghoul's mace drips with shadow as it chants prayers to its dark god. Another shadowy grin appears on top of the ghoul's and extends out, consuming all it touches.

Worshiper of Hunger. Vardesain, known as the Unsated God, is a god of death, hunger, and the undead. The bulk of his followers, especially in the deep caverns of the world, are undead. The most common of these followers are darakhul—intelligent and civilized ghouls—who share their lord's unholy hunger. The servants of the Unsated God act as civil officials, support the imperial army, and spread the faith (often by slaying intruding surface dwellers then recruiting them as newly risen undead).

Hungry Dead Nature. The ghoul requires no air or sleep.

SERVANT OF THE UNSATED GOD

Medium undead, neutral evil

Armor Class 17 (breastplate, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Deception +3, History +2, Religion +2, Stealth +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Darakhul
Challenge 4 (1,100 XP)

Inescapable Hunger. Necrotic damage dealt by the servant of the Unsated God ignores resistance to necrotic damage.

Master of Disguise. A servant in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, it loses its stench.

Stench. Any creature that starts its turn within 5 feet of the servant must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the servant's Stench for the next 24 hours. A servant using this ability can't also benefit from Master of Disguise.

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

Turning Defiance. The servant and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Spellcasting. The servant of the Unsated God is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
1st level (4 slots): *bane, command, inflict wounds, protection from evil and good*
2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*

ACTIONS

Multiattack. The servant of the Unsated God makes two attacks: one with its bite and one with its mace of the devourer.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and, if the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract darakhul fever (*Tome of Beasts*, p. 215).

Mace of the Devourer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. The mace is magical and infused with the Unsated God's power while in the servant's hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hungering Strike (Recharge 5–6). A shadowy jaw superimposes over the servant of the Unsated God's mouth and reaches out to a creature within 30 feet of it. The target must make a DC 13 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Shadow Boxer

The shadow caught the man's eye. It looked and moved like a house cat, but there was no animal present to cast it. He followed the shadow as it moved along the wall then transferred to the ground, not noticing the distortion of light behind him. The last thing he heard as the invisible feline tore out his throat was a contented purr.

Finicky Spirits. Shadow boxers are the physical manifestation of feline collective memory. They are found in urban areas and other places people congregate. Like other fey, they desire to be placated by mortals, and they allow their presence to be detected to induce people to leave them gifts. A shadow boxer develops relationships with one household at a time and protects it. Households that don't leave sufficient tribute or that cease offering it gifts entirely swiftly find their members targeted by the slighted fey.

Council of Cats. When they sleep, shadow boxers share dreams with all mundane cats and other shadow boxers within a mile. Within the dream, the cats and the shadow boxer gambol and roughhouse while they share information. Many capers and activities are planned during these dream sessions, and seeing a large clowder of cats getting along is a sign that a shadow boxer in the area has a game afoot. Shadow boxers despise creatures, such as heggarna(see page 196), that use the "good name" of cats to harm others or spread fear. They feel a mixture of pity and disgust for yowlers (see page 380) and destroy the undead whenever the two meet.

Lords of the Hunt. Shadow boxer legends state that larger shadow boxers roam the wild parts of the world. These greater kin are more like the large jungle cats they live alongside than the more common city-based shadow boxers.

SHADOW BOXER

Small fey, chaotic neutral

Armor Class 13
Hit Points 55 (10d6 + 20)
Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +5
Skills Perception +5, Stealth +5
Condition Immunities charmed
Senses passive Perception 15
Languages Sylvan
Challenge 3 (700 XP)

Cat Telepathy. The shadow boxer can magically communicate with cats within 120 feet of it, using a limited telepathy.

Pounce. If the shadow boxer moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the shadow boxer can make one bite attack against it as a bonus action.

Project Silhouette. As a bonus action, the shadow boxer projects a shadow on a surface within 60 feet of it. The shadow boxer can shape it to resemble the shadow of any Medium or smaller beast, but the shadow can't be larger than a 10-foot cube. Each creature that starts its turn within 60 feet of the shadow and that can see the shadow must succeed on a DC 13 Wisdom saving throw or be incapacitated until the end of its next turn and use its movement on its next turn to follow the shadow.

As a bonus action, the shadow boxer can move the shadow up to 30 feet along a solid surface. The shadow moves in a natural manner for the type of creature it represents.

ACTIONS

Multiattack. The shadow boxer makes two claw attacks.

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

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

Invisibility. The shadow boxer magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the shadow boxer wears or carries is invisible with it.

Shadow of Death

Draped in black funerary garb, ribbons of which move of their own accord, the creature has the appearance of a skeletal angel.

Angels of Death. Once beings of light and beauty who championed justice across the planes, the shadows of death formed after some agent of entropy discarded their bodies into the Void. Their celestial forms protected them from ultimate annihilation, but their minds were forever darkened by the plane's dread influence.

Deathly Avatars. Shadows of death sometimes answer the call of death cults. Rather than aiding the cultists though, the shadows kill the cultists before spreading the grave's shadow across the world.

Immortal Nature. The shadow of death doesn't require food, drink, or sleep.

SHADOW OF DEATH

Large celestial, chaotic evil

Armor Class 18

Hit Points 250 (20d10 + 140)

Speed 50 ft. fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	26 (+8)	24 (+7)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Vulnerability radiant

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Death Throes. When the shadow of death dies, it explodes, and each creature within 30 feet of it must make a DC 22 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much on a successful one.

Deathly Shroud. At the start of each of the shadow of death's turns, each creature within 15 feet of it must succeed on a DC 22 Constitution saving throw or take 10 (3d6) necrotic damage. In addition, light within 30 feet of the shadow of death is less effective. Bright light in the area becomes dim light, and dim light in the area becomes darkness.

Destroyer of Life. If the shadow of death reduces a creature to 0 hp, the creature can be restored to life only by means of a *wish* spell.

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

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

Weapons of Death. The shadow of death's weapon attacks are magical. When the shadow of death hits with any weapon, the weapon deals an extra 10 (3d6) necrotic damage (included in the attack).

A creature that takes necrotic damage from the shadow death's weapon must succeed on a DC 22 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

ACTIONS

Multiattack. The shadow of death can use Vision of Ending. It then makes three shortsword attacks.

Shortsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 10 (3d6) necrotic damage.

Vision of Ending. Each creature that is not undead within 60 feet of the shadow of death that can see it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature is also paralyzed as it sees visions of its death. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this shadow of death's Vision of Ending for the next 24 hours.

Teleport. The shadow of death magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Shimmer Seal

This tusked seal is nearly transparent, including its internal organs, except for a few spots dotting its hide.

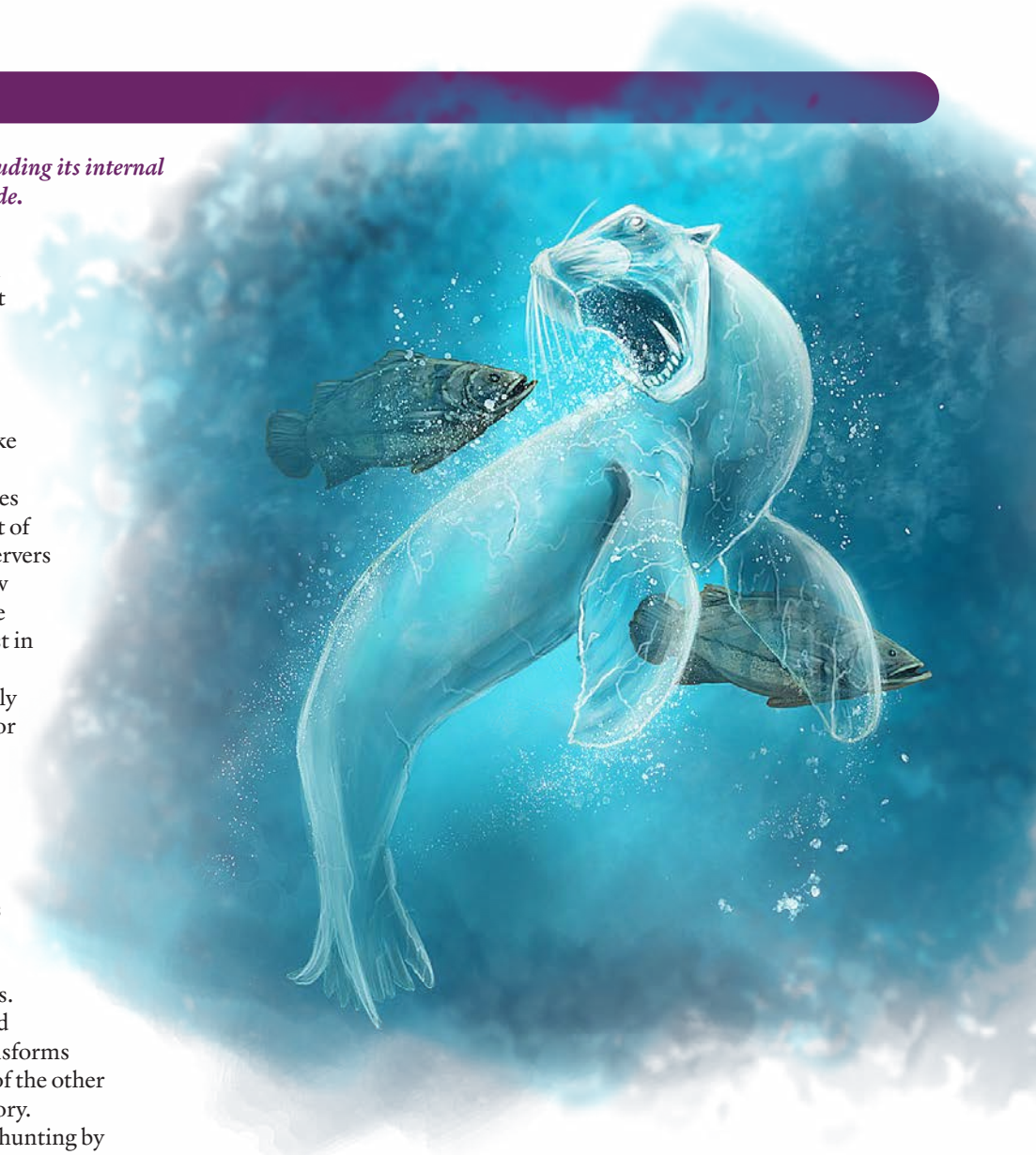
Unseen Pinnipeds. Shimmer seals traverse their typical habitats hidden from prey and predators alike. Their translucent skin and internal organs allow them to blend in with water and against icy backgrounds. Against other backgrounds, they leave a telltale shimmer, giving them their name. However, the seals can still take the unwary by surprise in less-than-ideal conditions. The only time the seal fully loses it translucency is when it consumes its diet of fish or small mammals, during which observers receive a breathtaking (or nauseating) view of the seals' digestive process. The seals are aware of this vulnerability and usually feast in hidden locations.

Arctic druids and rangers who successfully befriend shimmer seals use them as spies or as an advance wave of attack.

Guardian of Seals. Though shimmer seals notionally look like harbor seals, they are found among many different species of seal. Scholars who have studied the strange seals concluded shimmer seals are created when the spirits of creatures passionate about protecting overhunted animals merge with those of ordinary seals. When a shimmer seal dies protecting a pod of seals from hunters, one of the seals transforms into a new shimmer seal within a minute of the other shimmer seal's death, reinforcing this theory.

While shimmer seals are vigilant against hunting by humanoids, they allow natural predators to cull the seals under their protection, understanding the natural order and its importance.

Rallying Seal. A shimmer seal allows other seals to see it, and it can allow allied creatures to locate it. The presence of a shimmer seal emboldens the seals under its protection, transforming a pod of seals that might scatter in the face of armed opposition into an army of teeth and flippers, with the shimmer seal leading the counterattack. No one knows if the shimmer seal is aware of its ability to reincarnate shortly after it dies, but its fearlessness points to it possessing a certainty of survival.



SHIMMER SEAL

Medium beast, unaligned

Armor Class 12
Hit Points 105 (14d8 + 42)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	5 (–3)	12 (+1)	9 (–1)

Saving Throws Wis +4, Cha +2
Skills Acrobatics +8, Performance +5, Stealth +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Limited Invisibility. When the shimmer seal is on an icy surface or underwater, it is invisible. In all other terrain, the shimmer seal has advantage on Dexterity (Stealth) checks. Seals, other pinnipeds, and creatures chosen by the shimmer seal can see it.

Sureflippered. The shimmer seal 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 it extra movement.

Underwater Propulsion. When the shimmer seal is underwater, it can take the Dash action as a bonus action on each of its turns.

Actions

Multiattack. The shimmer seal makes two tusk attacks.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) slashing damage.

Shriekbat

This midnight-blue bat has a cavern-filling wingspan. The air near its mouth, large enough to carry a horse, visibly vibrates with sound pulses.

Shriekbats thrive in the cavernous spaces of the Underworld where they face little competition from dragons, rocs, and other large flying creatures, as they would aboveground. Despite their enormousness, the bats deftly maneuver among the stalactites and stalagmites crowding underground caverns. When they attack prey, or in the very rare cases where they must escape predators, they emit a terrible shriek that overwhelms their foes and allows them to easily grab prey or escape. Shriekbat echolocation uses subsonic frequencies, allowing the bats to fly in relative silence.

Kobold Companions. Kobold bat keepers know the secret to raising young shriekbats. The bat keepers often risk their lives to procure young, using the bats for protection and as companions. A bat keeper returns its shriekbat to the wild before the bat reaches adulthood, when it would become too large for the cramped kobold tunnels. A bat keeper tracks the shriekbats it releases, and often returns to visit its former companions. Shriekbats prove surprisingly keen at remembering former kobold handlers (whether such handlers treated them well or poorly), and they often allow fondly remembered handlers to take a single pup from their litters, ensuring the pup survives to adulthood and renewing the cycle.

Long-Lived Omnivores. Shriekbats live for nearly 50 years. They are social and promiscuous creatures that live in small groups in large caverns. They are omnivorous but prefer fresh meat to other food with lizards taking up the majority of their diet. Shriekbats can survive on rotten flesh, which allows them to eat ghouls and other undead populating the Underworld, but they find it less palatable. In overcrowded situations where multiple groups of shriekbats roost in the same cavern, a group of shriekbats might break away to find another hunting location if food becomes scarce.

SHRIEKBAT

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	3 (–4)	10 (+0)	7 (–2)

Saving Throws Dex +5, Con +8
Skills Perception +4, Stealth +5
Damage Immunities thunder
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 9 (5,000 XP)

Echolocation. The shriekbat can't use its blindsight while deafened.

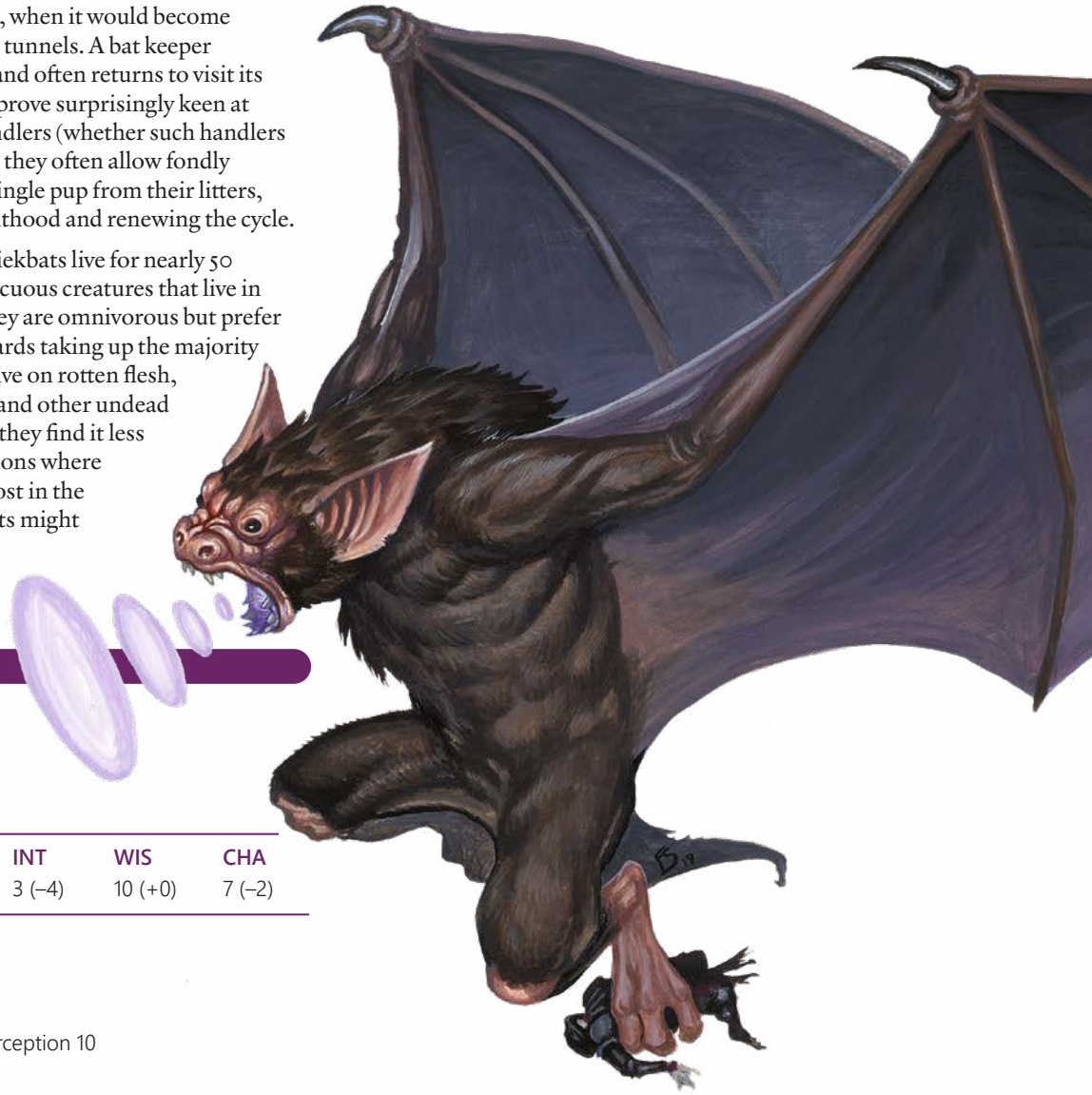
ACTIONS

Multiattack. The shriekbat makes two attacks: one with its bite and one with its talons.

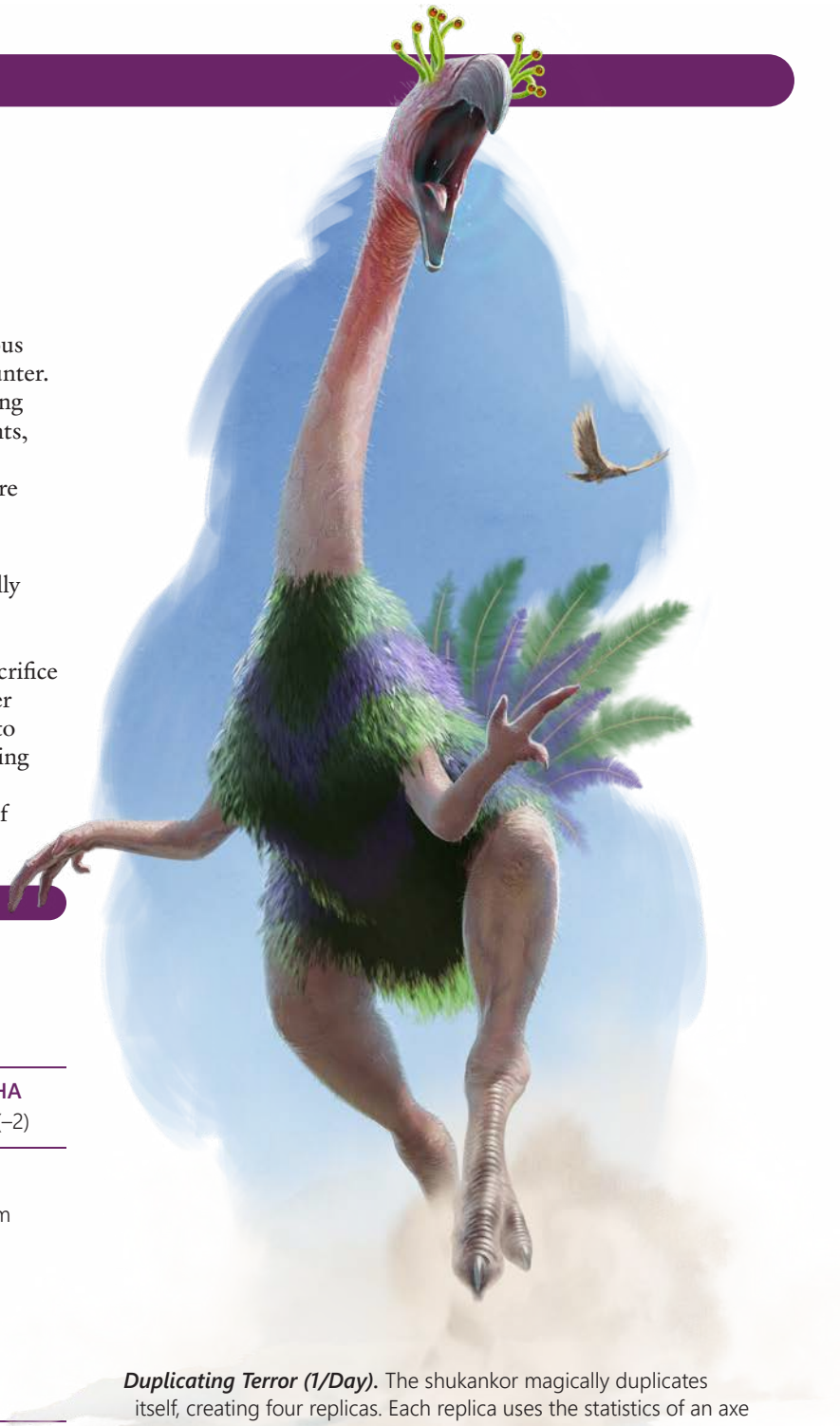
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Talons. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the shriekbat can't use its talons on another target.

Shriek (Recharge 5–6). The shriekbat emits a powerful burst of sound in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Shukankor



This creature has gaudy green and purple feathers, stunted humanoid limbs, a cruel, vulture-like beak, and multiple eyes that swivel about on long, lime-colored stalks. It hoots diabolically as it approaches.

Wasteland Hunters. Desolate badlands, deserts, and wastelands warped by foul sorcery are the prime feeding grounds for these colorful aberrations, who use their vicious claws and beaks to kill and devour any creature they encounter. Due to their enormous size, they sometimes resort to eating rotting and undead flesh, and they can even eat rocks, plants, and dirt in a pinch. Because they are intelligent monsters, shukankors can be parlayed with, though their demands are usually extravagant and vile.

Strength in Numbers. The shukankor's ability to temporarily replicate itself aids it greatly in battle, especially when it is outnumbered or facing a particularly powerful opponent. These replicas are smaller, weaker clones of the shukankor that obey its telepathic commands and even sacrifice themselves to protect their creator. Shukankors are neither female nor male and reproduce by allowing their replicas to remain alive. After a day, these replicas become free-thinking and separate from the parent shukankor. A month later, they grow into full-sized shukankors with all the powers of their progenitor.

SHUKANKOR

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	8 (–1)	12 (+1)	6 (–2)

Skills Athletics +10, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Deep Speech
Challenge 9 (5,000 XP)

Many Eyes. The shukankor has advantage on Wisdom (Perception) checks that rely on sight and on saving throws against being blinded.

Self-made Pack. The shukankor has advantage on attack rolls against a creature if at least one of its duplicates is within 5 feet of the creature and the duplicate isn't incapacitated.

Actions

Multiattack. The shukankor makes three attacks: one with its beak and two with its claws.

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

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

Duplicating Terror (1/Day). The shukankor magically duplicates itself, creating four replicas. Each replica uses the statistics of an axe beak, except it also has the shukankor's Many Eyes and Self-made Pack traits. The shukankor can communicate telepathically with a replica as long as they are within 120 feet of each other. The replicas act as allies of the shukankor and obey its telepathic commands. The replicas remain until killed or dismissed by the shukankor as a bonus action. Slain or dismissed replicas melt into a foul-smelling puddle of green goo. A replica that survives for 24 hours breaks its telepathic link with the shukankor, becoming a free-thinking creature, and grows into a full shukankor after 1 month.

Reactions

Sacrifice Replica. When a creature the shukankor can see targets it with an attack, the shukankor forces a replica within 5 feet of it to jump in the way. The chosen replica becomes the target of the attack instead.

Shurale

At first glance this creature resembles a satyr, its lower body covered in brown fur with goat-like hooves, yet the twisted horn sprouting from its forehead and the wide, manic grin on its comical face proves it is something far more dangerous.

Devilish Fey. While many fey are evil and twisted creatures, few are worse than the dreaded shurale, a deadly satyr-like monster that causes horrible hilarity with its ticklish touch. It inflicts a victim with a deadly bout of laughter that causes its internal organs to rupture and fail. After the victim dies, the shurale cuts it into pieces, leaving the remains for the scavengers.

Feeds on Laughter. A shurale feeds on the sobbing laughs of its victims as they expire, its own health mysteriously revitalized in the process. Because of this, shurale lairs are typically located within a few miles of a humanoid settlement, where it can easily lure lone inhabitants into the woods. While most of their prey are humanoids living in alpine or heavily forested regions, shurales are not picky and have been known to attack orcs, ogres, trolls, and even hill giants.

Woodcutter's Curse. Many believe that a shurale is the spirit of a woodcutter who died a lonely and embittered death after being ridiculed by family. While such an occurrence would be exceedingly rare and most sages scoff at such suggestions, the shurale's skill with the woodcutter's axe and its strange behavior cannot be denied.

SHURALE

Medium fey, neutral evil

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +7, Wis +5, Cha +7

Skills Acrobatics +10, Deception +7, Perception +5, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Magic Weapons. The shurale's weapon attacks are magical.

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

Mirthful Regeneration. The shurale regains 5 hp at the start of its turn for each creature within 30 feet of it that is incapacitated with laughter from its Tickle action. If a creature dies while suffering from the laughter, the shurale gains 15 temporary hp.

Innate Spellcasting. The shurale's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *dancing lights, invisibility* (self only), *minor illusion*

3/day each: *detect thoughts, major image, misty step*

1/day: *confusion*

Actions

Multiattack. The shurale can use Tickle. It then makes three attacks: one with its gore and two with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tickle. The shurale touches a creature within 5 feet of it. The target must succeed on a DC 15 Wisdom saving or begin to laugh uncontrollably for 1 minute. While laughing, the target falls prone, is incapacitated, and unable to move. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shurale's Tickle for the next 24 hours.

If the target fails the saving throw three times, it must succeed on a DC 15 Constitution saving throw or be reduced to 0 hp and begin dying. On a success, the laughter ends on the target, as normal.

Silenal

The halfling takes a long drink from a mug, its wild, graying hair falling back to reveal the creature's pointed nose and sharp chin. Its bloodshot eyes hold a glimmer of mischief as it sets down the mug.

Tavern Spirits. Sileni adopt a specific tavern or inn as their own. The presence of a silenal is usually discovered slowly by the owner. Perhaps they notice the bar towels have all been mended or that the empty bottles have been placed outside the back door. If the owner accepts this assistance and leaves small gifts of food and drink, the silenal becomes more active. After hours, the silenal spends its time ensuring the establishment is cleaned to a shine and ready for the next day's business. If the owner and the silenal are at odds, however, the small mischiefs and mishaps caused by the silenal quickly drive the owner out of business.

Flawed Advisors. While the business is open, a silenal spends most of its time drinking and conversing with the patrons. Sileni are curious about mortals and find their tales and troubles fascinating. If a creature conversing with a silenal asks it for advice, the counsel received is invariably flawed. The silenal, interested in hearing more dramatic tales, offers guidance which is guaranteed to get its conversation partner in hot water in the hopes the recipient will return to lament new, entertaining troubles.

Calm in the Storm. Regardless of how chaotic activity gets in its bar, the silenal is strangely unaffected. Tavern brawls, whether caused by the silenal or not, never target it. The damage caused by fights is also reduced and rarely results in more than a few broken chairs and tankards.

SILENAL

Small fey, chaotic neutral

Armor Class 14
Hit Points 117 (18d6 + 54)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	19 (+4)

Saving Throws Cha +7
Skills Perception +4, Persuasion +7, Stealth +7
Condition Immunities charmed, poisoned
Senses passive Perception 14
Languages Common
Challenge 7 (2,900 XP)

Drinking Buddy. A creature that shares a drink with a silenal has advantage on saving throws against being charmed and poisoned for 1 hour. During this time, if the creature takes violent action against the silenal, the creature has disadvantage on these saving throws for the remainder of the duration.

Drunken Clarity. When the silenal is within 5 feet of an alcoholic beverage, it has truesight out to a range of 90 feet. In addition, it notices secret doors hidden by magic within 30 feet of it.

Hide in the Fray. The silenal can take the Hide action as a bonus action if it is within 10 feet of two other creatures engaged in combat with each other.

Liquid Courage (Recharge 4–6). As a bonus action, the silenal imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The silenal gains 10 (3d6) temporary hp for 1 minute.

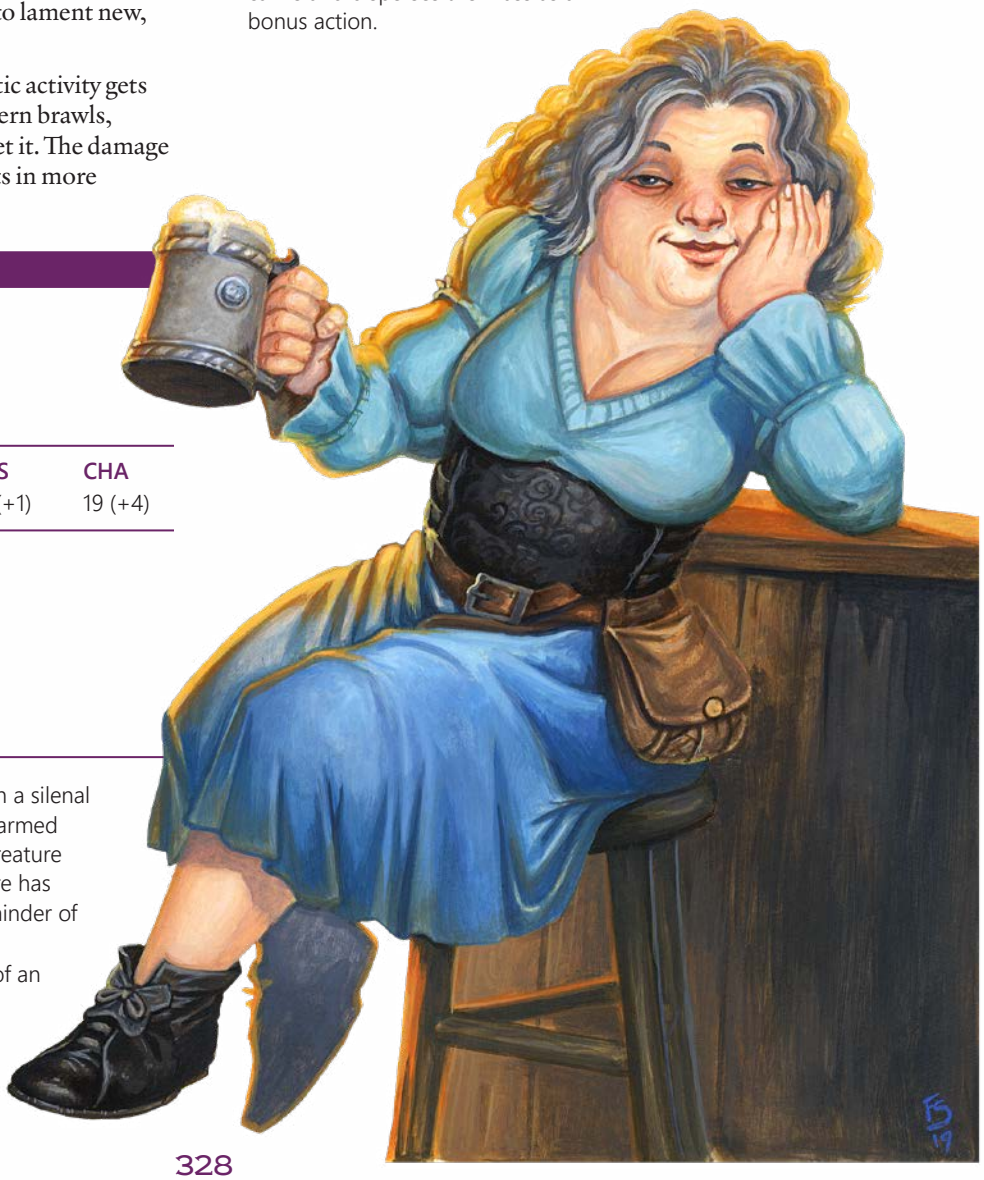
ACTIONS

Multiattack. The silenal makes three attacks.

Tankard. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Darts. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage.

Cause Row (1/Day). The silenal magically stirs humanoids it can see within 60 feet of it into a frenzy. The frenzied patrons use the statistics of 4d4 commoners or 1 bar brawl (*Creature Codex,* p. 48). The frenzied patrons don't attack the silenal. The patrons remain frenzied for 10 minutes, until the silenal dies, or until the silenal calms and disperses the mass as a bonus action.



Simian, Sulsha

Larger than a gorilla, this monstrous ape is covered in bright-red fur. It has twin tufts of black hair rising from its head like horns and possesses a bony spur on the end of its long, meaty tail. The creature's eyes glow with evil intelligence, and it carries a bag filled with various incendiary devices.

Jungle Tyrants. Sulshas are tyrannical simian humanoids that dwell in thick jungles, particularly in hilly or mountainous regions. Obsessed with conquering those around them, sulshas are in a constant state of warfare with creatures that share their homeland. They even force their simian cousins, such as kapi and vanara (*Creature Codex*, p. 336, 338), into military service to use against their enemies. Sulshas treat the smaller simians as little more than expendable resources in their grand plans. Though the Monkey King (*Creature Codex*, p. 337) frowns on and discourages the sulshas' poor treatment of their cousins—treatment the sulshas often deny or hide from the king—he values the sulshas' strength and dedication to protecting simian kind.

Pyrotechnic Primates. Sulshas have an affinity for explosive devices. Some of their alchemists even rival those found in the largest cities, though they never take on non-simian apprentices. Every sulsha always has at least one explosive device on hand.

Simian Supremacy. Sulshas see themselves as superior to most humanoids, whom they view as physically weak and morally bankrupt. They believe vanaras to be naive and idealistic, though they respect their cousins' wisdom, and they think of kapi as simple-minded and unpredictable but still better than humans. Sulshas who think otherwise are viewed with suspicion by their community and are ultimately banished or executed.

SULSHA

Large humanoid (simian), lawful evil

Armor Class 16 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	9 (–1)

Skills Acrobatics +4, Athletics +6, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Simian
Challenge 4 (1,100 XP)

Arboreal Tactician. The sulsha is adept at fighting while climbing. It doesn't provoke opportunity attacks when it climbs out of an enemy's reach, and it has advantage on attack rolls against a creature if the creature is climbing.

Standing Leap. The sulsha's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The sulsha makes three attacks: one with its bite, one with its slam, and one with its tail spur. Alternatively, it makes two bomb attacks.

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

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

Tail Spur. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Bomb. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Terrifying Display (Recharge 5–6). The sulsha beats furiously on its chest and hollers with rage. Each creature within 30 feet of the sulsha that can see or hear it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Skeleton, Cackling

The skeleton of a humanoid stands bent over with one arm holding the vacuous space where its stomach would be. Its jaw hangs agape, cackling, as it points at the target of its humor.

Ironic Origins. When a creature who utterly fears death perishes in an area filled with necrotic energy, it arises as a cackling skeleton. The creature's dead bones animate to mock the futility of their once-cherished desire of life. The cackling skeleton often wears garish items that parody what it loved in life.

Nihilistic Hecklers. Cackling skeletons find living creatures' survival instincts humorous. They find living incredibly futile and believe those that prolong their existence to be hilariously foolish. Unlike other skeletons, cackling skeletons are capable of speech, and they use it to point out the silliness of healing, wearing armor, or other means of self preservation, often pointing out the creature will inevitably die anyway.

Undead Nature. The cackling skeleton doesn't require air, food, drink, or sleep.

Cackling Skeleton

Medium undead, neutral evil

Armor Class 9
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (–1)	15 (+2)	8 (–1)	10 (+0)	14 (+2)

Saving Throws Cha +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 1/2 (100 XP)

Cackle. The skeleton emits a constant, demoralizing cackle. When a creature that isn't an undead or a construct starts its turn within 30 feet of the cackling skeleton and can hear the skeleton, it must make a DC 10 Wisdom saving throw or feel demoralized by the skeleton's cackling. A demoralized creature has disadvantage on attack rolls until the start of its next turn.

Turn Vulnerability. The cackling skeleton has disadvantage on saving throws against any effect that turns undead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. The cackling skeleton has advantage on this attack roll if the target is demoralized.

Mock (Recharge 5–6). The cackling skeleton mocks the futile efforts of up to three creatures it can see within 30 feet of it that aren't undead or constructs. Each target must make a DC 12 Charisma saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one. A demoralized target has disadvantage on this saving throw.

Skeleton, Dragon

Dragon Skeleton Template

The corpse of any true dragon can be animated as a dragon skeleton. When a true dragon becomes a dragon skeleton, it retains its statistics except as described below. The dragon skeleton loses all traits that assume the dragon has a living body, such as Amphibious, or has particular knowledge, such as Spellcasting. The dragon might retain or lose any or all of its lair actions or inherit new ones, as the GM sees fit.

Type. The skeleton's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. The skeleton's alignment changes to lawful evil.

Ability Scores. The skeleton's Intelligence score is reduced to 8 (–1), if it was higher, otherwise it retains its Intelligence score. Its Wisdom score changes to 10 (+0), and its Charisma score changes to 8 (–1).

Skill Proficiencies. The skeleton loses all skill proficiencies.

Damage Vulnerabilities. The skeleton is vulnerable to bludgeoning damage.

Damage Immunities. The skeleton is immune to poison damage.

Condition Immunities. The skeleton is immune to exhaustion and to the poisoned condition.

Languages. The skeleton understands all languages it knew in life but can't speak.

New Action: Bite. If the skeleton deals any damage type in addition to piercing with its bite, it no longer deals that additional damage.

New Action: Breath Weapons. The skeleton's breath weapon is replaced by this new option, which recharges on a roll of a 5 or 6 on a d6. The skeleton can use one of the following breath weapons, which has the same save DC as the dragon's original breath weapon and affects an area based on the dragon skeleton's age category.

- **Shard Breath.** The skeleton exhales a cone of bone shards, which deals the same amount of damage as the dragon skeleton's original breath weapon, but the damage type is piercing instead. Creatures in the area must make a Dexterity saving throw. On a successful save, the creature takes half the damage.
- **Noxious Breath.** The skeleton exhales a cone of gas. Each creature in the area must succeed on a Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Category	AREA OF EFFECT
Wyrmling	15-foot cone
Young	30-foot cone
Adult	60-foot cone
Ancient	90-foot cone

Silver Dragon Wyrmling Skeleton

Medium undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +2, Con +5, Wis +2, Cha +1
Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

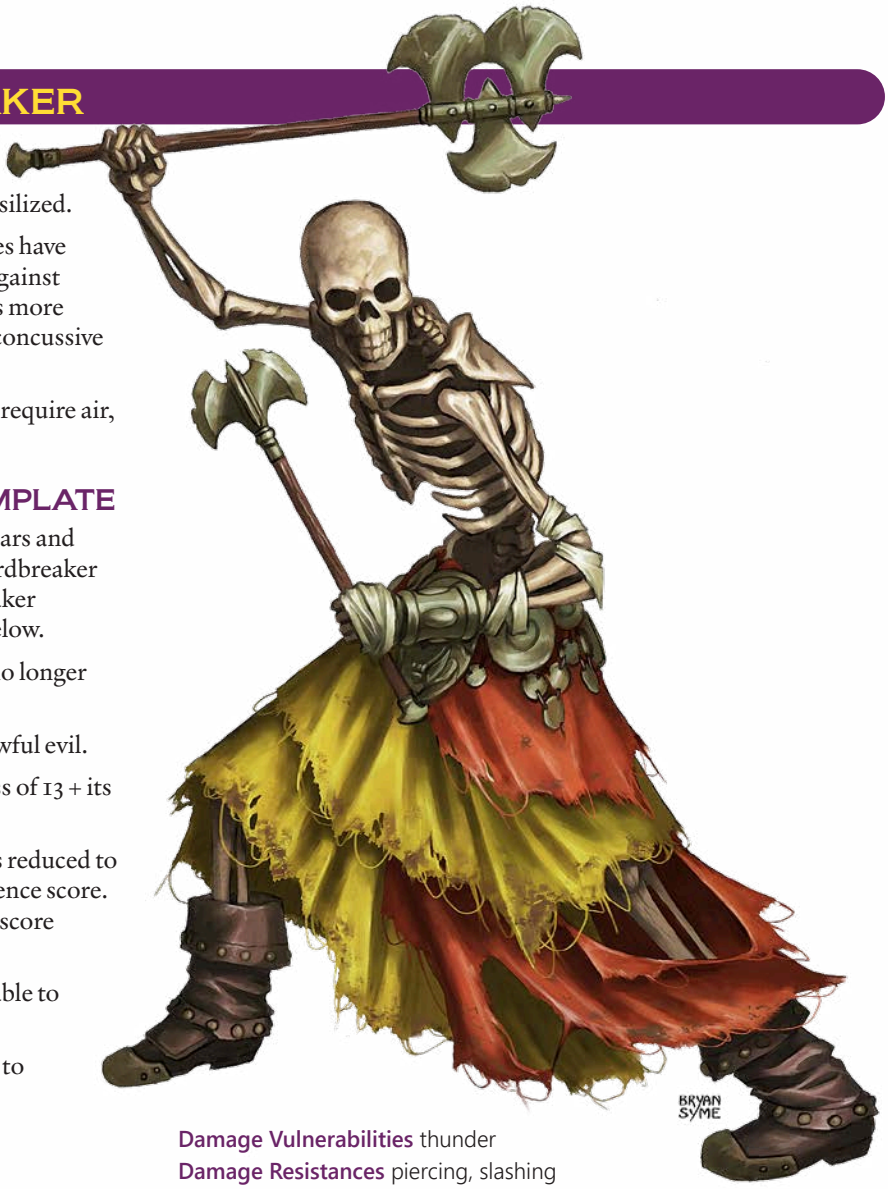
Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Shard Breath.** The skeleton exhales a 15-foot cone of bone shards. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.
- **Noxious Breath.** The skeleton exhales a 15-foot cone of gas. Each creature in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Skeleton, Swordbreaker



Tougher than a typical animated skeleton, these undead are raised from skeletal remains that have fossilized.

Bones of Stone. The swordbreaker skeleton's bones have fossilized and become stony. Most weapons shatter against these bones, but the fossilization makes the skeletons more susceptible to magic that harms stone or that causes concussive bursts of sound.

Undead Nature. A swordbreaker skeleton doesn't require air, food, drink, or sleep.

Swordbreaker Skeleton Template

Any creature that has been dead for more than 100 years and that has a skeletal structure can be animated as a swordbreaker skeleton. When a creature is animated as a swordbreaker skeleton, it retains its statistics except as described below.

Type. The skeleton's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. The skeleton's alignment changes to lawful evil.

Armor Class. The creature has a natural armor class of 13 + its Dexterity modifier.

Ability Scores. The skeleton's Intelligence score is reduced to 6 (–2), if it was higher, otherwise it retains its Intelligence score. Its Wisdom score changes to 8 (–1), and its Charisma score changes to 5 (–3).

Damage Vulnerabilities. The skeleton is vulnerable to thunder damage.

Damage Resistances. The skeleton has resistance to |piercing and slashing damage.

Damage Immunities. The skeleton is immune to poison damage.

Condition Immunities. The skeleton is immune to exhaustion and the poisoned and petrified conditions.

Senses. The skeleton gains darkvision with a radius of 60 feet.

Languages. The skeleton understands all languages it knew in life but it can't speak.

New Trait: Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker skeleton is destroyed after dealing damage.

Veteran Swordbreaker Skeleton

Medium undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities thunder
Damage Resistances piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 3 (700 XP)

Fossilized Bones. Any nonmagical slashing or piercing weapon made of metal or wood that hits the swordbreaker skeleton cracks. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swordbreaker skeleton is destroyed after dealing damage.

Actions

Multiattack. The veteran swordbreaker skeleton makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Snake with a Hundred Mage Hands

The small snake slithers forward. As it nears a door, spectral hands appear all around it, opening and pushing the door to allow the snake entry.

Pet Project. Thieves' guilds with magically inclined members often imbue particularly crafty snakes with keen intelligence, telepathy, and the ability to summon dozens of mage hands to aid the guild. The small, stealthy creatures are capable of carrying out heists that are logistically impractical for humanoids due to their bulk. Predictably, the clever reptiles often escape their creators and carve out small territories for themselves in the more disreputable parts of cities where their true identities won't easily be discovered.

Mischievous Thieves. Snakes with a hundred mage hands are known for their mischievous nature. Many are kleptomaniacs and swindlers, using their talents to deceive humanoids and steal objects they find pleasing.

SNAKE WITH A HUNDRED MAGE HANDS

Small monstrosity, neutral

Armor Class 14
Hit Points 67 (15d6 + 15)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	12 (+1)	18 (+4)	10 (+0)	6 (–2)

Skills Perception +2, Sleight of Hand +8, Stealth +8
Senses blindsight 10 ft., passive Perception 12
Languages Common, telepathy 60 ft.
Challenge 3 (700 XP)

Disruptive Ploy. As a bonus action, the snake performs a minor ploy with its mage hands against a target it can see within 30 feet of it. The target must succeed on a DC 14 Dexterity saving throw or have disadvantage on its next ability check, attack roll, or saving throw (the snake's choice) as the snake magically removes the target's helmet, upends the target's quiver, or performs some other form of distraction.

One Hundred Mage Hands. The snake is surrounded by one hundred, magical, spectral hands. The hands can't be targeted by spells or attacks and are immune to damage. The hands float within 30 feet of the snake and move with their serpent commander. The snake can decide if the hands are visible. Each hand can carry an object weighing up to 10 pounds and no more than three hands can work in tandem to carry one larger object. The snake's Dexterity (Sleight of Hand) checks have a range of 30 feet. Whenever the snake makes a Dexterity (Sleight of Hand) check, it can make up to four such checks as part of the same action, but each check must be against a different target. The snake can perform actions normally restricted to creatures with hands, such as opening a door, stirring a bowl of soup, or carrying a lantern. The hands can't wield weapons or shields or make attacks, except as part of the snake's Flying Fists action.

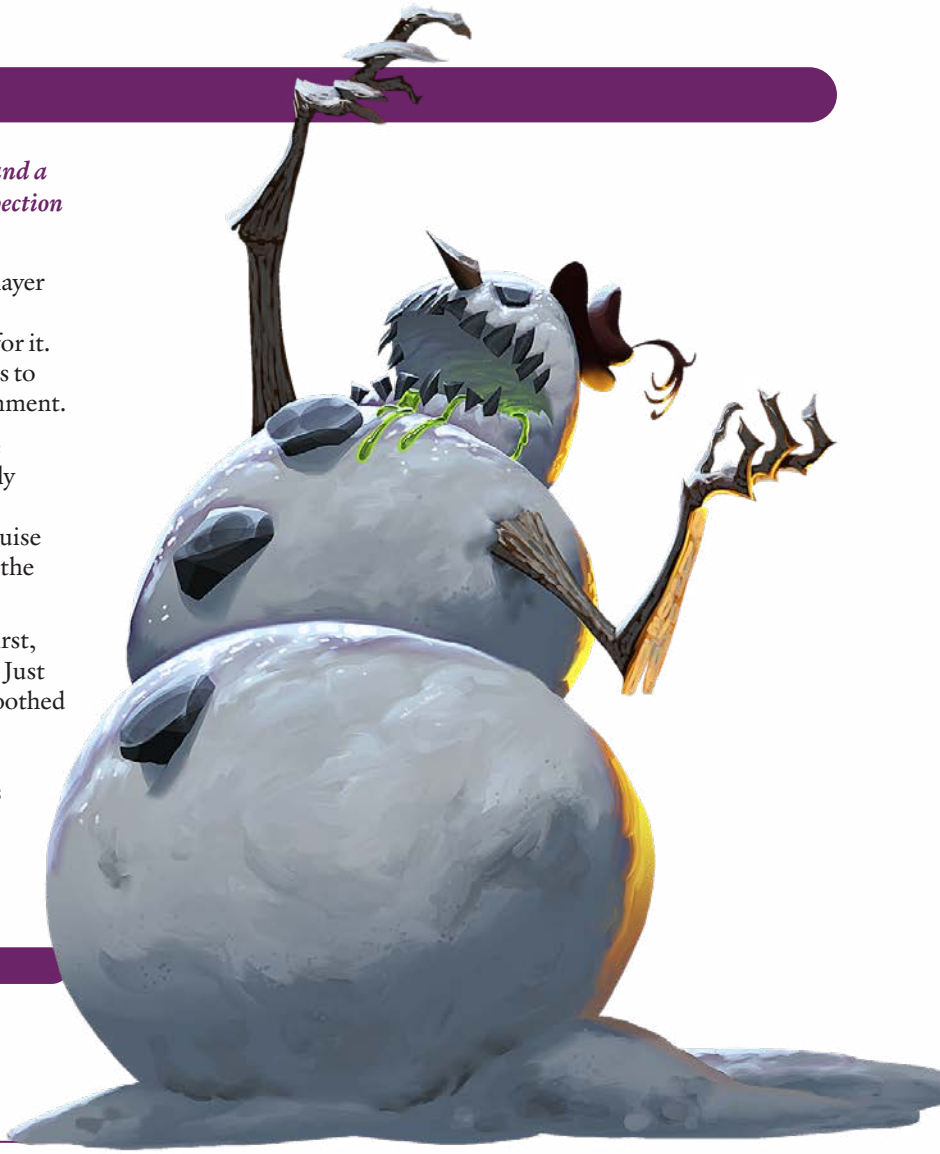
Actions

Multiattack. The snake with a hundred mage hands makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. creature. *Hit:* 9 (2d4 + 4) piercing damage.

Flying Fists (Recharge 5–6). The snake unleashes a flurry of spectral punches in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Snow Terror



A sizeable snowperson with sticks for arms, a carrot nose, and a smile etched across its face slowly turns its head. Closer inspection reveals the smile is disturbingly jagged.

Demonic Snow People. Snow terrors hail from an icy layer of the Abyss. There, they torment lesser fiends or watch as wind-whipped snow destroys visitors wholly unprepared for it. Such visitors are few and far between, leading snow terrors to travel to the Material Plane for greater chances at entertainment.

Innocuous Disguise. Snow terrors temper their desire for bloodshed and mayhem with patience. They find heavily trafficked areas and lurk nearby, observing potential prey. When choosing victims, they remain motionless in their guise as ordinary snowpersons, even allowing children to pluck the accoutrements off them.

Sadistic Hunter. A snow terror picks off lone people first, reveling in communities consequently thrown into chaos. Just before it attacks, it reveals its true form: a leering, shark-toothed snowperson with unholy light glowing in its eye sockets. It chases, catches, and devours its victims, relishing the screams as the acid churning in its guts slowly dissolves its prey. It can take on the appearance of its victims, drawing in concerned family members and neighbors before dissolving the facade to attack.

SNOW TERROR

Large fiend (shapechanger), chaotic evil

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	17 (+3)	12 (+1)	9 (–1)	16 (+3)

Saving Throws Con +6
Skills Deception +6, Stealth +9
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Common
Challenge 8 (3,900 XP)

False Appearance (Snow Person Form Only). While the snow terror remains motionless, it is indistinguishable from an ordinary snow person.

Shapechanger. The snow terror can use its action to polymorph into a Large snow person, a snowy likeness of the creature it most recently killed, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

While in the form of the creature it most recently killed, creatures that knew the mimicked creature have disadvantage on their Wisdom saving throws against its Horrifying Visage.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage plus 14 (4d6) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the snow terror. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the snow terror, and it takes 14 (4d6) acid damage at the start of each of the snow terror's turns. The snow terror can have only one creature swallowed at a time.

If the snow terror takes 15 or more damage on a single turn from the swallowed creature, it must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the snow terror. If the snow terror dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Horrifying Visage. Each non-undead creature within 60 feet of the snow terror that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this snow terror's Horrifying Visage for the next 24 hours.

Somberweave

A gray-skinned human steps from the shadows. Dripping mandibles emerge from its too-wide mouth, and six lithe and long arms unfold from beneath its robes to grasp its prey in vicious claws.

Bridging the Veil. The somberweave is a spider-like fey creature that relies on the fragile threads separating the Material Plane from the Shadow Realm. Spanning the gap between the two planes, it weaves a web anchored in both worlds. It hides in the section of its web anchored in the Shadow Realm and waits for victims on the Material Plane. If plied with treasure or food, the somberweave can be convinced to offer travelers in one realm access to the other, but it is just as likely to capture and eat such travelers.

Tenebrous Skein. The web of the somberweave is made of pure darkness, the essence of the Shadow Realm. Clever travelers who defeat a somberweave can follow the remnants of its web to find passage into or out of the Shadow Realm. Shadow fey who travel frequently between the Shadow Realm and the Material Plane prize somberweave webs as the primary material for creating items that allow for easier travel between the planes.

SOMBERWEAVE

Medium fey, neutral evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Shadow Webs. The somberweave's webs are anchored in the Material Plane and the Shadow Realm, existing in both simultaneously. Except for effects and attacks from the somberweave, a creature in contact with or restrained by a somberweave's webs has half cover and is immune to any spell or effect that would move it to a different plane, such as the *banishment* and *plane shift* spells.

Shadow Sight. The somberweave can see 60 feet into the Shadow Realm when it is on the Material Plane, and vice versa.

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

Web Sense. While in contact with a web, the somberweave knows the exact location of any other creature in contact with the same web.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

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

Web (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to radiant damage; immunity to bludgeoning, piercing, poison, and psychic damage).

Shadow Shift. The somberweave touches a creature restrained by its webbing and transports itself and the creature into the Shadow Realm or the Material Plane, the somberweave's choice. The somberweave and the target appear within 5 feet of each other in unoccupied spaces in the chosen plane. The destination location must be within 10 feet of the somberweave's anchored web. If the target is unwilling, it can make a DC 14 Charisma saving throw. On a success, the somberweave is transported but the target isn't.

Spellhound

A shimmering coat and a ridged snout distinguish the hound from other monstrous canines.

Vindictive Origins. The first spellhounds began as nothing more than ordinary scent hounds. When the master of the hounds was tormented by a hag, he struck a deal with a powerful fey lord, requesting that his stock be blessed with the ability to hunt the witch. The hounds were returned to him, empowered and mutated, but capable of making short work of the hag nonetheless. After the houndmaster was ostracized for keeping monstrous pets, he grew resentful and concluded that the fey lord had wronged him. He arrogantly set out with his spellhounds after the fey lord that had created them, but he never returned. Ever since, spellhounds have been kept as prized pets by warring fey or set loose in fey-inhabited forests to prey on lonely spellcasters.

Magical Predators. Spellhounds have olfactory capabilities that allow them to sense the "odor" of spellcasters. This, combined with their spell-repelling coats and their magic-disrupting howls, makes them a menace for anyone with even a minor arcane faculty.

SPELLHOUND

Large monstrosity, lawful neutral

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (–4)	13 (+1)	8 (–1)

Skills Perception +3, Stealth +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Arcane Sense. The spellhound can pinpoint, by scent, the location of spellcasters within 60 feet of it.

Channel Breaker. The spellhound has advantage on attack rolls against a creature, if the creature is concentrating on a spell.

Keen Hearing and Smell. The spellhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Multiattack. The spellhound makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Nullifying Howl (1/Day). The spellhound lets out a high-pitched, multiphonic howl to disrupt magical effects within 60 feet of it. Any spell of 3rd level or lower within the area ends. For each spell of 4th-level or higher in the area, the spellhound makes an ability check, adding its Constitution modifier to the roll. The DC equals 10 + the spell's level. On a success, the spell ends.

In addition, each spellcaster within 30 feet of the spellhound that can hear the howl must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Ssadar

This bipedal reptilian creature has scales of gold that turn to red in the shadow. It has clawed hands but wields a sword. Its breath smells of brimstone, and a hint of smoke can be seen escaping through its nostrils.

Jungle Dwellers. The ssadar dwell in the jungle and rarely travel to other climates. They prefer the heat, the moisture, and the cover provided by the jungle foliage, though they are capable of surviving in the desert. They live in small cities, usually at the base of mountains near abundant water sources, and they closely monitor the surrounding regions to make sure that non-ssadar are not attempting to approach. Those who make their way toward—or, more rarely, into—their cities are attacked. If captured, intruders are usually sacrificed to their evil lizard gods.

Pyramid Builders. The ssadar are builders of terraced pyramids with engravings of dragons and their lizard gods. These are temples where they congregate, worship, and perform ritual sacrifices. Most of their cities are built around these magnificent structures, though abandoned pyramids can also be found in the trackless depths of the jungle. The entrance to these structures is at the top, and each of them contains a multi-level labyrinth of chambers inside.

One with Fire. Ssadars have an affinity for fire and hold beings of fire in high esteem. Ssadar priests bless ssadar warriors by imbuing them with fire before sending them into battle. A non-ssadar fire-wielder who enters a ssadar city might earn enough respect from the ssadar to be sacrificed last or in a grander ritual to the greatest of their gods.

SSADAR

Medium humanoid, chaotic evil

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (–1)	14 (+2)	10 (+0)

Damage Vulnerabilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Ignan
Challenge 3 (700 XP)

Kinship with Fire. When the ssadar is subjected to fire damage, it takes no damage and instead has advantage on melee attack rolls until the end of its next turn.

Actions

Multiattack. The ssadar makes two attacks: one with its bite and one with its longsword. Alternatively, it can use Spit Fire twice.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) fire damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Spit Fire. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

Stellar Rorqual

This massive cetacean swims through the Void while crackling lines of energy race between the crystal formations on its body and massive, feather-like flippers.

Born in the Void. Stellar rorqual are born, live, and die in the depths of the space between the stars. Generally peaceful creatures, they live to impossibly old age, singing their ancient songs to each other across immense distances.

Living Starships. Those lucky or skilled enough can use a stellar rorqual as a living ship to provide passage between planes. This partnership can be based on friendship or domination, depending on the method of training.

Communication with the rorqual is mostly telepathic, and the crystalline growths on the inside of its jaws display what the rorqual sees. Though a stellar rorqual finds it uncomfortable, it can enter the Material Plane from the Void to load or disembark passengers. When this occurs, the rorqual lands in an available ocean, if possible.

Solar Feeders. The stellar rorqual does not need to eat and seldom opens its actual mouth. As it travels the Void, it absorbs solar energy from stars, which forms crystalline growths on the rorqual's body. The growths slowly release the energy into the rorqual, providing it with the only form of sustenance it needs.

Void Traveler. The stellar rorqual doesn't require air, food, drink, sleep, or ambient pressure.

STELLAR RORQUAL

Gargantuan aberration, neutral

Armor Class 14 (natural armor)
Hit Points 165 (10d20 + 60)
Speed 0 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (–1)	22 (+6)	7 (–2)	18 (+4)	8 (–1)

Saving Throws Dex +2, Wis +6
Skills Perception +8
Damage Resistances force
Damage Immunities cold, fire, radiant
Senses blindsight 360 ft., passive Perception 18
Languages understands Void Speech but can't speak, telepathy 360 ft.
Challenge 12 (8,400 XP)

Mouth Compartment. The stellar rorqual's mouth is a compartment that is 60 feet long, 40 feet wide, and 30 feet high with a single entry and exit. The rorqual can control the ambient pressure, temperature, gravity, moisture, and breathable air levels inside its mouth, allowing creatures and objects within it to exist comfortably in spite of conditions outside the rorqual. Creatures and objects within the rorqual have total cover against attacks and other effects outside the rorqual. As an action, a creature inside the rorqual can interact with the crystalline growths inside the rorqual's mouth and sense what the rorqual senses, gaining the benefits of its blindsight.

Stellar Burst. When the stellar rorqual dies, it releases all of its stored solar energy in a massive explosion. Each creature within 120 feet of the rorqual must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Void Flier. When flying between stars, the stellar rorqual magically glides on solar winds, making the immense journey through the Void in an impossibly short time.

Actions

Multiattack. The stellar rorqual makes two attacks: one with its head smash and one with its tail slap. Alternatively, it can use Energy Burst twice.

Head Smash. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Energy Burst. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 24 (7d6) force damage.

Planar Dive. The stellar rorqual can transport itself and any willing creature inside its mouth to the Astral, Ethereal, or Material Planes or to the Void. This works like the *plane shift* spell, except the stellar rorqual can transport any number of willing creatures as long as they are inside its mouth. The stellar rorqual can't use this action to banish an unwilling creature.

Stone Creeper

This plant looks like a cluster of vines with elongated tendrils and leaves. A clear fluid drips from its thorns and spatters on the floor around it.

Feed on Stone. Stone creepers are semi-intelligent plants that feed on the mortar that holds structures together. They are commonly found in abandoned castles, ruins, and underground locations where the tunnels and chambers were reinforced with stone or brick. The stone creepers secrete acid into the mortar holding the building materials together, breaking it down quickly for easy consumption.

Living Traps. Stone creepers are typically found deeply enmeshed within stone or bricks and hidden in walls. Most creatures that initially see them assume they are ordinary vines. If there is a threat below them, they hastily withdraw from their position, dislodging the bricks or rocks that fall down upon the intruders.

Semi-Social. Stone creepers tend to live in groups of three to five. Often, they nearly encompass an entire room and feed upon it, waiting for hapless victims to enter a room. After they have consumed all the mortar and caused a collapse, they move on to new areas where they begin the process again.

STONE CREEPER

Medium plant, unaligned

Armor Class 12

Hit Points 30 (4d8 + 12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	4 (−3)	6 (−2)	4 (−3)

Damage Resistances bludgeoning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

False Appearance. While the stone creeper remains motionless, it is indistinguishable from an ordinary vine.

Mass of Vines. The stone creeper can move through a space as narrow as 1 foot wide without squeezing.

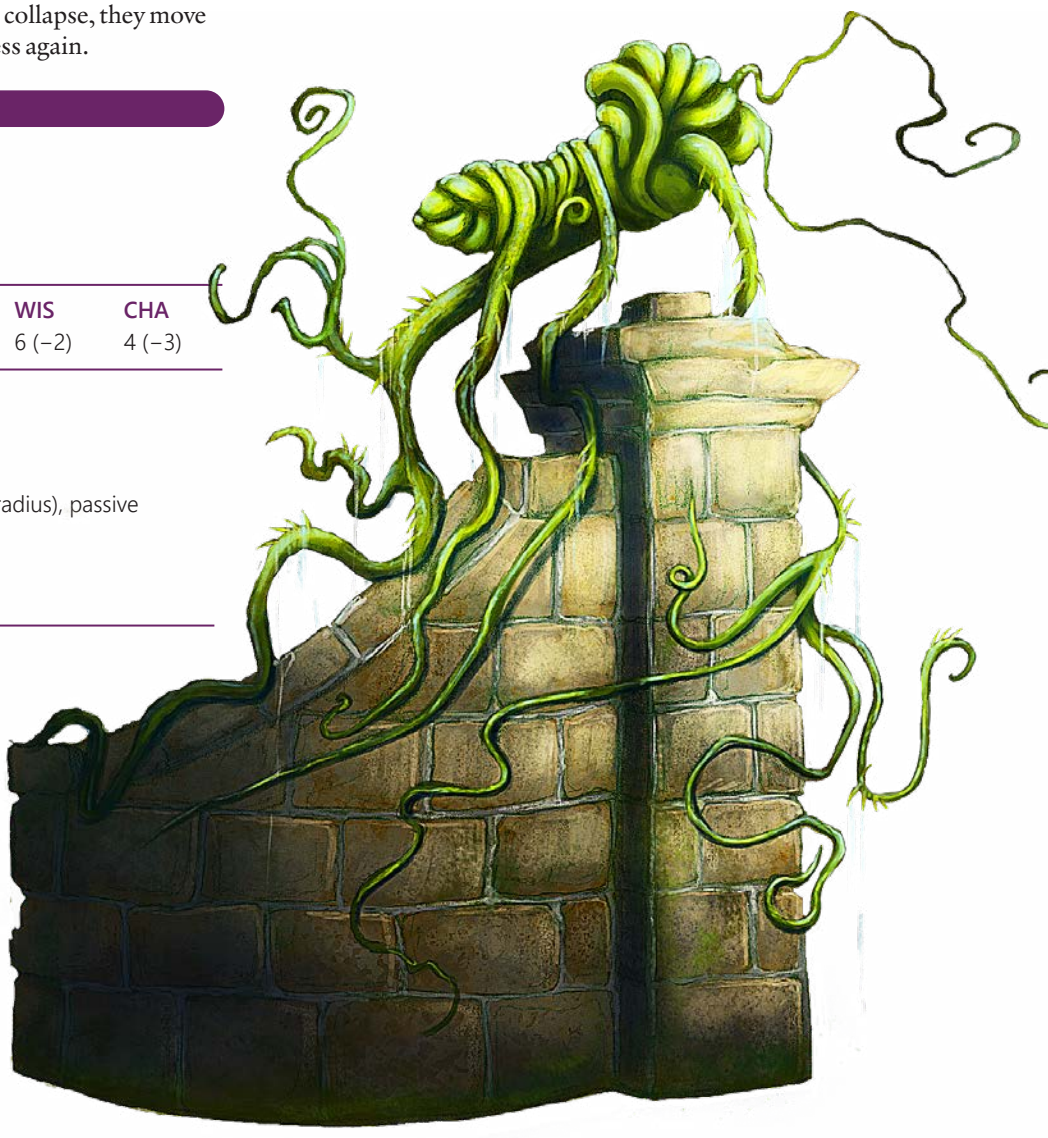
Spider Climb. The stone creeper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Thorned Vine. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) acid damage.

Acid-coated Thorn. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

Weaken Stone. While climbing on a wall or ceiling made of worked stone, the stone creeper injects its acid into the mortar, weakening the structure. Each creature within 10 feet of the wall or in a 10-foot cube beneath the ceiling must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw when beneath a ceiling is also knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature, including the target, can take its action to remove the rubble and free the buried target by succeeding on a DC 10 Strength check.



Storm Maiden

At the heart of a violent storm, a young woman lies huddled in despair. Her skin is translucent as if made of water, and her tears float up from her face to join the storm above her.

A storm maiden is a spiteful elemental that pulls powerful storms into the world through a portal connected to her shrine. Blinded by anguish, she seeks to erase any trace of those who betrayed her.

Primordial Sacrifice. Long ago, this woman was offered up to powerful spirits to ward off drought and famine. She served her role faithfully. Her shrine was maintained by a ritual of devotion performed by the descendants of those she loved, but it was eventually abandoned. Now, some transgression against her abandoned shrine has drawn the maiden back to the world.

Abating the Storm. A region plagued by a storm maiden experiences regular flooding and random tornadoes and lightning strikes. A community may yet atone for their ancestral betrayal by performing a long-forgotten ritual at the maiden's shrine. If appeased, the storms end, and the maiden's alignment changes from evil to good. An appeased maiden may go on to protect the region for generations, as long as her shrine is maintained, or she might wander to other regions, seeking communities in need who understand the importance of maintaining her shrine.

Elemental Nature. A storm maiden doesn't require air, food, drink, or sleep.

STORM MAIDEN

Medium elemental, chaotic evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (+0)	11 (+1)	17 (+3)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Common, Primordial
Challenge 4 (1,100 XP)

Innate Spellcasting. The storm maiden's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: *create or destroy water, ray of frost, misty step, thunderwave*
1/day each: *sleet storm, wind wall*

Actions

Multiattack. The storm maiden makes two thunderous slam attacks.

Thunderous Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) thunder damage.

Throw Lightning. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (4d6) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn.

Stormboar

A massive, green-scaled boar snorts angrily as tiny bolts of blue lightning ripple over its body.

Accidental Arcane Creations. An evoker who raised hogs to fund their wild experiments, accidentally blew up their tower years ago. The explosion created a horrific storm that raged for days in the region, causing the locals to take shelter. When the storm dissipated, the wizard and their tower were gone, but the hogs had been transformed into scaled beasts that harnessed the power of lightning and thunder.

Storm's Fury. Stormboars embody the fury of the storm. Just as stubborn and ferocious as their more mundane cousins, stormboars let no obstacle get in their way while they look for food or protect their offspring. Seasoned hunters know to drop an offering of metal behind as they leave the area to ensure the boar is too distracted to follow them.

Metal Devourers. Stormboars crave metal. Prospectors track the boars to find areas rich with precious minerals and ore, and treasure hunters use the creatures to sniff out hidden vaults of wealth. Anyone relying on a stormboar must be careful, however. The boars see any creature wearing or carrying metal as the deliverer of an easy meal. The aggressive creatures won't stop attacking until they've consumed every bit of metal an unfortunate traveler is carrying. Starving stormboars have been known to venture into civilized areas for a meal.

STORMBOAR

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (–4)	10 (+0)	7 (–2)

Damage Immunities lightning, thunder
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Iron Scent. The boar can pinpoint, by scent, the location of ferrous metal within 60 feet of it.

Lightning Hide. A creature that touches the boar or hits it with a melee attack while within 5 feet of it takes 5 (2d4) lightning damage.

Relentless (Recharges after a Short or Long Rest). If the boar takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Thunder Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 11 (2d10) thunder damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 11 (2d10) lightning damage. In addition, nonmagical metal armor worn by the target is partly devoured by the boar and takes a permanent and cumulative –2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Lightning Run (Recharge 6). The boar becomes a bolt of living lightning and moves up to its speed without provoking opportunity attacks. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object. Each creature in the boar's path 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.

Thunder Leap (Recharge 6). The boar moves up to 20 feet, jumping over obstacles in its way. Difficult terrain doesn't cost it extra movement when it leaps. Each creature within 10 feet of the boar when it leaps and each creature within 10 feet of where it lands must make a DC 15 Constitution saving throw. On a failure, a creature takes 16 (3d10) thunder damage and is pushed up to 10 feet away from the boar. On a success, a creature takes half the damage and isn't pushed.

Swamp Lily

This large, delicate, orange flower stands guard over a sumptuous banquet laid out near its roots.

Deceivingly Delectable. Swamp lilies are carnivorous plants that thrive on the rotting remains of creatures they poison. While they can envenom victims with their tentacle-like roots, they prefer to lure in prey with an illusion of a seemingly benign feast. The lilies exude a scent of fruit with the musk from prey animals to complement the illusion. Their victims then peaceably eat the food, unwittingly ingesting the lily's roots and deadly toxin.

Wandering Menace. After killing enough prey to keep it well fed and provide nourishment for its seeds, it travels where it can sense creatures with a strong desire for food. Though the plant does not understand the dynamics of food supply, its ability to understand thoughts pertaining to food allows it to relocate where the inhabitants are desperate and more susceptible to its illusory feast.

Grove Guardians. Druids and creatures respectful of poisonous plants or resistant to the swamp lilies' illusions often establish a rapport with the lilies as protectors. Partners to the lilies give additional credence to the illusions produced by the plants and encourage unwanted guests to partake of the nonexistent food.

SWAMP LILY

Medium plant, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (–1)	18 (+4)	4 (–3)	12 (+1)	17 (+3)

Damage Immunities poison
Condition Immunities blinded, deafened, poisoned
Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Discern Food Preferences. The swamp lily can use an action to read the surface thoughts of all creatures within 60 feet of it. This works like the *detect thoughts* spell, except the lily can only determine each creature's favorite food. Each creature within range must succeed on a DC 15 Wisdom saving throw or have disadvantage on its saving throw against the lily's Fake Feast action.

Actions

Multiattack. The swamp lily makes two root attacks.

Root. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Fake Feast. The swamp lily magically creates the image of a banquet within 5 feet of itself that compels creatures to eat from it. Each creature within 60 feet of the banquet that can see the banquet must succeed on a DC 15 Wisdom saving throw or be charmed by the lily. The lily must take a bonus action on its subsequent turns to maintain the illusion. The illusion ends if the lily is incapacitated.

While charmed by the lily, a target is incapacitated and ignores the banquets of other lilies. If the charmed target is more than 5 feet away from the lily's banquet, the target must move on its turn toward the banquet by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the lily, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this swamp lily's Fake Feast for the next 24 hours.

If the charmed target starts its turn within 5 feet of the banquet, it eats the feast and must make a DC 15 Constitution saving throw. On a failure, the creature takes 21 (6d6) poison damage and is poisoned for 1 minute. On a success, the creature takes half the damage and isn't poisoned.

Swampgas Bubble

A semi-permeable bubble surrounds a blue-tinged gas. The bubble jauntily bobs in the air.

Consumers of Exhaled Gases. Swampgas bubbles feed on concentrated exhalations from living creatures. They surround their victims' heads and extract these gases, usually in copious quantities as their victims panic and breathe harder. This leads many to believe the bubbles are sadistic. However, encounters with swampgas bubbles are rarely fatal, since the bubbles typically sate themselves by the time their prey falls unconscious, losing interest as the creature's breathing slows.

Attracted to Fire. A swampgas bubble is instinctively drawn to fire, even though they are highly flammable. Its susceptibility to fire makes it relatively easy to dispatch, but its explosive ending makes the use of fire risky for its foes. In fact, this form of death, accompanied by a beautiful burst of blue light, is just part of the bubble's overall lifecycle. Its outer layer hardens and shatters, and the remaining bits fall into the swamp where they grow and encase swamp gasses, developing into new swampgas bubbles.

Ooze Nature. A swampgas bubble doesn't require sleep.

SWAMPGAS BUBBLE

Medium ooze, unaligned

Armor Class 8

Hit Points 59 (7d8 + 28)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (–2)	18 (+4)	1 (–5)	10 (+0)	3 (–4)

Damage Vulnerabilities fire

Damage Immunities bludgeoning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

Bludgeoning Bounce. Whenever the swampgas bubble is subjected to bludgeoning damage, it takes no damage and instead is pushed up to 10 feet away from the source of the bludgeoning damage. If the bubble is subjected to bludgeoning damage while attached to a creature, the bubble must succeed on a DC 13 Strength saving throw or detach from the creature and be pushed up to 5 feet away.

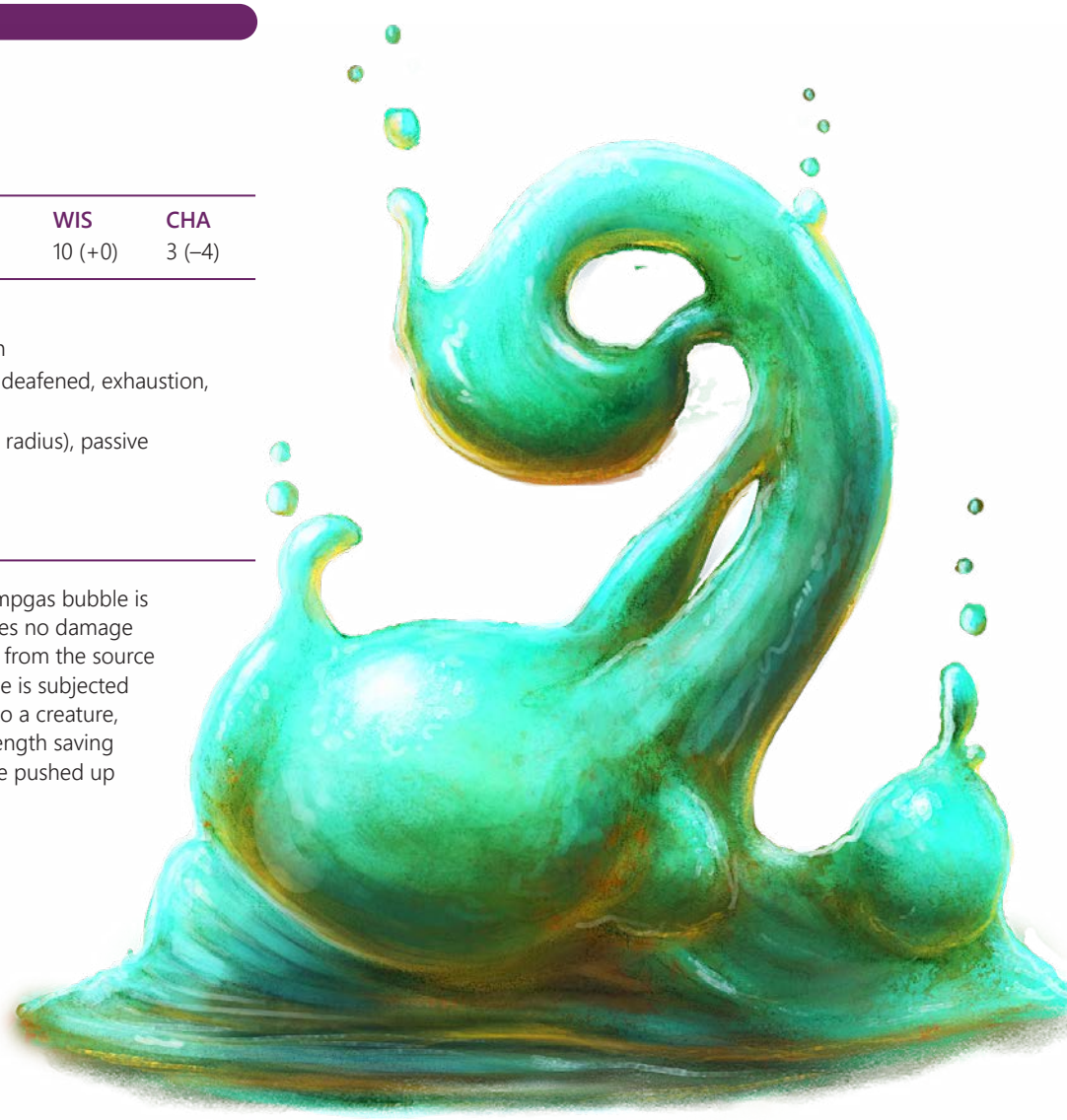
Fiery Death. If the swampgas bubble has half its hp or fewer and takes any fire damage, it dies explosively. Each creature within 20 feet of the bubble must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) poison damage.

Suffocating Grasp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, the swampgas bubble attaches to the target's head, and the target is blinded while the bubble is attached. While attached, the bubble can't make pseudopod attacks against the target. At the start of each of the bubble's turns, the target takes 9 (2d8) poison damage and begins suffocating as it breathes in the poisonous gases within the bubble. A creature is affected even if it holds its breath, but creatures that don't need to breathe aren't affected.

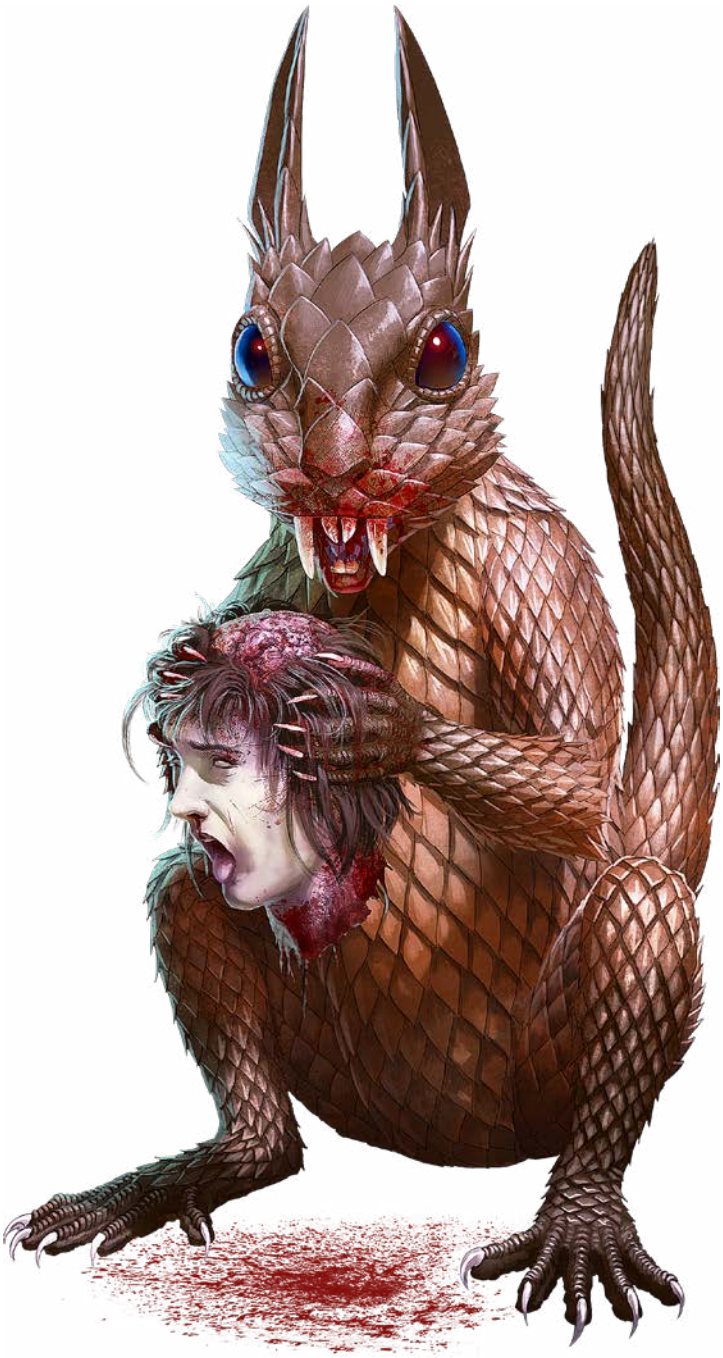
The bubble can detach itself by spending 5 feet of its movement. It does so if its target falls unconscious or dies. A creature, including the target, can take its action to detach the bubble by succeeding on a DC 13 Strength check.



Tembril

Standing on its back legs and holding a decapitated human head in its hands, this nightmarish creature resembles a gigantic squirrel with saber-like teeth, soulless black eyes, and hard, scaly skin. It chitters softly and eerily.

Forest Terrors. In the dark and foreboding forests of the north, tales are spun of terrible ogres, hags, evil wolves, and great arctic serpents, but humans and ogres alike fear the tembril, a savage monstrosity that feeds specifically on the eyes, tongues, and brains of humanoids. Resembling a squirrel the size of a bear, but with brown scales and immense claws and fangs, the tembril hunts sapient fey, humanoids, and giants exclusively, using its claws to eviscerate its opponent as its teeth punctures their skulls.



Head Collectors. The victim of a tembril attack is almost always found without its head, for the creature collects the severed cranium to devour the contents either immediately or at a later time. Tembrils store the heads in the long winter months, hiding them within the hollows of great trees or in other suitable locations and covering them in ice so they don't decompose. The decapitated bodies left behind make a meal for many forest-dwelling scavengers, and crows, worgs, and even ghouls have been known to follow in a tembril's wake, looking for a fresh feast.

TEMBRIL

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	4 (–3)	15 (+2)	16 (+3)

Skills Perception +5, Stealth +8
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Ambusher. In the first round of combat, the tembril has advantage on attack rolls against any creature it has surprised.

Nimble Leap. The tembril can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the tembril scores a critical hit against a Medium or smaller target and the damage reduces the target to below half its hp maximum, the target must succeed on a DC 15 Constitution saving throw or be instantly killed as its head is removed. A creature is immune to this effect if it is immune to piercing damage or doesn't have or need a head.

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

Maddening Chitter (Recharge 6). The tembril chitters maddeningly in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. If a creature fails the saving throw by 5 or more, it also suffers short-term madness. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on itself on a success.

Tetomatli

This lumbering basalt construct has the body of a great ape and the wings of a bat instead of arms. Its head ends in a wide stone mallet without a mouth, eyes, or nose. It taps its hammer-like head on the ground with an echoing thwack.

Demon-forged Guardians. Tetomatlis are constructs created by the followers of the demon lord Mechuiti (*Tome of Beasts*, p. 88) to guard their most important shrines and temples. Tetomatli creation involves the sacrifice of multiple humans or apes, and they are tainted by chaos and evil as a result. Tetomatlis are bloodthirsty guardians and enjoy crushing victims into a bloody paste. Since they first appeared, the secret of creating tetomatlis has spread to other demon cults and evil golem makers, allowing the creatures to slowly spread in number.

Blind Behemoths. Tetomatlis are blind and deaf but can magically sense their surroundings by tapping their heads rapidly on the ground. Foiling the senses of a tetomatli is a difficult proposition, but the chaotic nature of the construct means that it can sometimes be tricked into leaving its post or stumbling into dangerous situations.

Construct Nature. A tetomatli doesn't require air, food, drink, or sleep.

TETOMATLI

Large construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (–3)	11 (+0)	3 (–4)

Skills Athletics +8, Perception +3

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

Damage Immunities poison, psychic;

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses tremorsense 90 ft. (blind beyond this radius), passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Diving Head Slam. If the tetomatli is flying and moves at least 20 feet straight toward a target and then hits it with a head slam attack on the same turn, the tetomatli can use Tremor as a bonus action, if it is available.

Heavy Flier. The tetomatli can fly up to 30 feet each round, but it must start and end its movement on a solid surface such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage.

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

Magic Weapons. The tetomatli's weapon attacks are magical.

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

Actions

Multiattack. The tetomatli makes one head slam attack and one wing buffet attack.

Head Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the tetomatli scores a critical hit against a target wearing metal armor, the target must succeed on a DC 15 Strength saving throw or its armor is destroyed. A creature wearing magical armor has advantage on this saving throw. A creature wearing adamantine armor is unaffected.

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

Tremor (Recharge 6). The tetomatli slams its head repeatedly into the ground, creating a magical shockwave. Each creature within 20 feet of the tetomatli must succeed on a DC 15 Dexterity saving throw or be knocked prone and have disadvantage on attack rolls and Dexterity checks until the end of its next turn.

Thornheart Guardian

A hulking figure clad in a black armor adorned with thorny ornaments slowly walks forward, seemingly unhindered by the thick vegetation of the surrounding woods.

Thornheart guardians are unyielding and merciless defenders of the forest domains of hags and other sinister fey. They are the twisted cousins of green knights of the woods (*Creature Codex*, p. 209), and good-aligned fey often send green knights on hunts to destroy thornheart guardians and their creators.

Shadow Origins. Thornheart guardians are created from the bodies and souls of unfortunate knights who foolishly fell for the charms of hags or dark fey and swore eternal servitude to them. In unholy ceremonies, hags fuse the knights' bodies with armor forged in the Shadow Realm then transform the knights' hearts into a cluster of enchanted thorns.

Relentless and Loyal. The thornheart guardian is a terror to behold. Once it has found its mark, it doesn't back down until the enemies of its sinister liege have been slain. Its enchanted heart gives it power over the plants around it, and it uses these plants to capture and kill its enemies.

Construct Nature. The thornheart guardian doesn't require air, food, drink, or sleep.

THORNHEART GUARDIAN

Large construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (–2)	14 (+2)	1 (–5)

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Immutable Form. The thornheart guardian is immune to any spell or effect that would alter its form

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

Magic Weapons. The thornheart guardian's weapon attacks are magical

Woodland Walk. Difficult terrain composed of nonmagical plants doesn't cost the thornheart guardian extra movement. In addition, the thornheart guardian can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The thornheart guardian makes three attacks: two with its barbed greatsword and one with its thorny whip.

Barbed Greatsword. Melee Weapon Attack +8 to hit, reach 5 ft, one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) piercing damage.

Thorny Whip. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, the guardian can automatically hit the target with its thorny whip, and the guardian can't make thorny whip attacks against other targets.

Grasp of the Briar (Recharge 5–6). The thornheart guardian summons grasping, thorny vines to impede and drain the life of its foes. The ground within 20 feet of the thornheart guardian becomes difficult terrain for 1 minute. This difficult terrain doesn't cost the thornheart guardian extra movement. A creature that enters or starts its turn in the area must succeed on a DC 16 Strength saving throw or be restrained by the plants. A restrained creature takes 7 (2d6) necrotic damage at the start of each of its turns. A creature, including the restrained target, can take its action to break the target free of the vines by succeeding on a DC 16 Strength check.

Thrummren

The massive, dog-faced elk charges into battle, lightning crackling between its hooves and antlers, as its giant rider throws bolts of lightning.

The sight of a storm giant charging to battle atop a baying thrummren is both breathtaking and terrifying.

Heavenly Wanderers. Herds of thrummrens migrate from mountain range to mountain range across vast regions of the Upper Planes. As they travel en masse, storm clouds gather above them, and the pounding of their hooves against the ground is akin to thunder. The lightning storms generated by their proximity are truly amazing to behold.

Giant Bond. Most thrummrens on the Material Plane serve as the mounts of storm giant cavaliers. The relationship between mount and rider is complex, with control of the pairing seeming to pass from one to the other and back. Thrummrens never abandon their riders, defending riders to the death if necessary. If its rider falls in battle, a thrummren continues its assault until all foes have fallen. The thrummren then returns the rider's body to its home community, regardless of the distance.

Simurg Friends. When they encounter each other on the forested mountainsides they prefer, thrummren and simurgs (*Creature Codex*, p. 339) share information. The two creatures often converse while on the move with the simurg perched atop the thrummren, looking to observers like some kind of chimeric creature with a long-feathered tail streaming behind it.

THRUMMREN

Gargantuan celestial, chaotic good

Armor Class 17 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	22 (+6)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +8, Wis +6, Cha +4
Damage Resistances cold, thunder
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Giant, telepathy 60 ft.
Challenge 12 (8,400 XP)

Lightning Absorption. Whenever the thrummren is subjected to lightning damage, it takes no damage and instead regains a number of hp equal to the lightning damage dealt.

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

Magic Weapons. The thrummren's weapon attacks are magical.

Storm Hide. A creature that touches the thrummren or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage. The thrummren can choose for its rider to not be affected by this trait.

Actions

Multiattack. The thrummren makes two attacks: one with its gore and one with its hooves.

Gore. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage plus 10 (3d6) lightning damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 10 (3d6) thunder damage.

Thunder Stomp (Recharge 5–6). The thrummren rears back and slams its front hooves into the ground. Each creature within 20 feet of the thrummren must make a DC 17 Strength saving throw. On a failure, a creature takes 35 (10d6) thunder damage, is pushed up to 10 feet away from the thrummren, and is deafened until the end of its next turn. On a success, a creature takes half the damage and isn't pushed or deafened.

Reactions

Protect Rider. When the thrummren's rider is the target of an attack the thrummren can see, the thrummren can choose to become the target of the attack instead.

Tidehunter

Emerging from the surf, this massive crab-like beast has a hard, blue shell covered in barnacles. It holds a net of seaweed between its barbed claws, and a look of intelligence gleams in its elliptical, crimson eyes.

Lurkers in the Shallows. The tidehunter is an ambush hunter, using its coloration to surprise prey that venture into the shallows. Tidehunters are normally found along coasts with plentiful beaches and underwater vegetation, but some can be found in large lakes and river systems close to the open ocean. Most tidehunters are more than 20 feet across and are powerful enough to overcome a hunter shark or small whale with ease. They have few natural predators, their intelligence and guile making them challenging prey.

Net Weavers. Tidehunters can weave nets out of kelp, seaweed, and other fibrous plant material with ease, constructing nets in a matter of minutes with the weirdly hooked barbs on their claws. Their nets are strong and can be thrown with great accuracy over a large distance. Indeed, even those on dry land are not immune to the tidehunter's attacks, and more than one human has been hauled into the surging tide from the apparent safety of the beach.

Fishing Buddies. While fisherfolk and tidehunters are normally at odds, a tidehunter will sometimes enter into an unspoken agreement with a group of fisherfolk, sharing the spoils of the sea while keeping out of each other's way.

TIDEHUNTER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	5 (−3)	12 (+1)	5 (−3)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Amphibious. The tidehunter can breathe air and water.

Net Maker. With 1 minute of work, the tidehunter can create a net out of seaweed, rope, or similar material. The tidehunter typically carries 2 nets.

Underwater Camouflage. The tidehunter has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The tidehunter makes three attacks, only one of which can be with its net. It can use Reel in place of two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The tidehunter has two claws, each of which can grapple only one target.

Net. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* A Large or smaller creature hit by the net is restrained until it is freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net.

Reel. The tidehunter pulls one creature restrained by its net up to 20 feet straight toward it. If the target is within 10 feet of the tidehunter at the end of this pull, the tidehunter can make one claw attack against it as a bonus action.

REACTIONS

Entangle Weapon. When the tidehunter is targeted by a melee weapon attack, the attacker must succeed on a DC 16 Dexterity saving throw or miss the attack as the tidehunter uses its net to interfere with the weapon. The tidehunter must have an empty net to use this reaction.

Timingila

This massive shark-eel surges out of the water, opening titanic jaws large enough to bite a ship in half.

Bribable. Wise captains traveling through timingila hunting grounds often carry tithes and offerings in hopes of placating the creatures.

Lesser Leviathan. The timingila is one of the largest creatures in the seas. Some scholarly tomes suggest a connection between the timingila and rarer leviathans but no definitive proof has yet been found.

Master of the Seas. The timingila is an apex predator of the oceans. It hunts whales primarily but eats anything it can catch. The timingila is fiercely territorial and considers all of the ocean its personal domain.

TIMINGILA

Gargantuan monstrosity (titan), neutral evil

Armor Class 18 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	5 (–3)	21 (+5)	8 (–1)	7 (–2)	14 (+2)

Saving Throws Con +10, Wis +3

Skills Perception +8, Stealth +7

Damage Immunities cold, thunder

Condition Immunities frightened

Senses blindsight 120 ft., passive Perception 18

Languages understands Abyssal, Celestial, Draconic, and Infernal but can't speak

Challenge 15 (13,000 XP)

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

Water Breathing. The timingila can breathe only underwater.

Actions

Multiattack. The timingila makes four attacks: one with its bite, one with its tail slap, and two with its flippers.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the timingila. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the timingila, and it takes 21 (6d6) acid damage at the start of each of the timingila's turns.

If the timingila takes 30 damage or more on a single turn from a creature inside it, the timingila must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the timingila. If the timingila dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

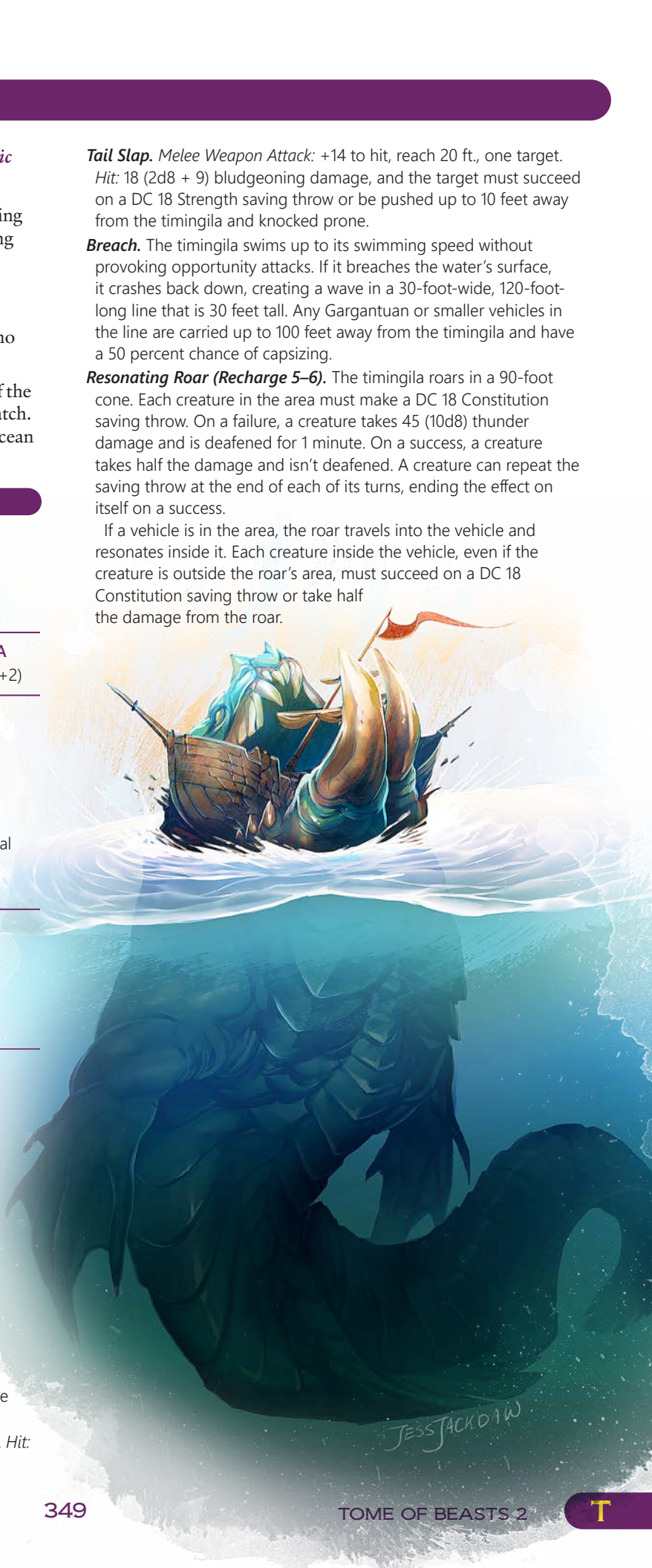
Flipper. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from the timingila and knocked prone.

Breach. The timingila swims up to its swimming speed without provoking opportunity attacks. If it breaches the water's surface, it crashes back down, creating a wave in a 30-foot-wide, 120-foot-long line that is 30 feet tall. Any Gargantuan or smaller vehicles in the line are carried up to 100 feet away from the timingila and have a 50 percent chance of capsizing.

Resonating Roar (Recharge 5–6). The timingila roars in a 90-foot cone. Each creature in the area must make a DC 18 Constitution saving throw. On a failure, a creature takes 45 (10d8) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a vehicle is in the area, the roar travels into the vehicle and resonates inside it. Each creature inside the vehicle, even if the creature is outside the roar's area, must succeed on a DC 18 Constitution saving throw or take half the damage from the roar.



Treant, Mangrove

Gnarled roots reaching deep into the muck act as legs for this group of trees conjoined into a sentient being.

Ancient Grove Guardians. Mangrove treants provide shelter and a resource-rich environment for many creatures. They extend their roots into the water, where several species of fish thrive. Biting and stinging insects, most notably mosquitos, dart about in cloud-like formations near the water's surface. Arboreal animals nest high among the treants' boughs mostly removed from the depredations of the insects. Unlike their forest cousins, these swampland treants are more concerned with the safety of those under their protection and less concerned with the overall health of the swamp. They decisively react to direct threats to themselves and the creatures within their boughs and roots, but they may not act if something endangers an area outside their immediate groves.

Mangrove treants continue to grow throughout their extraordinarily long lives, which can reach millennia if they see no external disruptions. The treants also add ordinary mangrove trees into their gestalt, incorporating the trees' ecosystems into its whole.

Friend to Lizardfolk. While a mangrove treant is generally wary of civilization, it befriends lizardfolk who show proper deference. Lizardfolk help control the treant's fish population, since the treant normally doesn't house predators, and they act as protectors to the treant. Various groups of lizardfolk venerate a mangrove treant as a respected elder or a being sacred to their deities. Some lizardfolk shamans know the secret to awakening a mangrove treant.

Mosquito Whisperer. A mangrove treant eventually learns to communicate with all the creatures inhabiting its grove, but it can always communicate with mosquitos. A dormant mangrove treant that is hosting mosquitos is rarely caught off guard thanks to diligent reporting from the insects. The treant can send mosquitos on reconnaissance missions, but the insects provide increasingly vague details the farther they travel from the treant, making them reliable spies only over short distances.

The treant also has a modicum of control over mosquitos. It typically exerts its will to keep the insects from overwhelming the animals living among its branches. When the treant faces a threat, though, it can call the mosquitos into a swarm to drive off or kill the threat.

Mangrove Treant

Huge plant, neutral

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	19 (+4)	12 (+1)	15 (+2)	12 (+1)

Skills Athletics +8, Nature +4
Senses passive Perception 12
Languages Common, Draconic, Druidic, Sylvan
Challenge 7 (2,900 XP)

False Appearance. While the mangrove treant remains motionless, it is indistinguishable from an ordinary mangrove tree.

Grasping Roots. The treant has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Siege Monster. The mangrove treant deals double damage to objects and structures.

Tiny Spies. The mangrove treant can communicate with mosquitos as if they shared a language. The mosquitos alert the treant to the presence of intruders, and the treant has advantage on Wisdom (Perception) checks to notice creatures within 60 feet of it.

Actions

Multiattack. The mangrove treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Mangrove Mosquitos. The mangrove treant calls a swarm of mosquitos from its branches. The swarm of mosquitos uses the statistics of a swarm of insects, except it has a flying speed of 30 feet. The swarm acts an ally of the treant and obeys its spoken commands. The swarm remains for 1 day, until the treant dies, or until the treant dismisses it as a bonus action.

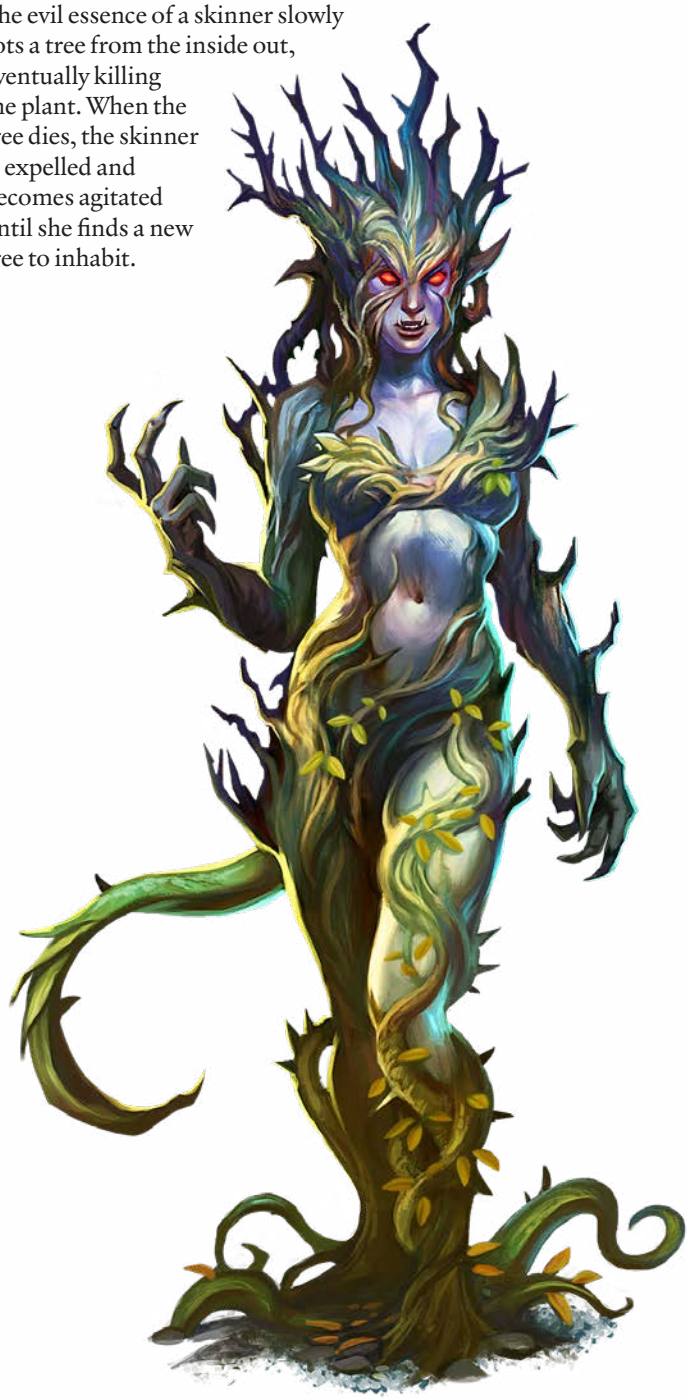
The treant can have only one swarm of mosquitos at a time. If it calls another, the previous swarm disperses.

Tree Skinner

A feminine creature made of decaying, thorny plant life gives a wicked laugh as she touches a tree and disappears. Moments later, the tree emits the same laugh as it swings its branches.

Formed by Hags. Night hags create tree skinners by taking advantage of dryads that have been driven mad by the death of their trees. The hags promise the dryads a chance to connect with trees again and induce them into submitting to a special ritual. The ritual used to transform a dryad into a skinner also instills in the dryad a hatred of all fey. The irony of a former dryad using trees to murder fey creatures delights the hags to no end.

Tree Puppeteers. Tree skinners can inhabit trees, turning the plants into weapons that can destroy forest communities. The evil essence of a skinner slowly rots a tree from the inside out, eventually killing the plant. When the tree dies, the skinner is expelled and becomes agitated until she finds a new tree to inhabit.



Skinner Bands. Tree skinners all share the same desire—the destruction of all fey creatures. When the skinners encounter others of their kind, they join forces to attack communities of fey. As long as they have fey to attack, the group will stay together indefinitely, otherwise the lack of a common enemy causes infighting, leading to the dissolution of the group.

Hated by Treants. Treants abhor tree skinners, seeing them as abominations that manipulate plants and sap the life of trees. If a treant hears of skinner activity, it stops at nothing to slay the fiend.

Tree Skinner

Medium fiend, chaotic evil

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Elvish, Infernal, Sylvan
Challenge 2 (450 XP)

False Appearance (Tree Form Only). While the skinner remains motionless, it is indistinguishable from a normal tree.

Inhabit Tree. As a bonus action, the skinner touches a Medium or larger tree that is not a creature and disappears inside it. While inside the tree, the skinner has tremorsense with a radius of 30 feet, has an AC of 15, has a speed of 0, and has vulnerability to fire damage. When the skinner is reduced to 15 hp, the tree dies and the skinner appears within 5 feet of the dead tree or in the nearest unoccupied space. The skinner can exit the tree as a bonus action, appearing within 5 feet of the tree in the nearest unoccupied space, and the tree reverts to being an object. The skinner can inhabit a tree for only 3 days at most before the tree dies, requiring the skinner to seek another vessel.

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

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. The target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage and become poisoned until the end of its next turn.

Vine Whip (Tree Form Only). *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 13). The skinner can grapple up to two creatures at one time.

Squeeze (Tree Form Only). The tree skinner makes one vine whip attack against a creature it is grappling. If the attack hits, the target is also unable to breathe or cast spells with verbal components until this grapple ends.

Troll, Deep

This large, lanky creature has limp, slate-colored hair, a long nose, and dark green, rubbery skin. Its legs are disproportionally larger than its upper body, and its limbs are oddly curved.

Deep trolls live far underground in the lightless regions seldom tread by people. An offshoot from their cousins on the surface, they have adapted to their environment in some unusual ways. Although they have eyes that can see light normally, their primary means of navigating the darkness is through vibration sense, which they register on their rubbery, sensitive skin.

Malleable. After these trolls moved underground, their bodies adapted to surviving in the smaller, often cramped caverns. Their bones became soft and malleable, allowing them to access areas deep beneath the surface world. Deep trolls can elongate their limbs and body or squeeze themselves ooze-like through tiny cracks and openings until they emerge into a place large enough to accommodate their natural size.

Tribal. Deep trolls live in small tribes of seven to fifteen members. They raid in groups, though they can be found alone when hunting or scavenging. They are intelligent enough to communicate, but they are voracious and can rarely be reasoned with when food is present. They prefer to attack anything potentially edible that isn't part of the tribe and deal with the repercussions later. In rare cases, when confronted with opponents who are clearly more powerful, they can be persuaded to reason and discuss terms. Deep trolls are likely to agree to mutually beneficial terms, such as helping them deal with a common enemy or providing them with something they value.

DEEP TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 63 (6d10 + 30)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (–2)	9 (–1)	7 (–2)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 9
Languages Deep Speech
Challenge 4 (1,100 XP)

Malleable Internal Structure. Provided there is suitable room to accommodate its volume, a deep troll can move at half its burrowing speed through any opening large enough for a Tiny creature.

Oozing Body. When the deep troll takes at least 15 slashing damage at one time, a chunk of its oozing flesh falls off into an unoccupied space within 5 feet of it. This flesh isn't under the deep troll's control, but it views the troll as an ally. The oozing flesh acts on the deep troll's initiative and has its own action and movement. It has an AC of 10, 10 hp, and a walking speed of 15 feet. It can make one attack with a +6 to hit, and it deals 7 (2d6) acid damage on a hit. If not destroyed, the oozing flesh lives for 1 week, voraciously consuming any non-deep troll creature it encounters. After that time, it dissolves into a puddle of water and gore.

Regeneration. The deep troll regains 10 hp at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The deep troll dies only if it starts its turn with 0 hp and doesn't regenerate.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Trollkin Raider

Screams echo in the night as spears meet wood and flesh. One trollkin pulls its spear from its latest victim while its companion raids the victim's larder.

Trollkin raiders are greedy and efficient, moving together under the command of a trollkin leader to take apart a village, a caravan, or a small fortress. Their goal is generally food and portable wealth. Their training as a unit is not extensive but raiders know, trust, and fight for one another.

Night Attacks. Trollkin raiders attack in a fast-moving, nocturnal group, often using a group of panicked animals or a fire as a distraction in one place while they attack elsewhere. Their assaults are never daylight attacks over open ground; they much prefer surprise and the confusion of night attacks.

Mounted or River Routes. While trollkin raiders can lope for miles across taiga or through forests, they far prefer to ride horses or row up a river. It gives them both speed and the ability to carry more plunder.

TROLLKIN RAIDER

Medium humanoid (trollkin), neutral

Armor Class 14 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Animal Handling +3, Insight +3, Nature +1, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Trollkin
Challenge 1 (200 XP)

Regeneration. The trollkin regains 1 hp at the start of its turn. If the trollkin takes acid or fire damage, this trait doesn't function at the start of the trollkin's next turn. The trollkin dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is included in the trollkin's AC.

Actions

Multiattack. The trollkin makes two spear attacks or one bite attack and two claw attacks.

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

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Ulnorya

Eight long, writhing tentacles support and propel this snarling horror's oblong body while its jagged maw reveals rows of razor teeth.

Invisible Hunter. The ulnorya lives to hunt, using its natural invisibility to surprise prey or swiftly chase down its next meal. Replicating itself allows the ulnorya to be its own hunting partner, and it uses this to stage ambushes or surround its victims.

Magical Oddity. Whether it was created by a mad druid or some arcane guild's ill-advised experimentation, the ulnorya combines elements of spiders, scorpions, and octopuses. Asexual as a species, ulnorya create new offspring by implanting an egg within corpses slain by the ulnorya's poison. Within five days, the egg hatches into a new ulnorya.

ULNORYA

Large aberration, neutral evil

Armor Class 14
Hit Points 119 (14d10 + 42)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +7, Con +6
Skills Acrobatics +7, Athletics +5, Perception +6, Stealth +10
Damage Resistance bludgeoning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 7 (2,900 XP)

Immutable Form. The ulnorya is immune to any spell or effect that would alter its form.

Photoadaptive Hide. If the ulnorya didn't move on its previous turn, it is invisible.

Actions

Multiattack. The ulnorya makes four attacks: one with its bite, one with its claw, and two with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

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

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Replicate (1/Day). The ulnorya separates itself into two identical copies for up to 1 hour. The new ulnoryas' hp totals are equal to the original ulnorya's hp total divided by 2 (rounded down), and each is affected by any conditions, spells, and other magical effects that affected the original ulnorya. The new ulnoryas otherwise retain the same statistics as the original, except neither has this action. The new ulnoryas act on the same initiative count as the original ulnorya and occupy any unoccupied spaces within 5 feet of the original ulnorya's space.

If one ulnorya starts its turn within 5 feet of its other half, they can each use their reactions to recombine. The recombined ulnorya's hp total is equal to the combined hp total of the two ulnoryas, and it is affected by any conditions, spells, and other magical effects currently affecting either of the combining ulnoryas. The ulnorya automatically recombines if both of its halves are still alive at the end of the hour. If only one ulnorya remains alive at the end of the hour, it gains this action after it finishes a long rest.

Valkruung

Standing only a few feet tall, this odd simian creature has charcoal-colored skin and glowing eyes. Thin, blue-gray tendrils cover almost every inch of its body, and it smells faintly of burnt honey.

Incorrigible Kleptomaniacs. Few creatures cause as much annoyance to shopkeepers, merchants, and farmers as the valkruung, a tiny monkey-like creature covered in grasping tendrils that lurks atop roofs and clambers through trees, looking for food and objects to steal. Attracted to anything that glitters, jangles, or just plain smells nice, the valkruung steals anything regardless of its actual worth. Valkruungs snatch purses from unsuspecting passersby and fruit and bread from vendors to take back to their lairs. They steal objects they don't need and refuse to return them, running off while snickering wildly.

Shrines of Riches. Anything a valkruung steals and doesn't eat is placed in a central location in its nest, often around an existing statue, altar, or other large object. Eventually, this object becomes covered in a variety of clutter, some of which may be valuable. A valkruung treats all of its objects equally and attacks anyone who tries to take something from the pile.

Den of Thieves. Valkruungs are social creatures and live in groups of ten to twenty. The job of child-rearing is shared by all members of the group equally, and young valkruungs spend the first parts of their lives carried around on various adults' backs, where the adults' tendrils keep them safe. Valkruungs are more intelligent than they appear and have a rudimentary grasp of language, typically insults that have been hurled their way.

VALKRUUNG

Tiny monstrosity, chaotic neutral

Armor Class 13
Hit Points 22 (4d6 + 8)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	14 (+2)	5 (–3)	12 (+1)	9 (–1)

Skills Acrobatics +5, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1/2 (100 XP)

Prehensile Tendrils. The valkruung has 10 shiny blue-gray tendrils that constantly grab at things in the environment. Each tendril can pick up or hold a Tiny object, such as a coin or piece of jewelry, that isn't being worn or carried. If it uses all 10 of its tendrils, the valkruung can carry a single Small object, such as a backpack. The valkruung can use its tendrils to interact with objects, but it can't use them to wield a weapon. It has advantage on Dexterity (Sleight of Hand) checks when using its tendrils and can use its tendrils to disarm opponents (see the Disarming Tendrils reaction).

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target suffers an itchy rash, and, at the start of each of its turns, it must succeed on a DC 13 Wisdom saving or spend its action furiously scratching the rash. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Disarming Tendrils. When a creature the valkruung can see targets it with a melee weapon attack, the attacker must succeed on a DC 13 Dexterity saving throw or its weapon is knocked out of its grasp into a random unoccupied space within 5 feet of the attacker. The valkruung can't use this reaction against attackers wielding a heavy or two-handed weapon.

Vallowex

A creature with two legs and a flat tail emerges from the water. Its wide mouth opens, revealing a spiked tongue.

Luring with Thirst. The vallowex haunts woodland rivers, luring in prey with its thirst-inducing aura. When a creature stops to drink, the vallowex attacks and drags the creature into the water to feast.

Reproduce through Hosts. Vallowexes release eggs into potable water. After a creature drinks the eggs, a tadpole hatches in its stomach. The tadpole slowly consumes the host from the inside out, emerging as a vallowex when the host dies.

VALLOWEX

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 30 ft.

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

Saving Throws Wis +4
Skills Perception +4, Stealth +6
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Amphibious. The vallowex can breathe air and water.

Aura of Thirst. At the start of each of the vallowex's turns, each creature within 30 feet of it must succeed on a DC 15 Constitution saving throw or have disadvantage on its next attack roll or ability check as a gnawing thirst distracts it. For each minute a creature stays in the vallowex's aura, it gains one level of exhaustion from dehydration. A level of exhaustion is removed if the creature uses an action to drink 1 pint of water. A vallowex is immune to its own Aura of Thirst as well as the auras of other vallowexes.

Underwater Camouflage. The vallowex has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The vallowex makes two attacks: one with its spiked tongue and one with its tail.

Spiked Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the vallowex can't use its spiked tongue against another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Swallow. The vallowex makes one spiked tongue attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the vallowex, and it takes 10 (3d6) acid damage at the start of each of the vallowex's turns. The vallowex can have only one creature swallowed at a time. If the vallowex takes 15 damage or more on a single turn from the swallowed creature, the vallowex must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the vallowex. If the vallowex dies, the swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Release Eggs (1/Week). A vallowex can release a 40-foot-radius cloud of microscopic eggs into a body of water it touches. The eggs live for 1 hour. Any humanoid or beast that drinks the eggs must succeed on a DC 15 Constitution saving throw or be infected with a disease—a vallowex tadpole. A host can carry only one vallowex tadpole to term at a time. While diseased, the host must make a DC 15 Constitution saving throw at the end of each long rest. On a failed save, the host's Strength score is reduced by 1d4. This reduction lasts until the host finishes a long rest after the disease is cured. If the host's Strength score is reduced to 0, the host dies, and a vallowex emerges from the corpse. If the host succeeds on three saving throws or the disease is magically cured, the unborn tadpole disintegrates.

Vampire, Psychic

This creature is a well-coifed humanoid with perfectly arranged hair, manicured hands, and noble dress. Its baleful red eyes and pointed ears betray its supernatural origin.

Alternate Form of Vampire. Psychic vampires originate in much the same way as traditional vampires: by being bitten by a normal vampire. At some point, however, a small minority of those who become this fearsome type of undead develop not a craving for blood, but rather a need to consume the memories of their victims. Typically, those who develop into this form of vampire were people who were overly cerebral, often coming from the ranks of wizards, sages, or artists. Many psychic vampires keep repositories (see page 306) in their employ, prizing the construct's ability to keep and protect knowledge too valuable to leave on a library shelf.

Limited Vampiric Abilities. Strangely, while psychic vampires share the same basic undead form as well as the sheer brutality of the standard vampire, they do not possess some of their other abilities, such as the ability to shapechange or turn into mist. For that reason, they typically plan their lairs in ways that provide them easier methods of escape should the need arise. They also tend to be a bit less arrogant than the typical vampire, substituting that with raw intensity and intricate planning to advance their schemes.

Undead Nature. A psychic vampire doesn't require air.

A Psychic Vampire's Lair

Psychic vampires choose lairs similar to the lairs of standard vampires, but psychic vampire lairs often include grand libraries, majestic ballrooms, or other rooms related to the cerebral pastime the vampire enjoyed in life.

Regional Effects

The region surrounding a psychic vampire's lair is warped by the creature's unnatural presence, creating any of the following effects:

- There's a noticeable increase in the populations of owls, ravens, and snakes within 5 miles of the lair.
- Beasts with an Intelligence of 4 or lower are clever and more likely to avoid being caught in traps within 3 miles of the lair.
- Humanoids with an Intelligence of 8 or higher within 1 mile of the lair experience mild headaches if they don't learn or experience something new every 24 hours.

If the vampire is destroyed, these effects fade over the course of 1d10 days.

Psychic Vampire

Medium undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	23 (+6)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 13 (10,000 XP)

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

Levitate. As a bonus action, the vampire can rise or descend vertically up to 20 feet and can remain suspended there. This trait works like the *levitate* spell, except there is no duration, and the vampire doesn't need to concentrate to continue levitating each round.

Regeneration. The vampire regains 20 hp at the start of its turn if it has at least 1 hp and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The psychic vampire can use Imprison Mind. It then makes two attacks, only one of which can be a psychic assault.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Imprison Mind. The vampire chooses one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw or be incapacitated for 1 minute. While incapacitated, its speed is reduced to 0 and its mind is overwhelmed with a flood of its own insecurities, shortcomings and inability to accomplish its goals. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target can also repeat the saving throw if another creature uses an action to shake the target out of its stupor.

Psychic Assault. The vampire chooses one creature it can see within 30 feet of it. The target must succeed on a DC 17 Intelligence saving throw or take 18 (4d8) psychic damage and suffer memory loss, and the vampire regains hp equal to the psychic damage dealt. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

The target's memory loss can manifest in a variety of ways. Roll a d4 and consult the table below. If the target is already affected by one of these options, roll again, unless otherwise noted. The memory loss lasts until it is cured by a *greater restoration* spell or similar magic.

d4	MEMORY LOSS
1	The target forgets how to use a particular skill or tool. It has disadvantage on one random skill or tool proficiency. If the target is already affected by this memory loss, randomly choose an additional skill or tool proficiency to also be affected.
2	The target forgets one of its current allies and now views the ally as hostile. If the target is already affected by this memory loss, choose an additional ally.
3	The target forgets key aspects of fighting and has disadvantage on its first attack roll each turn.
4	The target forgets how to defend itself properly, and the first attack roll against it each turn has advantage.

Knowledge Keepers (1/Day). The vampire magically calls 2d4 swarms of ravens or 1d4 giant ravens (use giant vulture statistics). The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The creatures remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action. If using the *Creature Codex*, the vampire can call 2d4 inklings or 1 swarm of paper golems instead.

LEGENDARY ACTIONS

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

Move. The vampire moves up to its speed without provoking opportunity attacks. If it uses this legendary action while levitating, the vampire can move up to half its speed horizontally instead.

Unarmed Strike. The vampire makes one unarmed strike.

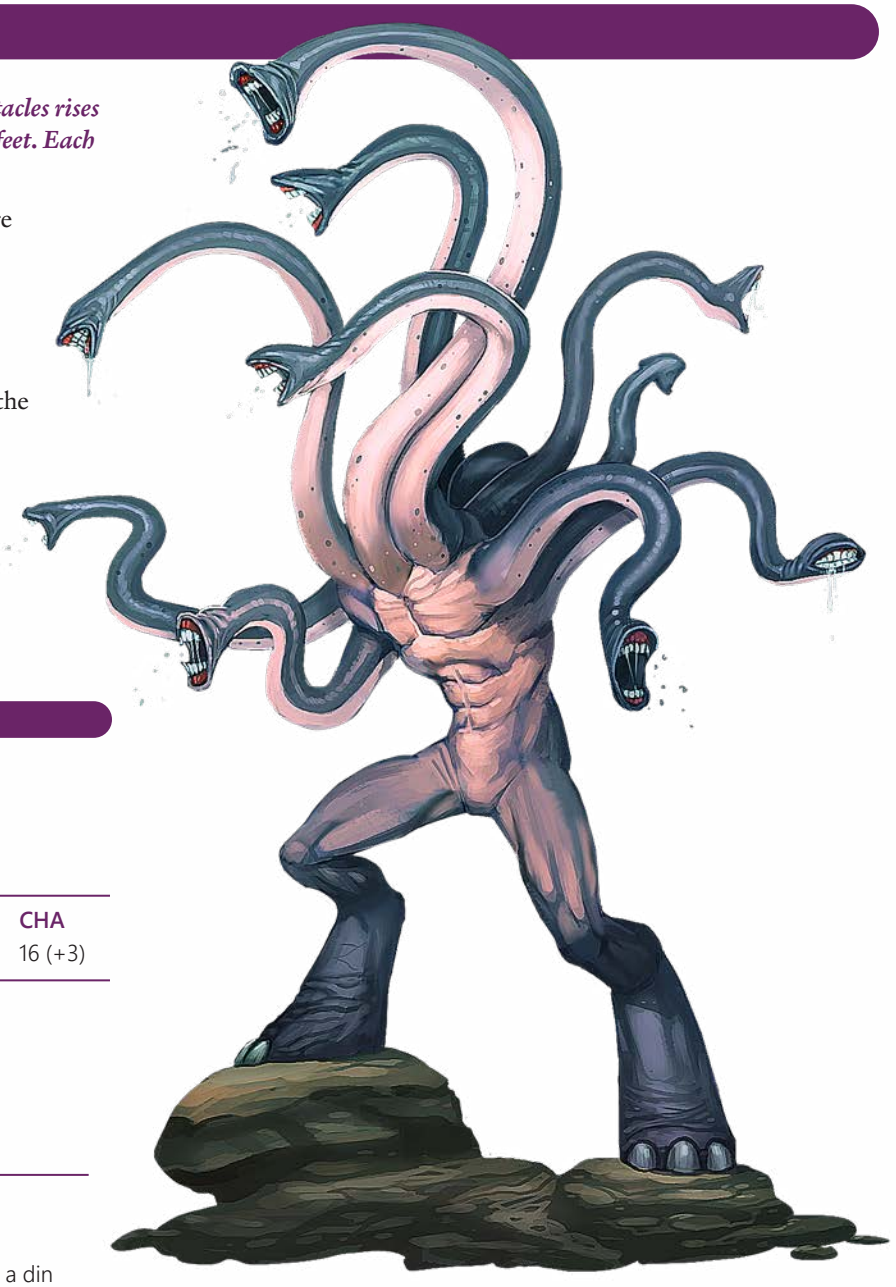
Psychic Pulse (Costs 3 Actions). The vampire releases a powerful wave of psychic energy. Each creature within 20 feet of the vampire must succeed on a DC 17 Intelligence saving throw or be stunned until the end of its next turn.

Vangsluagh

A writhing mass of hundreds of rubbery, blue-grey tentacles rises from a human sized pair of legs ending in elephantine feet. Each tentacle ends in an eerily human-looking mouth.

Damned Pipers. Vangsluagh create a din everywhere they go; the mouths on their tentacles perpetually scream, whistle, bleat, growl, and cry. Even in instances where a vangsluagh may want a quiet entrance or stealthy ambush, their own bodies betray them. Stories have emerged from their magic-blasted homeland of vangsluagh that are capable of silencing the noise surrounding them.

Defilers of Beauty. Vangsluagh despise pretty things, be they creature, object, or structure. Given the opportunity, a vangsluagh prefers spending its time smashing beautiful things to bits. The absence of beauty doesn't always calm these creatures, however. They target living creatures as a priority in such occurrences.



VANGSLUAGH

Medium aberration, chaotic evil

Armor Class 13
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	10 (+0)	10 (+0)	16 (+3)

Damage Immunities thunder
Condition Immunities deafened
Senses darkvision 60 ft., passive Perception 10
Languages Void Speech
Challenge 4 (1,100 XP)

Constant Racket. The vangsluagh has disadvantage on Dexterity (Stealth) checks.

Distracting Cacophony. The vangsluagh constantly emits a din of bleats, trills, and trumpets. A creature that casts a spell while it is within 30 feet of the vangsluagh must make a DC 13 Intelligence, Wisdom, or Charisma saving throw. (The type of saving throw required is dependent on the spellcasting creature's spellcasting ability score.) On a failed save, the spell isn't cast, and the spell slot isn't expended. In addition, a creature that starts its turn within 30 feet of the vangsluagh and is maintaining concentration on a spell must succeed on a DC 13 Constitution saving throw or it loses concentration on the spell.

Actions

Multiattack. The vangsluagh makes two tentacle lash attacks.

Tentacle Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Sonic Bullet. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) thunder damage, and the target must make a DC 13 Constitution saving throw or be deafened until the end of its next turn.

Agonizing Trill (Recharge After a Short or Long Rest). The vangsluagh increases the pitch of its cacophony to deadly levels. Each creature within 30 feet of the vangsluagh must make a DC 13 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VANGSLUAGH IN MIDGARD

Creatures maddened in the shadow of Uthul Vangslagish eventually transform into vangsluagh, the doom singing, wandering heralds of their dread parent. Vangsluagh wander the lands of the Wasted West, spreading discord whenever they come into contact with mortals. Some sages contend that Uthul-Vangslagish will call all of its children home when it is time to end the world with its song.

Vexxeh

This bestial creature would stand over 15 feet tall if erect but is more comfortable crouched with its knuckles resting on the ground. It wears a pair of trousers and a vest, both obviously made for someone much smaller than it. Its cunning eyes belie a malignant intelligence.

Bound to Service. Though they are not devils, vexxeh are natives of the Hells. Their susceptibility to magical domination makes them ideal lieutenants for evil spellcasters. Once a vexxeh has agreed to serve a master, it adheres to the letter of the agreement that has been struck and refuses to break the contract even under the threat of destruction.

Lovers of Carnage. Vexxeh only know joy when they are harming living creatures. They relish battle, enjoying the opportunity to shed blood and break bones. More than combat, however, vexxeh enjoy torturing mortals, especially if there is no purpose to it. The psychic distress and trauma suffered by the victims of their torture makes vexxeh gleeful.

Fiendishly Polite. Despite their love of violence, vexxeh are unfailingly polite. They mimic the etiquette and social norms of their current master's culture, going so far as to affect mannerisms of nobility. Even when rending a creature into bloody chunks, a vexxeh acts regretful and apologetic.

VEXXEH

Huge fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 94 (9d12 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Str +8, Wis +3
Skills Intimidation +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned, unconscious
Senses truesight 60 ft., passive Perception 10
Languages Common, Infernal
Challenge 6 (2,300 XP)

Four-Legged Lope. When the vexxeh uses its action to Dash, it moves at three times its speed.

Weak Willed. The vexxeh has disadvantage on saving throws against being charmed.

Actions

Multiattack. The vexxeh makes three attacks: one with its bite and two with its claws. If both claw attacks hit the same target, the target and each creature within 5 feet of the target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn as the vexxeh cackles with sadistic glee.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Viiret

The mouth of this massive flytrap hangs limply, and the smell of decay emanates strongly from it.

Disease Eater. Viirets feed on diseased flesh and plant matter. The swamplands they inhabit are rife with maladies, giving them plenty of opportunity to find food. Viirets have an acute sense for diseased matter, regardless of the disease's source. While they aren't bothered by eating untainted prey, such prey isn't as nutritionally satisfying. Their stomachs quickly burn through healthy prey, leaving the viiret hungry shortly afterward.

Unpleasant Odor. The viiret has developed a form of mimicry where its sickly odor deters healthy creatures from approaching it. The viiret is even repellent to most insects.

Desperate Cure. Marshland societies aware of the viirets' ability to remove disease often view the plants as agents of harsh deities that demand a price for divine gifts. These societies send plague victims on dangerous pilgrimages to find the plants. The plants devour these pilgrims and remove diseased flesh. This process is dangerous, as many who enter the plant hopeful of eliminating the disease die as a result of the injuries they suffer. To mitigate this, multiple ill people travel together to viirets, optimistic the plants will expel newly healthy specimens in favor of a sickly one.

VIIRET

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

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

Damage Vulnerabilities cold
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 3 (700 XP)

Disease Eater. The viiret is immune to disease, and it has advantage on attack rolls against a creature if the creature is poisoned or suffering from a disease.

Disease Sense. The viiret can pinpoint, by scent, the location of poisoned creatures or creatures suffering from a disease within 60 feet of it.

Actions

Multiattack. The viiret makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage. If the target is Medium or smaller, it must succeed on a DC 13 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, and it has total cover against attacks and other effects outside the viiret. At the start of each of the viiret's turns, the creature takes 7 (2d6) acid damage. If the creature is poisoned or suffering from a disease, it takes 3 (1d6) necrotic damage at the start of each of the viiret's turns instead. In addition, at the start of each of the viiret's turns, a swallowed creature that is poisoned or suffering from a disease can repeat the condition or disease's saving throw as if it had taken a long rest, but it suffers no ill effects on a failed saving throw. The creature has advantage on this saving throw. The viiret can have only one creature swallowed at a time.

If the viiret takes 10 damage or more on a single turn from the swallowed creature, the viiret must succeed on a DC 13 Constitution saving throw or regurgitate the swallowed creature, which falls prone within 5 feet of the viiret. Alternatively, the viiret can regurgitate the creature as a bonus action, which it does if the swallowed creature isn't poisoned or suffering from a disease and a creature that is poisoned or suffering from a disease is within 60 feet of the viiret. If the viiret dies, a swallowed creature is no longer restrained by it and can escape by using 10 feet of movement, exiting prone.

Vine. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Voidpool

An impossibly black pool of goo undulates forward seeming to pull everything around it into its endless depths.

Aspect of the Void. Some speculate that voidpools are intrusions of the Void itself into the Material Plane. These blots on the surface of the world mindlessly seek to draw everything into the Void through the portal they carry at their cores.

Willing Travelers. The most daring, and prepared, of adventurers actually seek out voidpools to facilitate passage to the Void. Not resisting the voidpool's influence allows these brave or foolhardy individuals to minimize the damage they incur enroute to the outer plane.

Ooze Nature. The voidpool doesn't require sleep.

VOIDPOOL

Large ooze, unaligned

Armor Class 8

Hit Points 112 (15d10 + 30)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	6 (–2)	1 (–5)

Damage Vulnerabilities radiant

Damage Immunities force, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Amorphous. The voidpool can move through a space as narrow as 1 inch wide without squeezing.

Grappler. The voidpool has advantage on attack rolls against any creature grappled by it.

Planar Portal. The voidpool has a portal to the Void at its core. A creature that starts its turn grappled by the voidpool must make a DC 13 Strength saving throw. On a success, the creature takes 7 (2d6) force damage but isn't pulled toward the portal. On a failure, the creature takes no damage but is pulled closer to the portal. A creature that fails three saving throws before escaping the grapple enters the portal and is transported to the Void. This transportation works like the banishing an unwilling creature aspect of the *plane shift* spell.

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

Actions

Multiattack. The voidpool makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) necrotic damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the voidpool doesn't have two other creatures grappled. Until this grapple ends, the target is restrained, and it risks being pulled into the Void (see the Planar Portal trait).

Walled Horror

An unnatural, cloying chill fills the air, and multiple ghostly hands burst from a wall to pummel and grab all within reach.

Unassuming Horror. The walled horror is an undead that appears to be a normal stretch of wall until it lashes out at passersby.

Tragic Origins. A walled horror is created when a group of humanoids is bound together and entombed behind a wall in an area with a high concentration of necrotic energy. The humanoids experience profound terror before dying of thirst or suffocation, and their spirits remain trapped within the wall, becoming an undead that seeks to add others to its collection.

Entombed Treasures. While the spirits of the entombed victims join with the stone and mortar of the wall, their bodies and belongings are left to rot in the cavity behind the wall. When the walled horror is destroyed, it collapses into a pile of rubble, revealing the remains and belongings.

Undead Nature. A walled horror doesn't require air, food, drink, or sleep.

WALLED HORROR

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 0 ft. (immobile)

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

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

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses truesight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 7 (2,900 XP)

Spirit-infused Structure. The walled horror is immobile except for its Wall Hop trait. It uses its Charisma instead of its Dexterity to determine its place in the initiative order.

Wall-bound Spirits. The spirits that make up the walled horror are bound to a 10-foot-by-10-foot panel of wall, behind which their original bodies are trapped. The walled horror can move to nearby walls with its Wall Hop trait, but it can never be more than 120 feet away from its bound wall. If its bound wall is damaged while the walled horror is elsewhere, the walled horror takes half the damage dealt to the bound wall. When the walled horror finishes a long rest while inhabiting its bound wall, any damage to the bound wall is repaired.

Wall Hop. As a bonus action, the walled horror can disappear into the wall and reappear on a 10-foot-by-10-foot stone wall or panel of wood that it can see within 30 feet of it. Claw marks briefly appear on the surface of the origin and destination walls when it uses this trait.

Actions

Multiattack. The walled horror makes two spectral claw attacks.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) psychic damage, and the target is grappled (escape DC 15).

Spectral Scream. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) psychic damage, and the target must succeed on a DC 15 Charisma saving throw or be frightened until the end of its next turn as it is assaulted by images of being buried alive or entombed. While frightened, the creature's speed is reduced to 0.

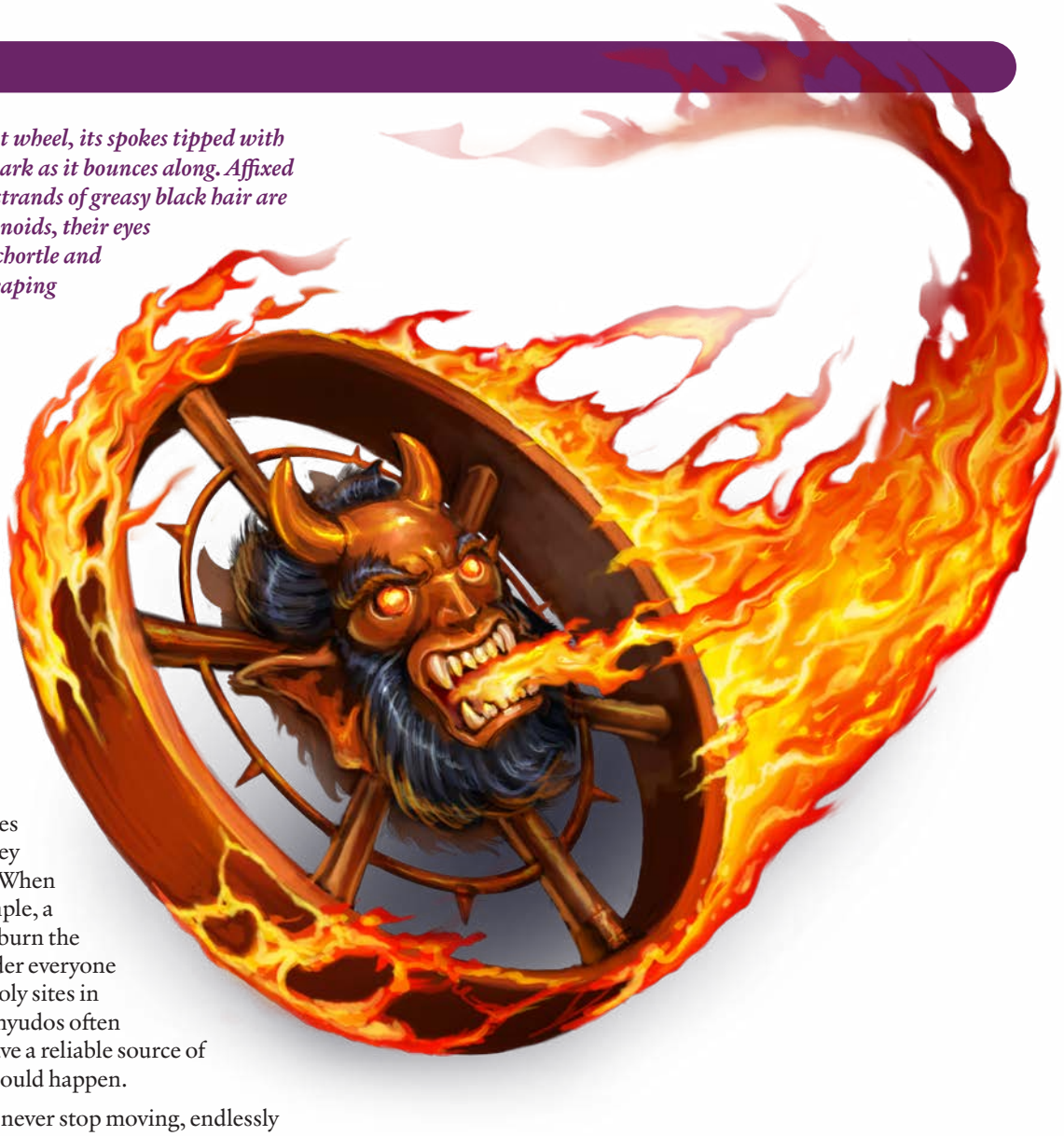
Entomb. The walled horror makes one spectral claw attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is partially entombed in the wall, and the grapple ends. The entombed target is blinded and restrained, and it takes 9 (2d8) psychic damage at the start of each of the walled horror's turns. A walled horror can have only one creature entombed at a time.

A creature, including the entombed target, can take its action to free the entombed target by succeeding on a DC 15 Strength check.

A creature slain while entombed is pulled fully into the wall and can be restored to life only by means of a *true resurrection* or a *wish* spell.

Wanyudo

Hurtling down the street is a giant wheel, its spokes tipped with reddish flames that sputter and spark as it bounces along. Affixed to either side of the wheel by long strands of greasy black hair are the faces of devilish-looking humanoids, their eyes ablaze like embers. The two faces chortle and cry as the wheel approaches, fire leaping from their mouths.



Born of Heresy. Wanyudos are the souls of powerful lords condemned to an afterlife of burning torment after they refuted the teachings of the gods and were killed in battle or committed suicide. Prideful and violent monsters, wanyudos are lesser fiends in the grander schemes of Hell, a fact they vehemently resent.

Divine Hunters. While wanyudos hate all living creatures, the reserve their greatest hatred for creatures marked by a divine entity—such as clerics and paladins, or creatures wearing holy symbols—whom they blame for their cursed existence. When wandering by a monastery or temple, a wanyudo expends every effort to burn the structure to the ground and murder everyone within. Given this, temples and holy sites in areas known to be plagued by wanyudos often fireproof their buildings—and have a reliable source of water nearby, in case the worst should happen.

To Hell and Back. Wanyudos never stop moving, endlessly rolling along the roads and pathways between the Hells and the mortal world. Because of this, wanyudos know many secret ways into the planes.

WANYUDO

Large fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	8 (–1)	13 (+1)	14 (+2)

Saving Throws Dex +5, Wis +4
Skills Intimidation +5, Perception +7, Religion +5
Damage Resistances cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 17
Languages Common, Infernal
Challenge 8 (3,900 XP)

Burn the Righteous. The wanyudo has advantage on attack rolls against a creature if the creature is wearing a holy symbol or calls on the power of a divine entity to cast spells.

Fiery Charge. If the wanyudo moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 7 (2d6) fire damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Two Heads. The wanyudo has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The wanyudo makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) fire damage.

Flaming Breath (Recharge 5–6). The wanyudo exhales fire in a 20-foot cone from one of its heads. Each creature in the area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

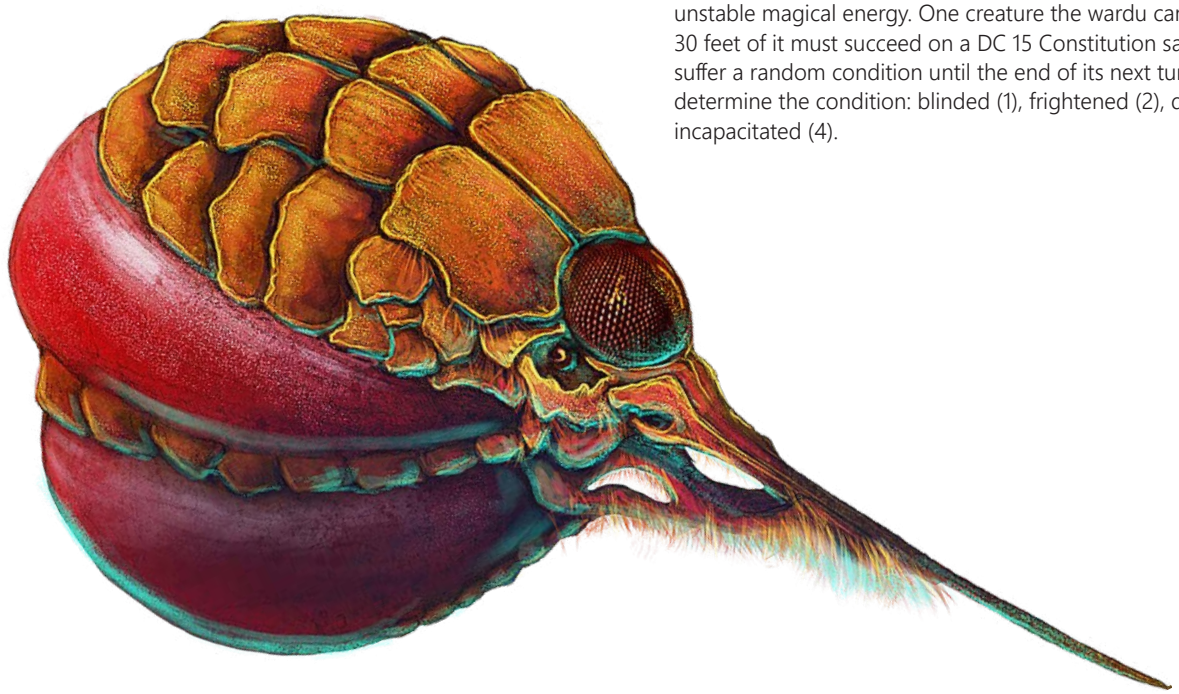
Wardu

This creature is round and hovers without the aid of wings. Its skin is a deep red color, with a leathery toughness and texture. It has three forward-facing, segmented eyes and a protruding, bloodstained proboscis.

Unknown Origins. The origins of the wardu are unknown, though scholars speculate that they came from the Plateau of Leng. It is said they were introduced to the Material Plane as a result of an ill-fated expedition by a group of wizards to the edges of the multiverse. The wizards were attacked by a horde of wardu who followed them through the planar rift they created to return home. Although the rift was sealed immediately, dozens of the wardu were trapped on the Material Plane and have since reproduced for numerous generations.

Blood Drinkers. Wardu are blood drinkers, and it is the only way they absorb sustenance. They are able to attack and gain sustenance from any creature that has blood, no matter the type. Their hunger drives them to attack most creatures they encounter, though they are smart enough to discern the difference between a potential food source and a more powerful creature not worth provoking.

Magic Hunters. Wardus have a thirst for the blood of spellcasters and even put themselves at risk to obtain that tastiest of treats. Drinking arcane-infused blood has imbued the wardu with some magical power. It can channel this power through its central eye, but the segmented nature of its eye causes the magic to become unstable and scatter as it passes through the eye's facets.



WARDU

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Int +3, Cha +4
Condition Immunities exhaustion, prone
Senses darkvision 60 ft., passive Perception 13
Languages understands Deep Speech but can't speak, telepathy 60 ft.
Challenge 6 (2,300 XP)

Flyby. The wardu doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Multiattack. The wardu uses its Segmented Gaze. It then makes two proboscis attacks.

Proboscis. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the wardu regains hp equal to half the damage dealt. If the target is a spellcaster, the target has disadvantage on Constitution saving throws to maintain its concentration until the end of its next turn.

Segmented Gaze. The wardu's segmented central eye flares with unstable magical energy. One creature the wardu can see within 30 feet of it must succeed on a DC 15 Constitution saving throw or suffer a random condition until the end of its next turn. Roll a d4 to determine the condition: blinded (1), frightened (2), deafened (3), or incapacitated (4).

Warmth Thief

A diminutive blue humanoid with sharp black claws and exaggeratedly pointed ears floats in the air, emanating a palpable sensation of cold.

Cursed Fairy. Warmth thieves were fey in the court of the Queen of Night and Magic (*Tome of Beasts*, p. 192) who had the peculiar ability to rob living creatures of their body heat. They attempted to use this power to overthrow the Queen… and failed. The Queen, amused, allowed them to live, but with a nasty curse: warmth thieves must steal body heat to live, perishing if they don't regularly take heat from living creatures. Warmth thieves can't tolerate temperatures much above freezing, preventing them from subverting the curse by moving to warmer climates. Their desire for warmth is so powerful they sometimes throw themselves at creatures that can magically create fire to enjoy a brief, though painful, respite from their suffering.

Unintended Side Effects. Unknown to the Queen of Night and Magic, her curse transfers in an odd way to mortal beings who die at the warmth thieves' bone-chilling touch. When warmth thieves' victims die, their spirits return as chill haunts (see page 62), which are not under the fey's control. Warmth thieves have tried with varying levels of success to recruit chill haunts in their schemes to retaliate against the queen and her court.

Social Creatures. Warmth thieves once enjoyed the company of other fey. Now unwelcome in fey courts, they content themselves with the companionship of mortals, taking care not to stay too long in warm buildings. They must balance this desire for camaraderie with the need to drain warmth from the same creatures with whom they spend time. They may feel a twinge of regret at their actions, but they have no problem moving on to another village to start anew.

WARMTH THIEF

Tiny fey, neutral evil

Armor Class 16 (natural armor)
Hit Points 112 (15d4 + 75)
Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	20 (+5)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6, Cha +8
Skills Deception +8, Sleight of Hand +8, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Damage Immunities cold
Condition Immunities paralyzed, prone
Senses truesight 60 ft., passive Perception 12
Languages Common, Sylvan, Umbral
Challenge 9 (5,000 XP)

Aura of Warmth Stealing. At the start of each of the warmth thief's turns, each creature within 5 feet of the warmth thief must succeed on a DC 16 Constitution saving throw or take 7 (2d6) cold damage. The warmth thief regains hp equal to the single highest amount of cold damage dealt.

Cold Physiology. A warmth thief can't abide constant warmth. Each hour it spends in an area with a temperature above 40 degrees Fahrenheit, the warmth thief must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion that can't be removed until it finishes a long rest in an area with a temperature below 40 degrees.

Actions

Multiattack. The warmth thief makes two freezing claw attacks.

Freezing Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) cold damage. The warmth thief regains hp equal to half the cold damage dealt. The target must succeed on a DC 16 Constitution saving throw or be chilled for 1 minute. A chilled creature takes 7 (2d6) cold damage at the start of each of its turns. A chilled creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A humanoid slain while chilled rises 24 hours later as a chill haunt, unless the humanoid is restored to life or its body is destroyed.

Werynax

Resembling a giant scaled stoat with savage tusks jutting from the corners of its mouth, this monster bears a set of diaphanous, moth-like wings that radiate all the colors of the spectrum.

Eaters of Magical Energy. The werynax is a fearsome predator that supplements its diet with magical energy from the natural world, occasionally disrupting plant growth rates, water cycles, and weather patterns. Fortunately, werynax are solitary creatures, though female werynax are fiercely protective of their young and may have a litter of up to a dozen offspring. Most werynax live in forests and grasslands.

Strange Habits. Why and how werynax feed on the magical energy of the natural world has baffled sages and scholars throughout the centuries, though it is clear that the energy werynax consume grants them their magical abilities. Some sages point to magical experimentation on the part of an insane lich or fey lord, while others lay the blame at the feet of the gods, believing the werynax to be some form of divine punishment for misusing the land. Many druids, however, speculate the werynax is an integral part of the natural order—just as death and decay are part of the life cycle, so too is the werynax part of the land's natural cycle.

WERYNAX

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +6, Wis +5
Skills Athletics +7, Perception +5, Stealth +6
Damage Resistances force
Senses darkvision 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

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

Pounce. If the werynax moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the werynax can make one bite attack against it as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Arcane Bombardment (Recharge 6). The werynax unleashes an explosion of multicolored arcane energy from its outstretched wings. Each creature within 20 feet of the werynax must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) force damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Nature's Healing (2/Day). The werynax taps into the power inherent in the land around it. It regains 13 (3d8) hp and is freed from any disease, poison, blindness, or deafness.

WERYNAX IN MIDGARD

In Midgard, the werynax feeds by siphoning energy that spills from ley lines and draining their power. When large groups of werynax gather, such as during mating season, their feeding temporarily shuts down most ley lines and has been observed to even briefly disrupt titanic ley lines. Because of this, werynax are detested by those who regularly use ley lines, and werynax are hunted by fey knights, ley line wizards, and many others.

Wicked Skull

This skull chatters eerily, gently rocking as it comes to life. It calls out a warning in a hauntingly musical voice.

Origins Unknown. The origin of these shape-changing monstrosities is unknown, but they have come to be named "wicked skulls" after the form they favor most. Some scholars suggest that they took inspiration from the undead horrors known as skull lanterns (*Creature Codex*, p. 343). In some cases, there are tales of wicked skulls playing cruel tricks on townsfolk, masquerading as undead just long enough to cause true fright—then chattering before fleeing, harmless, into the night. Undoubtedly, these tricksters revel in disguising themselves as chatty inanimate objects to frustrate more competent adventurers with unsolvable riddles and bad directions.

Fun and Games. Wicked skulls crave entertainment above all else, and they do not consider their tricks to be malicious. Pretending to be a person transformed into an object or horrifying monster, giving confusing directions through a dungeon, or speaking only in rhymes are just a few tactics they seem to enjoy. A wicked skull avoids direct combat whenever possible and prefers to play mind games.

Stealthy Familiars. Every so often, a wicked skull grows attached to an adventurer who humors its tricks. In such cases, a wicked skull can become a faithful familiar. Its ability to speak and mimic objects makes these creatures particularly suited for general espionage. However, because wicked skulls delight in games and trickery, they are likely to abandon their chosen companion if they feel their creativity being stifled.

WICKED SKULL

Tiny monstrosity (shapechanger), chaotic neutral

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Senses darkvision 120 ft., passive Perception 11
Languages Common
Challenge 1/8 (25 XP)

False Appearance (Object Form Only). While the wicked skull remains motionless, it is indistinguishable from an ordinary object.

Jokester. The wicked skull has advantage on a Charisma (Deception) or Charisma (Persuasion) check if it includes mockery or a joke or riddle as part of the check.

Shapechanger. The wicked skull can use its action to polymorph into a Tiny object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

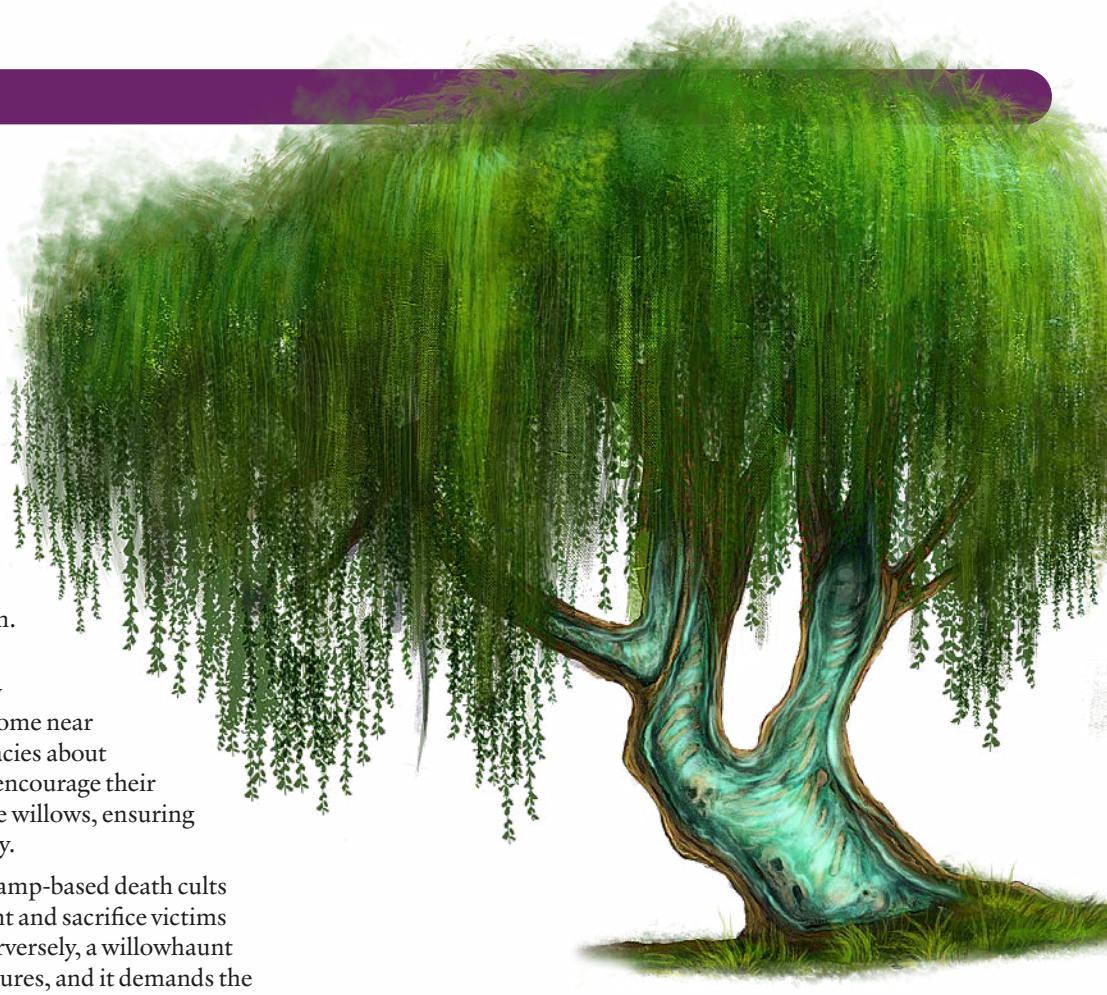
Petty Mockery. The wicked skull unleashes a string of insults laced with subtle enchantments at a creature it can see within 60 feet. If the target can hear the wicked skull (though it does not have to understand it), the target must succeed on a DC 11 Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

WICKED SKULL FAMILIARS

Some wicked skulls are willing to serve spellcasters, especially those who enjoy a good joke, as a familiar. Such wicked skulls have the following trait.

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

Willowhaunt



The ghostly image of a healthy willow overlays a smaller tree composed of bones. Piles of bones litter the ground at its base.

Death Tree. When victims of murder or other violent deaths die in view of an otherwise healthy willow tree, their spirits flock to the tree. This destroys the willow and causes it to return as a mockery of a living tree. The willowhaunt projects an image of its former appearance to put creatures at ease, at least long enough to convince them to approach.

Thirst for Blood. Willowhaunts thrive best in blood-soaked soil. They incite murderousness in those who come near by telepathically whispering conspiracies about a creature's allies. The willowhaunts encourage their victims to make small sacrifices to the willows, ensuring the willowhaunt's soil remains bloody.

Attractive to Death Cults. Swamp-based death cults cherish the discovery of a willowhaunt and sacrifice victims to create a grove of willowhaunts. Perversely, a willowhaunt prefers blood shed by unwilling creatures, and it demands the cultists bring victims it can force into a fight.

Undead Nature. The willowhaunt doesn't require air, food, drink, or sleep.

WILLOWHAUNT

Huge undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 90 (12d12 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	9 (–1)	14 (+2)	19 (+4)

Saving Throws Str +6, Cha +7
Skills Insight +5, Intimidation +7
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak, telepathy 60 ft.
Challenge 5 (1,800 XP)

Living Projection. The willowhaunt's skeletal form is covered with a magical illusion that makes it look like a living willow tree. The willowhaunt can use a bonus action to dismiss this illusion until the end of its next turn.

The changes wrought by this illusion fail to hold up to physical inspection. For example, the willowhaunt's trunk appears to be made of bark, but someone touching it would feel the tree's polished bones. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern the willowhaunt's true appearance.

Actions

Multiattack. The willowhaunt makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d12 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Provoke Murder. The willowhaunt chooses up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be overcome with murderous intent for 1 minute. While overcome with murderous intent, a creature has advantage on melee attack rolls and is compelled to kill creatures within 30 feet of the willowhaunt. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the willowhaunt each turn. If no other creature is near enough to move to and attack, it stalks off in a random direction, seeking a new target to drag within 30 feet of the willowhaunt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whispers of Madness (Recharge 5–6). The willowhaunt whispers in the minds of nearby creatures. Each creature of the willowhaunt's choice within 30 feet of it must make a DC 15 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is afflicted with short term madness. On a success, a creature takes half the damage and isn't afflicted with madness. If a saving throw fails by 5 or more, the creature is afflicted with long term madness instead. A creature afflicted with madness caused by the willowhaunt's whispers has disadvantage on its saving throw against the Willowhaunt's Provoke Murder.

Windy Wailer

A ghostly, moon-shaped comet flies above the water, a cloud of vapor and spectral lights trailing behind it.

Spirits of Violence. When sailors meet a violent end at sea within sight of the shore and leave no bodies behind to be buried, they sometimes arise as terrible undead known as windy wailers. Caught eternally in the last moments that took its life, the windy wailer seeks to spread its misery to others, raising the elements to overturn ships and drown sailors.

Found in Storms. Windy wailers are normally encountered in the midst of a great storm or other turbulent weather where they can hide amid the wind and rain before launching their attacks. They often strike when a group of sailors are at their most vulnerable, such as when the ship is close to rocks, the rigging has been damaged, or someone has been knocked overboard.

Unusual Allies. Aquatic undead, will-o'-wisps, and wraiths are all drawn to the windy wailer's unnatural power, aiding the creature in its malefic activities or feeding in its wake.

Undead Nature. A windy wailer doesn't require air, food, drink, or sleep.

WINDY WAILER

Large undead, neutral evil

Armor Class 14

Hit Points 75 (10d10 + 20)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +7

Skills Perception +5

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

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Ghostlight. When a creature that can see the windy wailer starts its turn within 30 feet of the wailer, the wailer can force it to make a DC 15 Wisdom saving throw if the wailer isn't incapacitated and can see the creature. On a failure, a creature is incapacitated and its speed is reduced to 0 as it is mesmerized by the windy wailer.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the windy wailer until the start of its next turn, when it can avert its eyes again. If the creature looks at the windy wailer in the meantime, it must immediately make the save.

Incorporeal Movement. The windy wailer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Chilling Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) necrotic damage plus 7 (1d6) cold damage.

Wind Blast. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 14 (4d6) cold damage, and the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the windy wailer and knocked prone.

Frightful Gale (Recharge 5–6). The windy wailer unleashes freezing wind filled with fearful wailing in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 14 (4d6) cold damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature reduced to 0 hp by the windy wailer's Frightful Gale and later revived is permanently marked by a shock of white hair somewhere on its body.

Winterghast

This blue-skinned corpse, covered in frosty patches with a ridge of icicles down its spine, lumbers forward.

Eater of Frozen Corpses. While most types of ghouls prefer freshly killed meat, winterghasts enjoy flesh afflicted with frostbite or gangrene. Since the opportunity for meals is diminished in less populated tundra, winterghasts are careful to avoid spawning additional winterghasts through the disease they inflict. This outlook also prevents winterghasts from gathering in large numbers, but they sometimes form clans for mutual protection and to keep other winterghasts from hunting in their territories. When times become lean, these clans often tear each other apart through infighting, and the survivors scatter to hunt in solitude.

Scorned by Darakhul. Even from their underground kingdoms, darakhul (*Tome of Beasts*, p. 216) are aware of the existence of winterghasts but believe them to be just as brutish as lesser ghasts and ghouls. Much of the darakhul's attitude derives from their inherent sense of superiority, since very few darakhul have encountered winterghasts. If not for the winterghasts' remote location, the darakhul would have attempted to wipe them out long ago. Some darakhul necromancers have researched the creation of darakhul-winterghast hybrids, eradicating the winterghasts' susceptibility to fire and their hunger for frostbitten flesh. These necromancers have had little success finding test subjects, delaying a darakhul conquest of arctic lands.

Hungry Dead Nature. A winterghast doesn't require air or sleep.

WINTERGHAST

Medium undead, chaotic evil

Armor Class 13
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	10 (+0)	13 (+1)	9 (–1)

Skills Stealth +5
Damage Vulnerabilities fire
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100 XP)

Creeping Cold. A creature that fails its saving throw against the winterghast's bite attack becomes infected with the creeping cold disease. At the end of each long rest, the infected creature must succeed on a DC 13 Constitution saving throw each day or take 9 (2d8) cold damage and 5 (2d4) necrotic damage and suffer one level of exhaustion if the creature has no levels of exhaustion. The target's hp maximum is reduced by an amount equal to the necrotic damage taken. The exhaustion and hp maximum reduction last until the target finishes a long rest after the disease is cured. If the disease reduces the creature's hp maximum to 0, the creature dies, and it rises as a winterghast 1d4 hours later. A creature that succeeds on two saving throws against the diseases recovers from it. Alternatively, the disease can be removed by the *lesser restoration* spell or similar magic.

Hidden Stench. Fire damage melts some of the ice covering the winterghast, unleashing its horrific stench. Each creature within 20 feet of the winterghast when it takes fire damage must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

ACTIONS

Multiattack. The winterghast makes two attacks: one with its bite and one with its claw or two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or contract the creeping cold disease (see the Creeping Cold trait).

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wintergrim

This squat creature is covered in furs, making it almost as wide as it is tall. A large nose pokes through the furs, and its gentle eyes shine.

Spirit of Hospitality. Wintergrims are solitary fey who build their homes in remote locations. When they are alone, they spend much of their time traversing the territory surrounding their homes, watchful for creatures in dire straits or in need of shelter. Wintergrims offer assistance and lodging to travelers they encounter and jump to the rescue for those in immediate peril. They readily share the furs in which they bundle themselves and are often laden with warm soups and beverages they share with visitors suffering from the elements.

Inscrutable Rules. A wintergrim's hospitality has limits, as each wintergrim has a unique set of behaviors it holds taboo within the confines of its home. Breaking its rules is so abhorrent to a wintergrim, it dares not even discuss the things it forbids. The rules range from the seemingly innocuous—such as leaving one's boots on when entering a wintergrim's home—to common societal norms—such as not attacking or killing another guest. Discovering a wintergrim's proscribed behavior is difficult, since the wintergrim ignores transgressions outside its home, perhaps giving a cryptic warning that it wouldn't tolerate the same in its domicile. Mere discussion about its rules may also provoke the fey.

Whatever the case, wintergrims demand rulebreakers leave their premises at once, resorting to pummeling those who fail to comply.

Competent Woodsfolk. As loners with occasional guests, wintergrims are necessarily self-sustaining. They are omnivorous, and they grow gardens, set traps, and hunt for their food. Though they are inured to cold temperatures, they enjoy having a house in which they can reside and share their hospitality. They are adept with the axes they wield to chop down trees for their homes and fires, but they are careful not to overharvest wood. Other than when they hunt, they rarely use their axes as weapons. They prefer to punch their opponents in the hope they can drive their foes away, resorting to their axes only in desperate situations.

WINTERGRIM

Small fey, chaotic good

Armor Class 13 (hide armor)
Hit Points 26 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	12 (+1)	16 (+3)	11 (+0)

Skills Insight +5, Nature +3, Persuasion +2, Survival +5
Damage Resistances cold
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 1/2 (100 XP)

Unique Rules. If a creature breaks one of the wintergrim's rules of conduct, it becomes enraged. The wintergrim has advantage on Charisma (Intimidation) checks and attack rolls against the offending creature. An offending creature that succeeds on a DC 14 Charisma (Persuasion) check can calm the enraged wintergrim. If the offending creature has damaged the wintergrim in the last hour, it has disadvantage on this check. A creature that succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Insight) check can determine the wintergrim's rules before enraging it.

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

3/day each: *goodberry, speak with animals*
1/day each: *lesser restoration, protection from poison*

Actions

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

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, or 8 (1d8 + 4) slashing damage if used with two hands to make a melee attack.

Woe Siphon

This flabby creature squints with beady eyes, licks its lips, and places a bone-white hand to the gaping hole punched through its chest.

Miserable Visage. Woe siphons are a sad sight when compared to their beautiful and terrible fey brethren. They appear as misshapen humanoids with translucent, glossy skin. All woe siphons possess a through-and-through hole in the chest where their heart should be. When underfed, this hole appears ragged and torn, like a fresh wound. When well-fed, a fragile layer of skin forms over the gap.

Pain Gorger. Woe siphons feed on negative emotions. To sustain themselves, many migrate to places where sentient creatures suffer in vast numbers or where historical suffering took place, such as mass graves or ancient battlefields. Particularly deadly or dangerous underground locales are common hunting grounds of the hungry woe siphon. Once inside such a place, a woe siphon inflicts suffering on any who cross its path. A favorite tactic involves invisibly stalking adventuring parties to torment their victims for as long as possible before attacking outright.

WOE SIPHON

Medium fey, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (–3)	12 (+1)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, frightened, exhaustion
Senses darkvision 120 ft., passive Perception 11
Languages Common, Sylvan
Challenge 3 (700 XP)

Detect Sentience. The woe siphon can magically sense the presence of creatures with an Intelligence of 5 or higher up to 1 mile away. It knows the general direction to the creatures but not their exact locations.

Actions

Siphoning Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage. The target must succeed on a DC 13 Charisma saving throw or its hp maximum is reduced by an amount equal to the psychic damage taken. The woe siphon regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Cause Despair. The woe siphon can overwhelm a creature with intense feelings of inadequacy. One creature the woe siphon can see within 60 feet of it must succeed on a DC 13 Charisma saving throw or become overwhelmed with despair for 1 minute. A creature overwhelmed with despair has disadvantage on ability checks and attack rolls. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this woe siphon's Cause Despair for the next 24 hours.

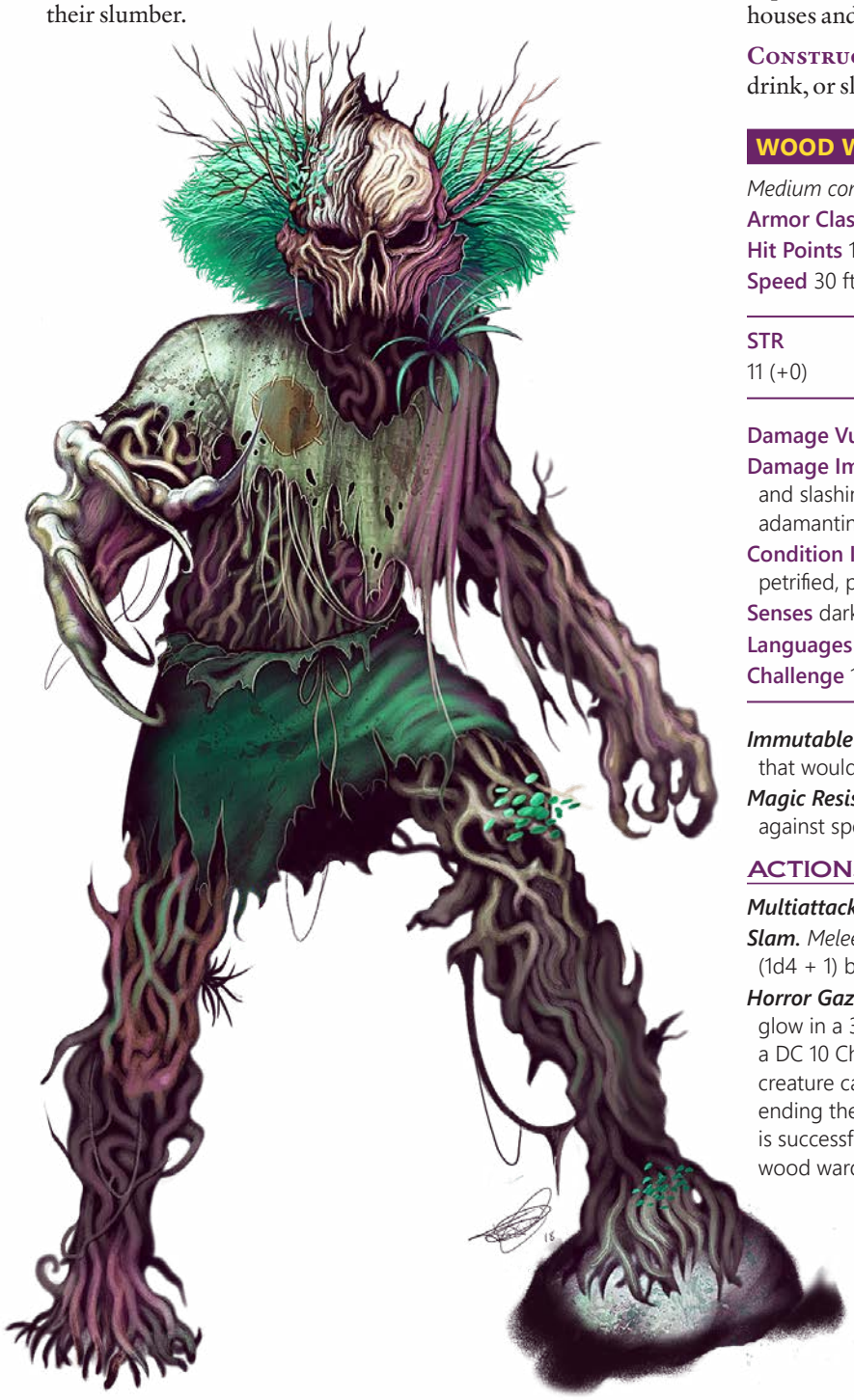
Invisibility. The woe siphon magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the woe siphon wears or carries is invisible with it.

Wood Ward

This human-shaped amalgam of wood, leather, and forest debris lumbers forward on uneven legs.

In remote villages plagued by evil spirits, locals erect wood and straw people to ward against the spirits in much the same way farmers use similar figures to ward against crows.

Animated Protectors. When great danger threatens the village, ancient rituals that are passed from generation to generation can be invoked to awaken the wards to defend the village. Wood wards aren't awakened lightly, however, as the villagers rarely possess the rituals to return the wards to their slumber.



Implements of Terror. Unknown to most villages that possess them, wood wards were originally created by evil druids to sow terror in logging villages that were encroaching on the forest. The druids circulated wards around these villages, spreading rumors of their protective capabilities. Most of the druids succumbed to age, heroes, or other forces before getting the chance to enact their schemes, and the villages continued on with wards that did exactly as rumored. Some druid circles still possess the knowledge for awakening the true nature of the wood wards, and stories have surfaced of villages in the darkest depths of the forest going silent, possessing nothing but empty houses and a wall of silent wood wards.

Construct Nature. A wood ward doesn't require air, food, drink, or sleep.

WOOD WARD

Medium construct, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (2d10 +8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	18 (+4)	3 (–4)	12 (+1)	1 (–5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic, bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 1 (200 XP)

Immutable Form. The wood ward is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The wood ward makes two slam attacks.

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

Horror Gaze (1/Day). The wood ward's eye sockets release an eerie glow in a 30-foot cone. Each creature in the area must succeed on a DC 10 Charisma saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wood ward's Horror Gaze for the next 24 hours.

Wraith Bear

The black, spectral form of an enormous bear with burning red eyes lets loose a bone-chilling roar.

Corrupted Spirits. Bear spirits are believed to be the spirits of ancestral warriors and guardians that take on the form of a bear to aid their descendants. Necromancers and dark shamans know magic that twists the mind of these spirits, causing them to feel anger and malice toward the family they once protected. These wraith bears hunt and murder their descendants, listening to no other commands until they have murdered what remains of their family. When this mission is complete, the wraith bear returns to its corruptor, following orders loyally.

Forest Haunters. If a wraith bear's corruptor dies and the creature has no family left to hunt, it retreats to the forest. There the bear wanders, its hatred for all life a festering madness that drives it to violence. The wraith bear's mere presence begins to kill nearby plant life, and it attacks any living creature it finds.

Restored by Archfey. A wraith bear can be reinstated as a bear spirit by the touch of a fey lord or lady. Finding a fey lord or lady is difficult enough, but convincing it to take on such a task usually involves paying a heavy price.

Undead Nature. A wraith bear doesn't require air, food, drink, or sleep.

WRAITH BEAR

Large undead, chaotic evil

Armor Class 13

Hit Points 133 (14d10 + 56)

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

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

Skills Perception +7, Survival +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Detect Relatives. The wraith bear knows the direction to its nearest living relative on the same plane, but not the relative's exact location.

Draining Regeneration. The wraith bear regains 10 hp at the start of its turn if it has at least 1 hp and there are living plants within 5 feet of it. When the wraith bear regains hp, all plant life within 5 feet of it dies, and it can't regain hp from those same plants again.

Incorporeal Movement. The wraith bear can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (6d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Baleful Roar (Recharge 6). The bear lets out a supernatural roar in a 30-foot cone. Each creature in that area that can hear the bear must make a DC 15 Wisdom saving throw. On a failure, a creature is incapacitated for 1 minute. On a success, a creature is frightened until the end of its next turn. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Xing Tian

This headless brute has two eyes in its chest and a mouth in its belly.

Descendants of a Fallen God. All xing tian descend from a god of the same name who challenged the eldest deities and lost. As punishment, his head was removed, but he simply grew eyes and a mouth on his chest and continued to fight.

Fearless Warriors. The xing tian, known by locals as "headless giants," live on the fringes of civilization, occasionally raiding settlements for plunder and loot. They dwell in small, isolated villages where leadership roles go to the individuals who can withstand the most pain. The most powerful xing tian wear their hideous scars with pride.

Symbol of Perseverance. The xing tian's fortitude and regenerative properties lead many to consider them a symbol of an indomitable will and the drive to continue no matter the hardships.

XING TIAN

Huge giant, neutral

Armor Class 16 (natural armor, shield)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Con +8, Wis +6
Skills Intimidation +6, Perception +6
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant
Challenge 11 (7,200 XP)

Indomitable. Any spell or effect that would make the xing tian paralyzed, restrained, or stunned ends at the end of the xing tian's next turn, regardless of the spell or effect's normal duration.

Sure-Footed. The xing tian has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The xing tian makes three attacks: one with its shield slam and two with its battleaxe. If both battleaxe attacks hit the same target, the target must succeed on a DC 16 Dexterity saving throw or take an extra 11 (2d10) piercing damage as the xing tian bites the target.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

Shield Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Dance of the Unyielding. The xing tian stomps and waves its arms in a martial dance, and it regains 10 hp. Until the dance ends, the xing tian regains 10 hp at the start of each of its turns and melee attack rolls against the xing tian have disadvantage. It must take a bonus action on its subsequent turns to continue dancing. It can stop dancing at any time. The dance ends if the xing tian is incapacitated.

Yaojing

This long-nosed, fox-like humanoid gestures silently with a smile on its lips and a twinkle in its eyes.

Yaojing find peace traveling the wilds and quietly helping homesteaders and other travelers. They appear to be wiry redheaded men in light clothing. Their features are a mix of human and fox with a long nose, weak chin, and clever eyes.

Silent Servitors. Before they arrive on the Material Plane, yaojing take a vow of silence. Their vow precludes them from using their telepathy or voice to communicate with mortals. If a yaojing under vow is forced to communicate with more than sign or body language, it must retire to its planar home to live in silent contemplation for 108 years before it can once again travel the Material.

Charlatan Haters. Yaojing hate nothing so much as those who would use a mortal's faith in the gods against them. When yaojing encounter such shysters in their travels, they work tirelessly to bring the charlatans to justice and remove the blight such creatures represent. Yaojing prefer to turn the charlatans over to local authorities for punishment appropriate to the laws of the land they are traveling, but they take on the role of judge when representatives of the law are absent.

Mountain Mystics. Some yaojing take up a monastic life. They build shrines on mountaintops where they silently teach their small congregations of adherents the joys of a quiet life of service and contemplation. They also teach their disciples how to avoid being fooled by charlatans and that harmonious societies must be free of such liars.

YAOJING

Medium celestial, neutral good

Armor Class 15

Hit Points 202 (27d8 + 81)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	16 (+3)	18 (+4)	21 (+5)

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

Skills Insight +9, Perception +9

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

Condition Immunities charmed, deafened, exhaustion, frightened

Senses truesight 60 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 15 (13,000 XP)

Charlatan's Bane. The yaojing knows if it hears a lie, and it has advantage on Wisdom (Insight) checks to determine if a creature is attempting to deceive it.

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

Magic Weapons. The yaojing's weapon attacks are magical.

Motion Blur. If the yaojing moves at least 10 feet on its turn, attack rolls against it have disadvantage until the start of its next turn.

Innate Spellcasting. The yaojing's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no verbal or material components.

At will: *detect evil and good, silence*

3/day each: *beacon of hope, bestow curse*

1/day each: *death ward, dispel evil and good*

Actions

Multiattack. The yaojing uses Blasphemer's Bane. It then makes three attacks.

Sacred Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 13 (3d8) radiant damage.

Sacred Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 22 (5d8) radiant damage.

Blasphemer's Bane. The yaojing makes a ward of censure against a creature it can see within 30 feet of it. The target must succeed on a DC 18 Wisdom saving throw or be unable to cast spells or maintain concentration on spells until the beginning of the yaojing's next turn.

Radiant Spin (Recharge 5–6). The yaojing performs a spinning kick brimming with radiant energy. Each creature within 10 feet of the yaojing must make a DC 18 Dexterity saving throw. On a failure, a creature takes 22 (5d8) bludgeoning damage and 22 (5d8) radiant damage and is pushed up to 10 feet away from the yaojing. On a success, a creature takes half the damage and isn't pushed.

Yathon

This large, bestial-looking creature is dark gray, with powerful muscles, long arms, sharp claws at the end of five-digit fingers, fine, short fur, and enormous, bat-like wings. Its face is an odd combination of orc and bat. Its brows are heavy, its nose is a snout, and its mouth is full of sharp teeth. Its ears are tall and pointed.

Distantly Related to Orcs. Yathon seem to have just as much in common with bats as they have with orcs. Their species is a seemingly perfect melding of the two, as they have the power and ferocity of the orc but the communal nature, flying, and sonic perception of a bat. It is unknown if they are the product of some mad wizard's experiment or if they are simply cousins of orcs.

Communal. Yathon live in communities of ten to twenty. They are brutal and tribal in nature, and they fight ferociously. Yathon often capture prey in their claws, carry it into the air, and drop it from great heights. Despite their primitive tactics, they have a minor precognition that aids them in battle. This precognition seems to be driven by instinct as much as anything else, but many believe it was a gift from some god.

YATHON

Large humanoid, neutral

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	10 (+0)	16 (+3)	7 (−2)

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages Common, Orc
Challenge 7 (2,900 XP)

Echolocation. The yathon can't use its blindsight while deafened.

Actions

Multiattack. The yathon makes two attacks. If it hits a Medium or smaller creature with two claw attacks, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the yathon can automatically hit the target with its claws, and the yathon can't make claw attacks against other targets.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 15 (2d8 + 2) piercing damage.

Reactions

Precognition (Recharge 6). The yathon catches a glimpse of an attack just before it lands, giving it time to react. When a creature the yathon can see hits it with a melee attack, the attacker has disadvantage on the attack roll. Alternatively, when the yathon misses with a melee weapon attack, it can reroll the attack roll with advantage.

Yavalnoi

Rising up from the seafloor is a nightmarish creature resembling an obese mermaid with a wide, fluked tail, claws, and a humanoid head with a fish-like mouth and large, saucer-like, yellow eyes. An organ like the anchor of a boat emerges from its brow, shedding a pale blue light that glimmers off its iridescent crimson scales.

Monster Creator. Yavalnois are wicked aberrations capable of procreating with almost any creature from the sea, be it a sahuagin, giant crab, or even a kraken. The results of these unions vary. Most often the offspring is identical to the other parent, but sometimes it is another yavalnoi or something completely different, leading to many of the more aberrant creatures of the deep oceans.

Objects of Worship. Many intelligent evil sea creatures such as sahuagin and lesser scrags (*Creature Codex*, p. 322) venerate yavalnois almost as if they were gods, guarding them and keeping them happy and fed. A yavalnoi is usually accompanied by several fawning sahuagin, scrags, or similar monsters willing to lay down their lives for it.

YAVALNOI

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Con +8, Wis +6
Skills Perception +6
Damage Resistances cold
Senses darkvision 90 ft., passive Perception 16
Languages Aquan, Primordial
Challenge 6 (2,300 XP)

Water Breathing. The yavalnoi can breathe only underwater.

Innate Spellcasting. The yavalnoi's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *ray of enfeeblement, silent image*
3/day: *control water, slow*

Actions

Multiattack. The yavalnoi makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

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

Luminous Burst (Recharge 5–6). The anchor-shaped organ atop the yavalnoi's head emits a burst of blue light. Each hostile creature within 30 feet of the yavalnoi must succeed on a DC 15 Wisdom saving throw or be outlined in blue light for 1 minute. While outlined in blue light, a creature can't breathe underwater. This effect dispels spells such as *water breathing* and temporarily suppresses water breathing granted through magic items or a creature's natural physiology. In addition, the yavalnoi and creatures friendly to the yavalnoi have advantage on attack rolls against creatures outlined in blue light. A creature outlined in blue light can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Call of the Deep (1/Day). The yavalnoi magically calls 2d4 giant crabs or 1 giant octopus. The called creatures arrive in 1d4 rounds, acting as allies of the yavalnoi and obeying its spoken commands. The beasts remain for 1 hour, until the yavalnoi dies, or until the yavalnoi dismisses them as a bonus action.

Yowler

A small house cat gently purrs and twitches its tail. Suddenly it lets loose a blood-curdling yowl as it arches its back. An illusion gives way to the true creature: a rotting undead cat with glowing green eyes, long teeth, and claws like knives.

Yowlers are undead house pets and familiars with a score to settle and a hatred of the living.

Mistreated in Life. Many house pets and familiars have terrible masters who mistreat the animals in life. When these creatures die (often as part of the master's mistreatment), night hags find the animals' souls and send them back to inhabit their bodies. The soul re-enters its old vessel, resulting in the creation of a yowler, an undead creature with supernatural powers, a burning desire for revenge on its old master, and a hatred of all living creatures.

Illusionary Mask. Unless a yowler has recently acted violently, illusionary magic makes it appear to look as it did in life. Once the yowler attacks, its true form is revealed: that of a rotting corpse with green eyes, long claws, and envenomed fangs.

Necromancer and Night Hag Familiars. After a yowler has taken its revenge on its former master, a necromancer or night hag might find and adopt the yowler as a familiar. The yowlers' illusionary masks make the creatures excellent spies, and they are tougher than the average familiar. While these masters may show affection to their yowlers, the undead pets still harbor a hatred for all living creatures, including those to whom they are currently bound.

Undead Nature. The yowler doesn't require air, food, drink, or sleep.

YOWLER

Tiny undead, chaotic evil

Armor Class 12
Hit Points 22 (4d4 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	15 (+2)	16 (+3)	3 (–4)	10 (+0)	5 (–3)

Skills Perception +2, Stealth +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Living Projection. The yowler's undead form is constantly covered with a magical illusion that makes it look like it did in life. This effect is suppressed for 1 minute if the yowler attacks or uses Yowl.

The changes wrought by this illusion fail to hold up to physical inspection. For example, the yowler's fur appears soft and silky, but someone touching it would feel the yowler's rotten fur and exposed bones. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern the yowler's true appearance.

Actions

Multiattack. The yowler makes two attacks: one with its bite and one with its claws. It can use Yowl in place of a bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

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

Yowl. The yowler lets loose a horrid scream. Each hostile creature within 30 feet of the yowler that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the yowler's Yowl for the next 24 hours.

Yumerai

A slender creature with silvery skin moves delicately, as though unsure if the world around it is real. Star-like motes of white light dance in its black eyes.

A race of fey said to be born from the dreams of an ancient primeval being, yumerai walk in two worlds. Humanoid in appearance, they possess skin tones that range from pale silver to dark gray. Intrinsically tied to the dream world, they can use sleeping creatures as both weapons and transportation.

Alien Minds. Although yumerai spend most of their time in the waking world, they have difficulty remembering the differences between dreams and reality. This leads some to misunderstand basic laws of physics or to believe dreams events were real events.

Dream Walkers. A yumerai can enter an individual's dreams and use those dreams as a means of transportation to another's dreams. This process brief connects the creatures, though the yumerai tries not to make its presence known. When multiple people have the same dream, they may have had a yumerai pass through their sleeping minds.

The Gift of Sleep. For a yumerai, sleep serves as both a tool and a gift. As creatures unable to sleep or dream, the yumerai consider the ability to dream a gift that all mortals should appreciate. As they travel through mortal dreams, yumerai collect energy from the dreams and use it as a form of currency in fey realms. Fey use dream energy in much the same way mortals use paint, creating seemingly alive portraits or making illusions look, smell, sound, or taste more real.

The Horror of Nightmares. Yumerai usually look forward to the opportunity to experience new dreams. However, not all dreams are pleasant. Particularly horrifying nightmares may leave permanent mental scars on yumerai who witness them, changing them forever. These yumerai take on a sinister and sometimes sadistic personality, seeking to inflict the pain they felt through the nightmare on those around them.

Dream Walker. A yumerai doesn't require sleep.

YUMERAI

Medium fey, neutral

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Insight +4, Perception +4, Stealth +5
Damage Resistances psychic
Condition Immunities unconscious
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 60 ft.
Challenge 2 (450 XP)

Dream Leap. Once on its turn, the yumerai can use half its movement to step magically into the dreams of a sleeping creature within 5 feet of it. It emerges from the dreams of another sleeping creature within 1 mile of the first sleeper, appearing in an unoccupied space within 5 feet of the second sleeper. If there is no other sleeping creature within range when it uses this trait, the yumerai is stunned until the end of its next turn.

Innate Spellcasting. The yumerai's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, message, minor illusion*
3/day each: *detect thoughts, silent image, sleep*
1/day each: *confusion, major image*

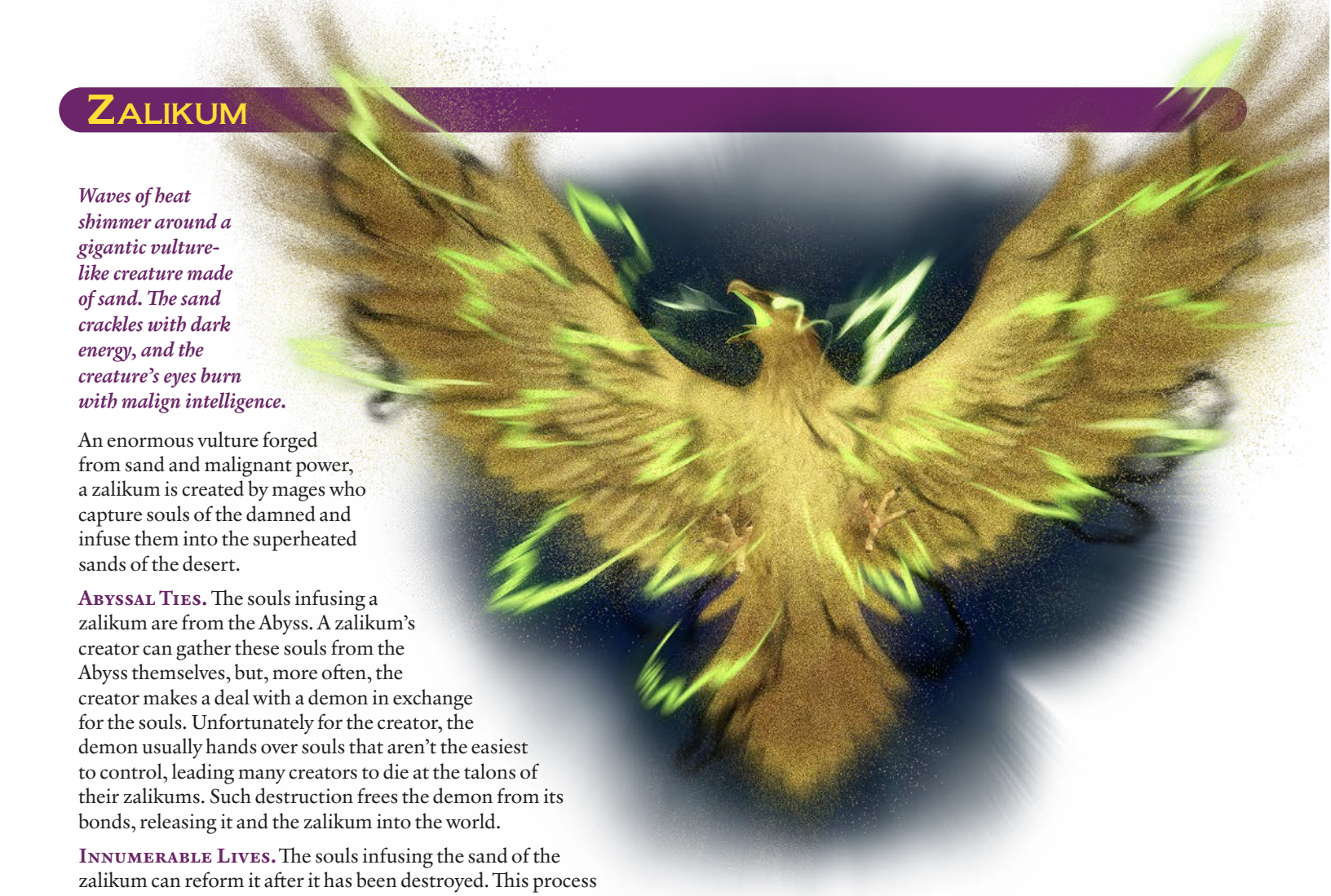
Actions

Multiattack. The yumerai makes two psychic lash attacks.

Psychic Lash. Melee Spell Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage.

Somnambulism. The yumerai targets one sleeping creature it can see within 30 feet of it. The yumerai can issue simple commands to the creature, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature takes damage, receives a suicidal command, is told to move into damaging terrain, such as lava or a pit, or is grappled while carrying out the order, it can make a DC 13 Wisdom saving throw, awakening and ending the yumerai's control on a success. The yumerai can control only one sleeping creature at a time. If it takes control of another, the effect on the previous target ends.

Zalikum



Waves of heat shimmer around a gigantic vulture-like creature made of sand. The sand crackles with dark energy, and the creature's eyes burn with malign intelligence.

An enormous vulture forged from sand and malignant power, a zalikum is created by mages who capture souls of the damned and infuse them into the superheated sands of the desert.

Abyssal Ties. The souls infusing a zalikum are from the Abyss. A zalikum's creator can gather these souls from the Abyss themselves, but, more often, the creator makes a deal with a demon in exchange for the souls. Unfortunately for the creator, the demon usually hands over souls that aren't the easiest to control, leading many creators to die at the talons of their zalikums. Such destruction frees the demon from its bonds, releasing it and the zalikum into the world.

Innumerable Lives. The souls infusing the sand of the zalikum can reform it after it has been destroyed. This process consumes some of the power of the souls, forcing the zalikum to devour more souls to fuel further rebirths.

Construct Nature. A zalikum doesn't require air, food, drink, or sleep.

ZALIKUM

Huge construct, neutral evil

Armor Class 16 (natural armor)
Hit Points 103 (9d12 + 45)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	21 (+5)	8 (–1)	10 (+0)	15 (+2)

Saving Throws Dex +6, Cha +5
Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 7 (2,900 XP)

Flyby. The zalikum doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Ghastly Heated Body. A creature that touches the zalikum or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage and 3 (1d6) necrotic damage.

Rejuvenation. The zalikum can store the souls of up to 3 victims inside it at one time. If it has at least 1 soul, a destroyed zalikum gains a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of its sandy remains. If its sandy remains are soaked with holy water and buried in consecrated ground, its trapped souls are freed, and the zalikum can't rejuvenate.

Actions

Multiattack. The zalikum makes one beak attack and one talon attack.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) fire damage and 3 (1d6) necrotic damage. If a creature is slain by this attack, its body crumbles to sand, and the zalikum stores its soul. The creature can be restored to life only if the zalikum is destroyed and can't rejuvenate (see the Rejuvenation trait).

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) fire damage and 3 (1d6) necrotic damage.

Death-infused Desert Breath (Recharge 6). The zalikum exhales superheated sand infused with the power of damned souls in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. If a creature's saving throw fails by 5 or more, the creature also suffers one level of exhaustion.

Zeitgeist

The mumbling humanoid alternates between bursts of speed and inactivity as it struggles to focus on the reality around it.

Caught in a chronological maelstrom, zeitgeists struggle to interact with whatever reality presents itself in that moment. Zeitgeists are humanoids who were warped by some misuse or accident of time magic. They are "ghosts" of time, flittering from plane to plane, timeline to timeline, unable to anchor themselves with any sort of stability for long.

Fast and Slow. Warped by time magic, a zeitgeist finds itself alternating between speeding around its foes and being barely able to keep up with them. This alternating is random and outside of the zeitgeist's control, often pulling it forward in the middle of a conversation or slowing it when attempting to escape an enemy.

Unstable Body and Mind. The constant instability of being pulled between planes and timelines leaves zeitgeists unable to focus, at best, and deranged, at worst. If a moment of clarity pierces its madness, a zeitgeist might attempt a quick conversation or simply remain motionless, enjoying the temporary reprieve from its tortured existence.

Still Living. Though named "ghosts," zeitgeists aren't dead; rather, something mysterious about their situation sustains them. Similar to a ghost, a zeitgeist might be tied to a particular location, albeit at different points in time. The location might be the site of the magical mishap that created it, a place steeped in planar or time magic, or a place stable enough in time to help the zeitgeist anchor itself and its sanity.

Timewarped Nature. A zeitgeist doesn't require air, food, drink, or sleep.

Zeitgeist

Medium humanoid, chaotic neutral

Armor Class 14 (16 in Darting Form)
Hit Points 82 (11d8 + 33)
Speed 20 ft. in Sluggish Form, 40 ft. in Darting Form

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	6 (–2)

Damage Immunities psychic
Condition Immunities exhaustion, frightened
Senses passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

Darting Escape (Darting Form Only). The zeitgeist can take the Dash or Disengage action as a bonus action on each of its turns.

Timewarped Body. At the start of each of the zeitgeist's turns, roll a die. On an even roll, its body stretches and speeds up as it takes on a darting form. On an odd roll, its body becomes more solid and slows down as it takes on a sluggish form. Its statistics are the same in each form, except as noted here.

Darting Form. While in a Darting form, the zeitgeist's Armor Class increases by 2, and its speed is 40 feet.

Sluggish Form. While in a Sluggish form, the zeitgeist has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and its speed is 20 feet.

Actions

Multiattack. In its darting form, the zeitgeist makes three darting rend attacks. In its sluggish form, the zeitgeist makes two sluggish slam attacks.

Darting Rend (Darting Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 7 (2d6) force damage.

Sluggish Slam (Sluggish Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 feet., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) force damage. If the zeitgeist scores a critical hit, the target is also knocked prone.

Tormented Scream (Recharge 5–6). The zeitgeist cries out, releasing some of its internal torment in a 30-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Rewind (Recharge 4–6). When the zeitgeist takes damage or when it starts its turn afflicted with a condition, it can rewind time around it, preventing the damage or undoing the condition. It can use this reaction even while paralyzed or stunned.

Zombie, Cavefish

This creature looks like a bloated, wet corpse. Its fingers and toes are webbed, and slick, fleshy fins run down its spine and legs, poking through stretches of dead flesh. An overpowering stench of rot surrounds it.

Aquatic Adaptations. The cavefish zombie is an unusual type of undead that occurs when dark magic permeates a lightless, watery environment, such as in an underground lake or the depths of the ocean. Rather than retain the bodily form it possessed in life, the creature's skin sloughs off from parts of its body as aquatic features burst through its flesh. Its fingers and toes become webbed, and fins form on its back and down its legs.

Decay. The cavefish zombie's dead tissue holds water, causing it to look bloated and loose and afflicting it with a persistent rot. This rot results in a horrific odor, which follows them whether they are in water or on land.

Undead Nature. A cavefish zombie doesn't require air, food, drink, or sleep.

CAVEFISH ZOMBIE

Medium undead, neutral evil

Armor Class 10
Hit Points 37 (5d8 + 15)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (–4)	6 (–2)	3 (–4)

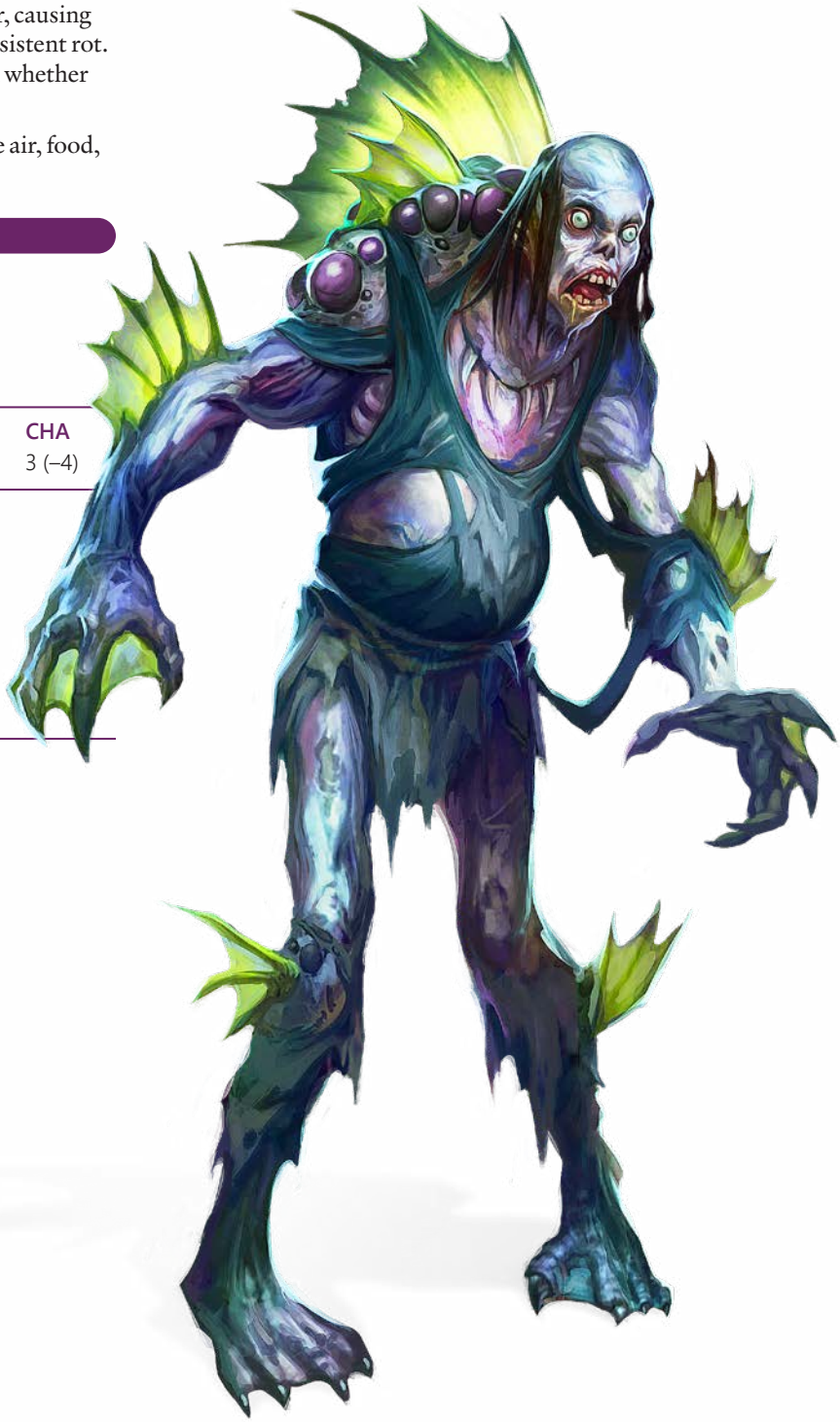
Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/2 (100 XP)

Stench. Any creature that starts its turn within 5 feet of the cavefish zombie must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the zombie's Stench for 24 hours.

Undead Fortitude. If damage reduces the cavefish zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.



Zombie, Dragon

Dragon Zombie Template

The corpse of any true dragon can be animated as a dragon zombie. When a true dragon becomes a dragon zombie, it retains its statistics except as described below. The dragon zombie loses all traits that assume the dragon has a living body, such as Amphibious, or has particular knowledge, such as Spellcasting. The dragon might retain or lose any or all of its lair actions or inherit new ones, as the GM sees fit.

Type. The zombie's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. The zombie's alignment changes to neutral evil.

Speed. Reduce all of the zombie's movement speeds by 10 feet.

Ability Scores. The zombie's Dexterity score changes to 6 (–2), its Intelligence score changes to 3 (–4), its Wisdom score changes to 8 (–1), and its Charisma score changes to 5 (–3).

Skill Proficiencies. The zombie loses all skill proficiencies.

Damage Immunities. The zombie is immune to poison damage.

Condition Immunities. The zombie is immune to the poisoned condition.

Languages. The zombie understands the languages it knew in life but can't speak.

New Trait: Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

New Action: Bite. If the zombie deals any damage type in addition to piercing with its bite, change that additional damage type to necrotic.

New Action: Rotting Breath. Any damage-dealing breath weapon possessed by the dragon zombie deals necrotic damage instead of its original damage type. A humanoid reduced to 0 hp by this damage dies, and it rises as a zombie and acts immediately after the dragon zombie in the initiative count. The new zombie is under the control of the creature controlling the dragon zombie.

Young Blue Dragon Zombie

Large undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., burrow 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (–2)	19 (+4)	3 (–4)	8 (–1)	5 (–3)

Saving Throws Dex +2, Con +8, Wis +3, Cha +1
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 10 (5,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) necrotic damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Rotting Breath (Recharge 5–6). The dragon zombie exhales rotting breath in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hp by this damage dies, and it rises as a zombie and acts immediately after the dragon zombie in the initiative count. The new zombie is under the control of the creature controlling the dragon zombie.

Zouyu

This elephant-sized feline has sleek fur, four upward-turned fangs in its mouth, and a long tail ending in multiple strands like a pheasant.

Familial Bonds. Zouyu live as mated pairs with large territories. The great felines are gentle and social creatures, often overlapping their territories for mutual protection.

Good Luck. For many, the zouyu are symbols of good luck and fortune. The tail feather of a zouyu, freely given, can be rendered into a liquid, which produces a luck potion. The potion brings minor good fortune, such as finding a fruit tree when hungry or shelter when it rains, to the drinker for a day. If a tail feather is taken without the zouyu's knowledge, the potion created by the feather bestows bad luck on the drinker for a day. Such bad luck manifests as the drinker tripping over a too-perfectly-placed rock or a lightning strike felling a tree onto the drinker's path.

Herbivores. Despite their fangs and sharp claws, zouyu are herbivores. Their preferred meals consist of fruit, bamboo leaves, and insects. The zouyu can survive on a very small amount of food despite their size.

ZOUYU

Huge monstrosity, chaotic good

Armor Class 17
Hit Points 114 (12d12 + 36)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	16 (+3)	6 (–2)	12 (+1)	18 (+4)

Saving Throws Dex +10, Wis +4
Skills Perception +7, Stealth +10
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 17
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

Distance Runner. The zouyu is capable of incredibly fast long-distance travel. When traveling at a fast pace, the zouyu can run 310 miles per day.

Keen Sight and Smell. The zouyu has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pounce. If the zouyu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the zouyu can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The zouyu uses Alter Luck. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Alter Luck. The zouyu flicks its vibrant, multi-stranded tail and alters the luck of one creature it can see within 30 feet of it, choosing one of the following luck options. The zouyu can't target itself with Alter Luck.

- **Bestow Luck.** The target has advantage on the next ability check, attack roll, or saving throw (zouyu's choice) it makes before the end of its next turn.
- **Steal Luck.** The target must succeed on a DC 15 Wisdom saving throw or have disadvantage on the next ability check, attack roll, or saving throw (zouyu's choice) it makes before the end of its next turn. If the target fails the saving throw, the zouyu has advantage on one attack roll or saving throw it makes before the start of its next turn.

Appendix: Fantasy Wildlife

This appendix contains statistics for various beasts and vermin, many of which regularly find homes as beasts of burden or livestock to various humanoids across the world or as loyal companions to adventurers.

Familiars. Some of the creatures listed here can be called to serve a spellcaster via the *find familiar* spell. These creatures are: bilby, fennec fox, holler spider, and resinous frog.

In addition, this book features other familiars that might have specific requirements, such as only serving good-aligned spellcasters, or might require permission from a GM before choosing them as familiars. The Additional Familiars table lists where these familiars can be found in this book.

Additional Familiars

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Alligator

Fierce aquatic predators, alligators snap at unsuspecting prey with their gaping maws, grabbing and dragging victims to a watery doom.

Alligator

Medium beast, unaligned
Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 20 ft., swim 30 ft.

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

Saving Throws Str +4, Con +3
Skills Stealth +2
Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Hold Breath. The alligator can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

Alligator Turtle

Alligator turtles are ornery reptiles, noted for their combative disposition while on land. Their necks are deceptively long and flexible, allowing them to strike a startlingly far distance with their beak-like jaws.

Alligator Turtle

Medium beast, unaligned
Armor Class 15 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (–4)	12 (+1)	7 (–2)

Saving Throws Str +4, Con +3
Skills Stealth +3
Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Hold Breath. The turtle can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target is grappled (escape DC 12). Until this grapple ends, the turtle can't bite another target.

Balloon Spider

Honed by evolutionary processes, the balloon spider has perfected the art of ballooning, floating through the air held aloft by strands of webbing suspended by electromagnetic fields. Electrified mandibles grant these spiders precise control over nearby electromagnetic fields and a potent weapon for shocking its prey.

Beneath their hunting grounds, the corpses and bones of their prey lie sparsely coated with stray strands of blue webbing. These remains wobble and glide across the ground of their own accord, caught in stray eddies in the electromagnetic field. The webbing of a balloon spider is prized by arcanists as a component for spells and the construction of magical flying machines.

Balloon Spider

Medium beast, unaligned
Armor Class 13
Hit Points 36 (8d8)
Speed 20 ft., fly 40 ft. (hover)

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

Skills Perception +3
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Erratic Discharge. A creature that starts its turn within 10 feet of the balloon spider must make a DC 12 Constitution saving throw. On a failure, the creature takes 2 (1d4) lightning damage and can move or take an action on its turn, but not both. On a success, the creature gains the benefits of the *haste* spell until the end of its turn. If a creature's saving throw is successful, it is immune to the spider's Erratic Discharge for the next 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) lightning damage, and the target must succeed on a DC 12 Constitution saving throw or it can move or take an action on its turn, but not both.

Charged Web (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* The target is grappled (escape DC 13) by strands of charged webbing and begins to hover off the ground. Until this grapple ends, the target takes 1 lightning damage at the start of each of its turns. In addition, the grappled target can make a DC 12 Dexterity (Acrobatics) check to manipulate the strands of webbing and fly 10 feet in any direction.

Draw In. The balloon spider magically pulls all creatures grappled by its webbing up to 10 feet toward it. If this movement pulls the creature within 5 feet of the balloon spider, the spider can make one bite attack against the creature as a bonus action.

BILBY

Often called rabbit-eared bandicoots, bilbies are rarely seen directly. They are commonly treated as a pest by Underworld and desert travelers as they enjoy rummaging in unattended packs and tents for food.

BILBY

Tiny beast, unaligned
Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	10 (+0)	10 (+0)	2 (–4)	10 (+0)	8 (–1)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 0 (10 XP)

Shadow Camouflage. The bilby has advantage on Dexterity (Stealth) checks made while in dim light or darkness.

ACTIONS

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

BULL

Bulky quadrupeds with vicious horns, bulls are territorial beasts known to charge creatures that they perceive as challenges.

BULL

Large beast, unaligned
Armor Class 11
Hit Points 25 (3d10 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (–4)	9 (–1)	7 (–2)

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Charge. If the bull moves at least 30 feet in a straight line toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) piercing damage.

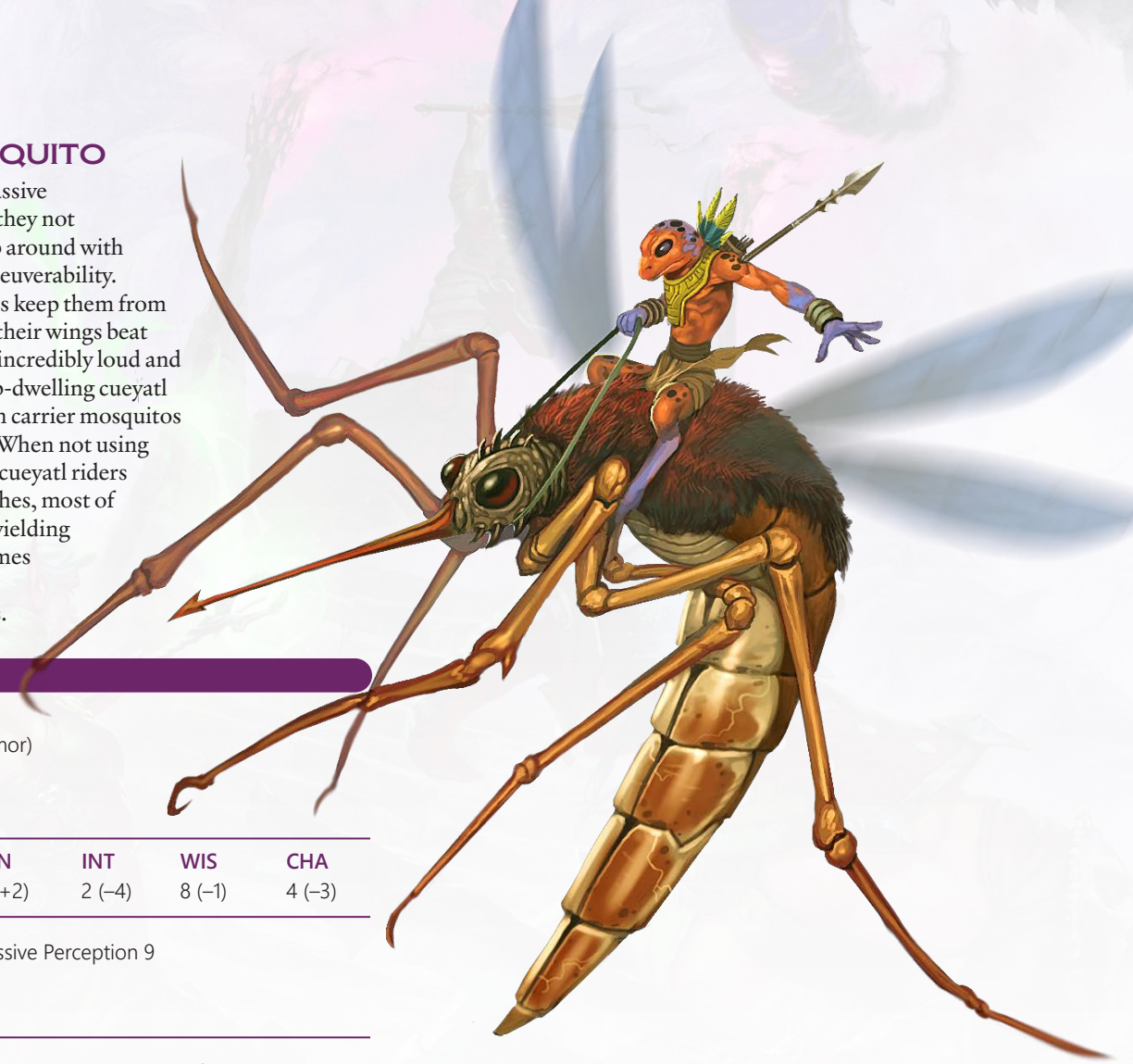
ACTIONS

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

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

CARRIER MOSQUITO

Carrier mosquitos are massive insects that defy logic, as they not only stay aloft but also zip around with incredible speed and maneuverability. Their nine-foot wingspans keep them from falling out of the sky, but their wings beat frequently, producing an incredibly loud and distracting drone. Swamp-dwelling cueyatl (*Creature Codex*, p. 68) train carrier mosquitos and use them as mounts. When not using the mosquitos on a hunt, cueyatl riders compete in jousting matches, most of which end with a cueyatl yielding before its mosquito becomes seriously injured to avoid jeopardizing future hunts.



CARRIER MOSQUITO

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	2 (–4)	8 (–1)	4 (–3)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Charge. If the carrier mosquito moves at least 20 feet straight toward a target and then hits it with an impaling proboscis attack on the same turn, the target takes an extra 5 (1d10) piercing damage.

Disruptive Droning. While a carrier mosquito is in flight, it produces a constant, loud droning, forcing those nearby to shout in order to be heard. A spellcaster within 30 feet of the mosquito must succeed on a DC 10 spellcasting ability check to cast a spell with a verbal component. In addition, a creature that is concentrating on a spell and that starts its turn within 30 feet of the mosquito must succeed on a DC 10 Constitution saving throw or lose concentration on the spell.

ACTIONS

Impaling Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until the grapple ends, the target is restrained, the mosquito can automatically hit the target with its impaling proboscis, and the mosquito can't make impaling proboscis attacks against other targets.

CAVE GOAT

Cave goats are the size of a spaniel and have dog-like paws rather than hooves. Despite being quadrupeds, they are accomplished climbers of the steep and uneven confines of the Underworld. Cave goats are loyal, if a bit surly, and strong, making them a favorite companion of Underworld travelers.

CAVE GOAT

Small beast, unaligned

Armor Class 11
Hit Points 22 (4d6 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	2 (–4)	10 (+0)	6 (–2)

Skills Athletics +4
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Hearing. The cave goat has advantage on Wisdom (Perception) checks that rely on hearing.

Sturdy Climber. The cave goat has advantage on Strength (Athletics) checks to climb rocky surfaces.

ACTIONS

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

FENNEC FOX

Fennec foxes are tiny canids that make their homes in the shallow parts of the Underworld and the deserts of the Southlands. Their huge semi-erect ears and wide eyes give them a disarmingly friendly appearance.

FENNEC FOX

Tiny beast, unaligned
Armor Class 11
Hit Points 7 (2d4 + 2)
Speed 40 ft., burrow 5 ft.

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

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/8 (25 XP)

Keen Hearing and Sight. The fennec fox has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

FOREST FALCON

A forest falcon is a large, swift raptor adapted to agile flight through dense canopy rather than bursts of speed in open air. It prefers a high perch, watching for movement from prey on the forest floor. The falcon strikes in a diving ambush and can even run down prey on foot.

FOREST FALCON

Medium beast, unaligned
Armor Class 13
Hit Points 13 (3d6 + 3)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	3 (–4)	14 (+2)	5 (–3)

Saving Throws Dex +5, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Falcon Dive. If the falcon is flying and dives at least 20 feet straight toward a target, it has advantage on the next attack roll it makes against that target before the end of its turn. If the attack hits, it deals an extra 2 (1d4) damage to the target.

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

ACTIONS

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

FROST MOLE

Frost moles primarily eat meat and supplement their diets with plants that eke out an existence in arctic climates. Though they can overpower prey with their claws, they prefer to ensnare their victims in pits they dig as traps. Since frost moles build their warrens near farms where they can grab more docile livestock, their lairs present a nuisance to those who work the land during the short growing seasons. Creatures capable of taming frost moles find them extremely valuable. Frost mole masters train the moles to excavate treacherous pits around their lairs, protecting the masters from intruders.

FROST MOLE

Small beast, unaligned
Armor Class 14 (natural armor)
Hit Points 71 (11d6 + 33)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	3 (–4)	13 (+1)	6 (–2)

Skills Athletics +5, Perception +3, Stealth +4
Damage Resistances cold

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 3 (700 XP)

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

Snow Burrower. The frost mole can burrow through nonmagical snow and ice in addition to sand, earth, and mud.

Snow Camouflage. The frost mole has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Pit. If the frost mole moves at least 20 feet straight toward a creature, it can dig a 5-foot-diameter, 20-foot-deep pit beneath the creature. If the target is Medium or smaller, it must succeed on a DC 13 Dexterity saving throw or fall into the pit and land prone, taking falling damage as normal. If the target is Large or larger, it must succeed on a DC 13 Dexterity saving throw or be restrained. If the target is prone or restrained, the mole can make one claw attack against it as a bonus action.

ACTIONS

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

GHOUL BAT

This bat has an emaciated, three-foot-long torso and a head that looks like skin stretched over bone. Its jaws are unnaturally distended, and its mouth is full of needle-like teeth. Ghoul bats are popular messengers and pets among darakhul and can be found both in colonies and alone throughout the Ghoul Imperium.

GHOUL BAT

Small undead, neutral evil
Armor Class 13
Hit Points 14 (4d6)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	11 (+0)	8 (–1)	12 (+1)	10 (+0)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The ghoul bat can't use its blindsight while deafened.

Keen Hearing. The ghoul bat has advantage on Wisdom (Perception) checks that rely on hearing.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.

GIANT ARMADILLO

Giant armadillos look like a hybrid of aardvark, rhinoceros, and turtle with vicious-looking claws used primarily for burrowing. These creatures are generally placid and seek to avoid conflict whenever possible.

GIANT ARMADILLO

Small beast, unaligned
Armor Class 12 (natural armor)
Hit Points 10 (3d6)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–1)	10 (+0)	2 (–4)	10 (+0)	6 (–2)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Tuck In. The giant armadillo tucks its entire body into its shell, forming an armored ball. While in this form, it moves by rolling around, it has resistance to bludgeoning, piercing, and slashing damage, and it can't take the Attack action or burrow. The giant armadillo can return to its true form as a bonus action.

GIANT FRILLED LIZARD

These massive reptiles adore hot climates and often lie motionless while they sun themselves. When disturbed, giant frilled lizards become quite aggressive, hissing and protruding the large, jagged frill that surrounds their necks.

GIANT FRILLED LIZARD

Large beast, unaligned
Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	2 (–4)	12 (+1)	10 (+0)

Skills Athletics +8, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Intimidating Charge. When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its walking speed to 50 feet for that round. In addition, the creature charged must succeed on a DC 13 Charisma saving throw or be frightened for 1d6 rounds. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The giant frilled lizard makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (4d4) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

GIANT HONEY BEE

Giant honey bees congregate in great swarms and fill hollows in rocky hillsides with their massive wax and honey hives. Far more intelligent than their diminutive cousins, giant honey bees sometimes enter into relationships with bearfolk or other creatures who can help protect the hive in exchange for a small share of the bees' honey. Unlike a normal honey bee, a giant honey bee who stings a creature doesn't lose its stinger.

Giant honey bees are rarely idle, often moving in elaborate, waggling dances of spirals and loops. This "dance" is actually a complex language the bees use to share staggeringly accurate directions and information about nearby threats and food sources with the rest of their hive.

GIANT HONEY BEE

Small beast, unaligned
Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 10 ft., fly 40 ft.

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

Saving Throws Str +1, Dex +4
Skills Survival +3
Senses blindsight 30 ft., passive Perception 11
Languages Bee Dance
Challenge 1/4 (50 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

BEE DANCE LANGUAGE

A character who has established peaceful contact with giant honey bees can learn Bee Dance as a language as outlined in the downtime rules.

While any character who learns it can understand Bee Dance, a creature other than a giant honey bee can only convey basic concepts. A character who assumes the shape of a giant honey bee can communicate fully using the language.

GIANT LEECH

Giant leeches lurk in placid ponds, babbling creeks, and mighty rivers. They slink through the dark forest waters with their distinctive vertical undulation, following any movement they sense toward fresh blood. Some varieties have adapted to life in the oceans, and a rare few dwell on land, though land-dwelling leeches prefer humid, moist climates.

GIANT LEECH

Small beast, unaligned
Armor Class 13
Hit Points 7 (2d6)
Speed 15 ft., swim 30 ft.

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

Saving Throws Dex + 5, Con +2
Skills Stealth +5
Senses tremorsense 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Amphibious. The leech can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hp due to blood loss. The leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hp of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

GIANT MONGOOSE

The giant mongoose slinks through the woods, searching out rodents and other small animals to prey upon. Like their smaller cousins, giant mongooses are notoriously resistant to venoms, and their distinctive "dance" in battle helps them avoid deadly strikes.

GIANT MONGOOSE

Medium beast, unaligned
Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	3 (–4)	14 (+2)	7 (–2)

Saving Throws Con +4, Wis +4
Skills Athletics +2, Stealth +5
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The mongoose has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

REACTIONS

Defensive Roll. The mongoose adds its Athletics bonus to its AC against one attack that would hit it. To do so, the mongoose must see the attacker.

GIANT WATER SCORPION

A common threat in canals, lagoons, bayous, and countless other bodies of water, the giant water scorpion is responsible for the deaths of many adventurers exploring waterways. Like most aquatic monsters, giant water scorpions are seldom at the top of the food chain in their native environment, and black dragons in particular enjoy snacking on them. Swamp and water-dwelling humanoids like lizardfolk have been known to use the giant water scorpion's carapace to create shields or coverings for their tents. The creature's long tail acts as a breathing tube for it, which is often harvested and used by intrepid explorers and inventors in the creation of diving bells and other apparatuses for traversing the stygian depths.

GIANT WATER SCORPION

Large beast, unaligned
Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	1 (–5)	10 (+0)	3 (–4)

Skills Stealth +3
Senses darkvision 60 ft., blindsight 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Hold Breath. The scorpion can hold its breath for 1 hour. If it is within 15 feet of the water's surface, it can use its tail as a breathing tube and doesn't need to hold its breath.

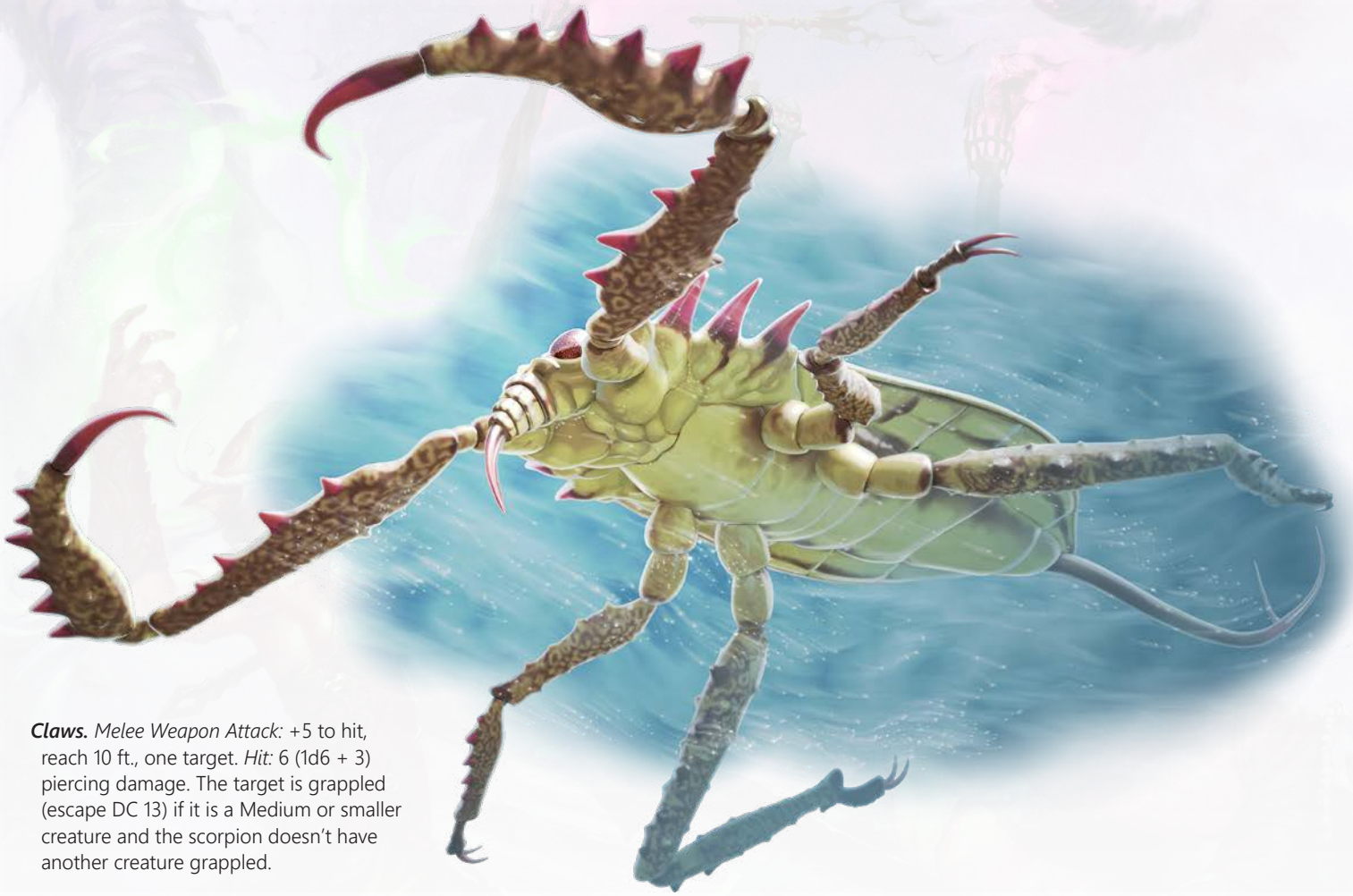
Poison Injection. When the scorpion hits with a proboscis attack against a grappled, paralyzed, restrained, or stunned creature, it deals an extra 10 (3d6) poison damage.

Underwater Camouflage. The scorpion has advantage on Dexterity (Stealth) checks made to hide while underwater.

ACTIONS

Multiattack. The giant water scorpion makes two claw attacks. If it is grappling a creature, it can use its proboscis once.

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the scorpion doesn't have another creature grappled.

GREAT GRAY OWL

Great gray owls are stealthy predators, and the largest of the non-giant varieties of owls. Unlike other owls, great grays aren't territorial—with the exception of females raising young—and don't flush or spook when other creatures approach. Rather, they remain still on their low perches, often going overlooked.

GREAT GRAY OWL

Small beast, unaligned

Armor Class 13
Hit Points 10 (3d6)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	11 (+0)	3 (–4)	14 (+2)	7 (–2)

Saving Throws Dex +5, Wis +4
Skills Perception +4, Stealth +5
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

GROVE BEAR

Grove bears resemble black bears with blond snouts, but they are slightly smaller and noticeably quicker. When grove bears clash to defend territory or compete for mates, they engage in brutal wrestling matches, each attempting to pin the other until one bear loses its nerve and flees.

GROVE BEAR

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 40 ft., climb 30 ft.

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

Saving Throws Str +5, Con +4
Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Grappler. The bear has advantage on attack rolls against any creature grappled by it.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the bear can't use its claws on another target.

HOLLER SPIDER

While the chitinous horn-like protrusion makes holler spiders appear comical, they can use it to release a loud sound, calling their masters when they detect trespassers. Unlike most spiders, holler spiders are easy to domesticate, as they have a friendly disposition toward humanoids. They can be trained to act as sentries that recognize certain colors or livery, or they can be trained to respond to a certain person and sound alarms only when instructed. Some holler spiders can also be trained in different pitches or to carry a simple tune. This peculiarity has endeared them to nobles using holler spiders as fanfares at royal functions and to entertainers using the spiders to enhance their performances.

HOLLER SPIDER

Tiny beast, chaotic neutral

Armor Class 12

Hit Points 14 (4d4 + 4)

Speed 25 ft., climb 25 ft.

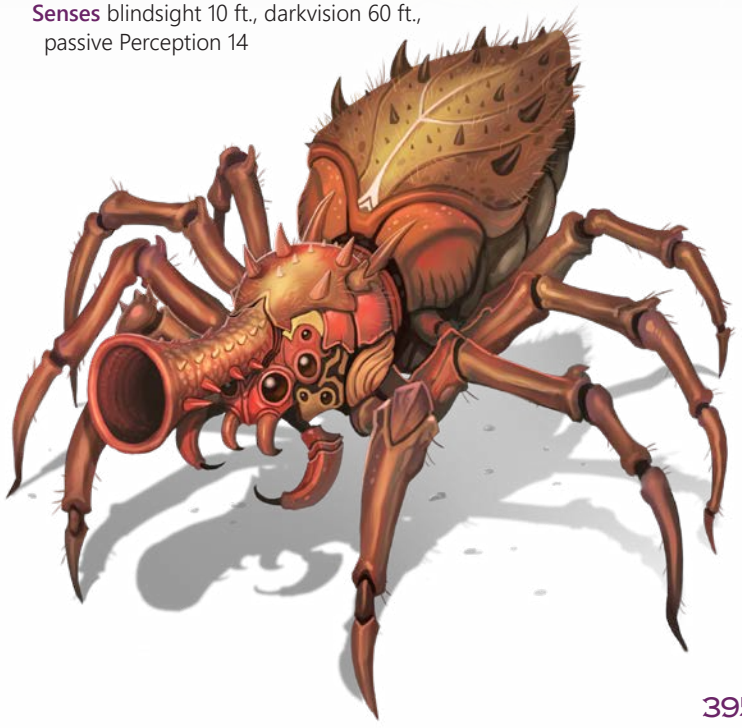
STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	10 (+0)	5 (–3)	14 (+2)	5 (–3)

Saving Throws Dex +4

Skills Perception +4, Stealth +4

Damage Resistances thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14



VARIANT: BACKUP HOLLER SPIDER

Some holler spiders are taught to listen to the sounds they hear and to react accordingly. These spiders are commonly used by entertainers and are known as backup holler spiders because they back up their owner's music or vocals. A backup holler spider has the following reaction option in place of Sound Alarm:

Tune Up. When an ally within 15 feet of the backup holler spider casts a spell that deals thunder damage, the backup holler spider chooses one of the spell's targets. That target has disadvantage on the saving throw against the spell.

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

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

Vigilant. If the holler spider remains motionless for at least 1 minute, it has advantage on Wisdom (Perception) checks and Dexterity (Stealth) checks.

ACTIONS

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

Hoot. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) thunder damage. If the holler spider scores a critical hit, it is pushed 5 feet away from the target.

Distressed Discharge (Recharge 5–6). The holler spider releases a short, distressed cacophony in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw, taking 5 (2d4) thunder damage on a failed save, or half as much damage on a successful one. The holler spider is pushed 15 feet in the opposite direction of the cone.

REACTIONS

Sound Alarm. When the holler spider detects a creature within 60 feet of it, the spider can emit a hoot or trumpet audible within 300 feet of it. The noise continues until the creature moves out of range, the spider's handler uses an action to soothe it, or the spider ends the alarm (no action required).

HOWLER BABOON

Howler baboons are territorial primates that claim stretches of forest and hills in large troops. Their presence is usually heard before it's seen, thanks to the whooping calls they use to communicate danger and call for their troop mates. When angered, they attack in ferocious packs, hurling rocks and pummeling threats en masse.

HOWLER BABOON

Medium beast, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	7 (–2)

Saving Throws Str +4, Wis +3
Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

ACTIONS

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

Rock. *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

LEECH SWARM

In swampy areas where food is plentiful, leeches gather together in swarms numbering in the hundreds to hunt prey. When their food supply is diminished, the leeches often turn on each other, effectively destroying the swarm. The scent of blood attracts leech swarms, and they easily locate warm-blooded prey. Victims who move out of a leech swarm are not safe, as several leeches remain attached and continue to drain blood until they are removed. These hangers-on are adept at locating hard-to-reach places on their prey as they wriggle into gaps in armor or crawl into boots. Their victims must spend extra time to locate and remove them.

LEECH SWARM

Medium swarm of Tiny beasts, unaligned
Armor Class 13
Hit Points 32 (5d8 + 10)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	15 (+2)	2 (–4)	13 (+1)	4 (–3)

Skills Perception +3, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Blood Sense. The leech swarm can pinpoint, by scent, the location of creatures that aren't undead or constructs within 30 feet of it.

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hp or fewer. If the target is a creature other than a construct or an undead, it must succeed on a DC 13 Dexterity saving throw or lose 2 (1d4) hp at the start of each of its turns as leeches attach to it and drain its blood. Any creature can take an action to find and remove the leeches with a successful DC 13 Wisdom (Perception) check. The leeches also detach if the target takes fire damage.

MEGALOCEROS

Megaloceroses are living ancestors to smaller deer and elks that roam cold forests. It is an avid protector of the animals in its forest, often coming to their rescue. A megaloceros is also sympathetic to those who get lost in its woods or seem to struggle with survival in the cold. The creature beckons unfortunate travelers to follow it to safety, often just outside a village it knows to be friendly. If a visitor to a forest overseen by a megaloceros has a peaceful encounter with the creature, the megaloceros might later come to that visitor's aid, protecting it from predatory animals or rescuing it from some natural hazard.

MEGALOCEROS

Huge beast, unaligned
Armor Class 13 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 50 ft.

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

Senses passive Perception 11
Languages —

Challenge 4 (1,100 XP)

Flinging Charge. If the megaloceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be pushed up to 15 feet away from the megaloceros and knocked prone.

Graceful Leap. With a 10-foot running start, the megaloceros can long jump up to 30 feet. It doesn't provoke opportunity attacks when it leaps in this way.

Primal Deer. No deer or other cervids can willingly attack the megaloceros. They can be forced to do so through magical means.

ACTIONS

Multiattack. The megaloceros makes one gore attack and one kick attack.

Gore. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage.

Kick. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

RESINOUS FROG

Resinous frogs secrete a fluid from their skin and tongues that adheres to most material, even if the frogs are in water. Most creatures stuck to the frogs become exhausted in the struggle to break free, providing the patient frog a later meal. If the frog has a dangerous predator stuck to its tongue, it can detach its tongue and leave the predator behind while it escapes. The frogs' limited regenerative capabilities allow them to regrow lost tongues.

RESINOUS FROG

Small beast, unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	16 (+3)	3 (–4)	11 (+0)	6 (–2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Adhesive Skin. The resinous frog adheres to anything that touches it. A Medium or smaller creature adhered to the frog is also grappled by it (escape DC 12). When the frog moves, any Small or smaller creature it is grappling moves with it.

In addition, when a creature hits the frog with a weapon, it must succeed on a DC 12 Strength saving throw or the weapon sticks to the frog. A stuck weapon can't be used. A creature can take its action to remove one creature or object from the frog by succeeding on a DC 12 Strength check.

As a bonus action, the frog can release one creature or weapon stuck to it. The frog can't be affected by another resinous frog's Adhesive Skin.

Detach Tongue. As a bonus action, the resinous frog can detach its tongue and move up to half its speed without provoking opportunity attacks. If it was grappling a creature with its tongue, the creature is freed. Its tongue regrows by the time it finishes a short or long rest.

RESINOUS FROG RESIN

The adhesive material produced by a resinous frog remains viable for 24 hours after it is removed from the frog. A resinous frog produces one ounce of collectible resin each day or four ounces if slain. One ounce of resin can cover a 1-foot square surface and creates a bond between any two objects. A successful DC 13 Strength check breaks the bond, freeing the objects from each other.

Easy Prey. The resinous frog has advantage on bite attack rolls against any creature grappled by it.

ACTIONS

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

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the creature is Medium or smaller, it is grappled (escape DC 12), and the frog can't make tongue attacks against other targets.

SPOROUS CRAB

Most sporous crabs spend a considerable amount of their lives in sewers and brackish ponds. The filth clings to them throughout their lives, and they are toxic to almost every creature they encounter. The sporous crab is usually found near the brachyura shambler (see page 49). Both creatures are perfectly at home in filth, and they are likely related. The shamblers have far superior intelligence and thus have something resembling a cohesive society. By comparison, the sporous crabs are more akin to pets, guardians, or parasites. They support and protect the shamblers and may offer some form of companionship, but they are not equal members in the shambler society.

SPOROUS CRAB

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (−1)	15 (+2)	3 (−4)	13 (+1)	4 (−3)

Damage Vulnerabilities fire
Damage Resistances bludgeoning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Amphibious. The sporous crab can breathe air and water.

Filthy. The sporous crab makes its home in grime and muck and is covered in filth. A creature that touches the sporous crab or hits it with a melee attack while within 5 feet of it must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. If a creature fails the saving throw by 5 or more, it also contracts sewer plague. On a successful saving throw, the creature is immune to the crab's Filthy trait for the next 24 hours.

ACTIONS

Multiattack. The sporous crab makes two claw attacks.

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

Spore (Recharge 6). The sporous crab sprays spores in a 15-foot cone. Each creature in the area must make a DC 12 Constitution

saving throw. On a failure, a creature takes 7 (2d6) poison damage and becomes infected with the crab's spores. On a success, a creature takes half the damage and isn't infected with spores. After 1 hour, small bubbles and bumps appear across the skin of the infected creature. At the end of each long rest, the infected creature must make a DC 12 Constitution saving throw. On a success, the infected creature's body fights off the spores and no longer has to make the saving throw. If a creature fails the saving throw every day for 7 days, young sporous crabs hatch from the creature's skin, and the creature takes 9 (2d8) slashing damage. The spores can also be removed with a *lesser restoration* spell or similar magic.

SPURRED WATER SKATE

The spurred water skate is a diurnal carnivore. It has weak mandibles, but the adaptations enabling it to move on the water make it a powerful hunter. The distribution of the spurred water skate's weight, along with leg bristles that create and hold air bubbles at the surface, allow it to stand on top of even moderately choppy water and move without sinking. The insect's sharp forelimbs are powerful enough to kill weaker prey outright, but it prefers to use its limbs to grasp targets and submerge them until they drown.

Because spurred water skates move effortlessly across wet surfaces, they are desirable mounts in the swamps and marshes they inhabit. Cueyatl (*Creature Codex*, p. 68) and smaller lizardfolk train and ride the insects.

SPURRED WATER SKATE

Large beast, unaligned
Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 40 ft. (30 ft. on the surface of a liquid)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	3 (–4)	10 (+0)	6 (–2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

Water Walker. The spurred water skate can move across the surface of water as if it were harmless, solid ground. This trait works like the *water walk* spell.

ACTIONS

Stabbing Forelimbs. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature and the skate doesn't have two other creatures grappled. Until this grapple ends, the target is restrained. If the target is in a liquid, the skate can hold it under the surface, and the target risks suffocating.

SWARM OF BEES

A few bees here and there rarely pose much of a threat, but when a cloud of the insects form an angry swarm, it can spell trouble for any unsuspecting creatures nearby.

SWARM OF BEES

Medium swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 36 (8d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

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

ACTIONS

Sting. *Melee Weapon Attack:* +3 to hit, range 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm is at half its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 1 poison damage on a failed save.

SWARM OF ESTERON

Esteron are small, winged salamanders that live in large groups. They cluster around subterranean bodies of water and aggressively protect such places. Some underground creatures see the esteron as a delicacy, but those who hunt esteron know the beasts are quick to form swarms that can easily overwhelm an unprepared hunter.

Esteron are highly sociable, communal creatures, and their communities are not lorded over by a dominant member. Instead, they cooperate with one another peacefully. When two groups of esteron encounter one another, they behave peacefully if the nearby water and food is abundant, sometimes even exchanging members. If resources are scarce, however, the group that inhabits the source of water drives away the outsider group with as little violence as possible.

SWARM OF ESTERON

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 54 (12d8)
Speed 10 ft., fly 30 ft., swim 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Amphibious. The swarm can breathe air and water.

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hp or fewer.

Appendix: Creatures by Type

ABERRATION

Ahu-Nixta, Cataphract 9
Ahu-Nixta, Drudge 10
A-mi-kuk 15
Astral Devourer 30
Aurora Horribilis 34
Avalanche Screamer 35
Avulzor 37
Bloodsapper 44
Brain Hood 50
Broodmother of Leng 52
Butatsch 54
Catscratch 58
Crystalline Monolith 77
Dimensional Shambler 107
Faceless Wanderer 139
Forest Emperor 155
Gaunt One 163
Ghast of Leng, Greater 164
Heggarna 196
Helashruu 197
Kachlian 219
Kaveph 225
Lambent Witchfyre 234
Lunarchidna, Greater 242
Lunarchidna, Lesser 242
Lunarchidna, Transcendent 244
Malleable, Major 254
Malleable, Massive 255
Malleable, Minor 252
Malleable, Moderate 253
Murgrik 263
Nharyth 269
Pale Screamer 290
Parzz'val 292
Primal Oozer 297
Quoreq 304
Sema 320
Shukankor 326
Stellar Rorqual 338
Ulnorya 354
Vallowex 356
Vangsluagh 359
Wardu 365
Yavalnoi 379

BEAST

Akhlut 12
Alpha Fish 14
Beetle, Giant Bombardier 39
Beetle, Giant Snow 39
Beetle, Lantern 40
Beetle, Sniffer 40
Dinosaur, Compsognathus 108
Dinosaur, Compsognathus Swarm 108
Glacier Behemoth 177
Hodag 200
Mei Jiao Shou 259
Pestilence Swarm 294
Quickserpent 303
Rock Roach 308
Sasquatch 314
Shimmer Seal 324
Alligator 387
Alligator Turtle 387
Balloon Spider 387
Bilby 388
Bull 388
Carrier Mosquito 389
Cave Goat 389
Fennec Fox 390
Forest Falcon 390
Frost Mole 390
Giant Armadillo 392
Giant Frilled Lizard 392
Giant Honey Bee 392
Giant Leech 393
Giant Mongoose 393
Giant Water Scorpion 393
Great Grey Owl 394
Grove Bear 394
Holler Spider 395
Howler Baboon 395
Leech Swarm 396
Megaloceros 396
Resinous Frog 397
Sporous Crab 398
Spurred Water Skate 399
Swarm of Bees 400
Swarm of Esteron 400

CELESTIAL

Angel, Angel of Judgment 16
Angel, Angelic Enforcer 17
Angel, Mead Archon 18
Angel, Uridimmu 19
Astri 31
Aviere 36
Chamrosh 59
Ghillie Dubh 165
Irid 217
Moonkite 260
Shadow of Death 323
Thrummren 347
Yaojing 377

CONSTRUCT

Akaasit 11
Animated Bearskin Rug 24
Apaxrusl 27
Bloodstone Sentinel 45
Chronomatic Enhancer 64
Clockwork Archon 65
Clockwork Leech 66
Clockwork Mantis 67
Clockwork Tiger 68
Dread Walker Excavator 129
Fabricator 138
Golem, Bearing 178
Golem, Death Shroud 179
Golem, Dragonflesh 180
Golem, Vine 181
Greed Swarm 184
Harbinger of Wrath 193
Kobold War Machine 233
Locksmith 240
Mad Piper 250
Onyx Magistrate 276
Repository 306
Righteous Sentinel 307
Runeswarm 310
Tetomatli 345
Thornheart Guardian 346
Wood Ward 374
Zalikum 382

DRAGON

Dragon, Boreal Adult 111
Dragon, Boreal Ancient 110
Dragon, Boreal Wyrmling 113
Dragon, Boreal Young 112
Dragon, Imperial Adult 115
Dragon, Imperial Ancient 115
Dragon, Imperial Wyrmling 117
Dragon, Imperial Young 117
Dragonette, Keyhole 118
Drake, Cave 119
Drake, Crater 120
Drake, Diminution 121
Drake, Hoard 122
Drake, Hoarfrost 123
Drake, Kelp 124
Drake, Light 125
Drake, Liminal 126
Drake, Sanddrift 127
Drake, Vine 128
Felid Dragon 143
Linnorm, Vent 239

ELEMENTAL

Befouled Weird 41
Cherufe 61
Elemental, Fire-Infused Water 132
Elemental, Ice 133
Elemental, Magnetic 134
Hongaek 201
Ikuchi 210
Lava Keeper 235
Magma Octopus 251
Noth-Norren 270
Radiant Spark Swarm 305
Salamander Monarch 311
Storm Maiden 340

FEY

Animal Lord, Queen of Scorpions 20
Animal Lord, Toad King 22
Ashen Custodian 29
Attercroppe 32
Crinaea 74
Dryad, Mountain 130
Far Dorocha 142
Fey Lady, Mistress of Midnight Teeth 146
Fey Lord, Commander of Horn and Gold 144
Fey Lord, Tarkun the Desiccated 148
Fey Revenant 150
Flithidir 154
Fragrant One 156
Gremlin, Rum Lord 185
Haleshi 191
Huli Jing 204
Hverhuldra 206
Ice Bogie 209
Jack of Strings 218
Kami, Gorao-Ka 221
Kami, Hebi-Doku 222
Kami, Naizu-Ha 223
Kami, Sasori Fukurōwashi 224
Lazavik 236
Luck Leech 241
Lunarian 245
Lymarien 248
Lymarien Swarm 248
Nyctli 271
Nyctli Swarm 271
Nymph, Mountain 272
Orphan of the Black 286
Plague Spirit 296
Pumpkin King 298
Scrofin 319
Shadow Boxer 322
Shurale 327
Silenal 328

Somberweave 335
Warmth Thief 366
Wintergrim 372
Woe Siphon 373
Yumerai 381

FIEND

Arch Devil, Poena, Duke of Retribution 99
Arch Devil, The Curator 100
Chatterlome 60
Corrupted Pixie 72
Demon Lord, Alsikaya, Screeching Mother of Volcanoes 85
Demon Lord, Bathael 87
Demon Lord, Hriggala, Jaws of Vardesain 88
Demon Lord, Rhopalocerex 90
Demon, Baliri 93
Demon, Culicoid 94
Demon, Spawn of Alquam 95
Demon, Spawn of Hriggala 89
Demon, Spawn of Rhopalocerex 92
Devil, Arachnocrat 102
Devil, Blood Imp 103
Devil, Nephirron 104
Devil, Scribe 105
Devil, Tzepharion 106
Hantu Penanggal 192
Herald of Slaughter 198
Herald of the Void 199
Infernal Centaur 214
Infernal Swarm 215
Qiqirn, Tormented 302
Satarre, Lord of the Satarre 317
Snow Terror 334
Tree Skinner 351
Vexxeh 360
Wanyudo 364

GIANT

Giant, Abbanith 170
Giant, Cave Shaman 171
Giant, Phase 172
Giant, Shadow 173
Giant, Snow 174
Giant, Thin 175
Manggus 256
Ogre, One-Horned 274
Troll, Deep 352
Xing Tian 376

HUMANOID

Boreas' Chosen 48
Derro Explorer 97
Derro Guard 97
Derro Shadowseeker 98
Edjet Initiate 131
Eonic Savant 137
Harefolk 194
Initiate of the Elder Elementals 216
Knight Ab-errant 231
Kobold Spellclerk 232
Lycanthrope, Wereowl 246
Lycanthrope, Wereshark 247
Mydnari 264
Orc, Gray 284
Otterfolk 288
Satarre Destroyer 315
Satarre Mystic 315
Simian, Sulsha 329
Ssadar 337
Trollkin Raider 353
Yathon 378
Zeitgeist 383

MONSTROSITY

Alchemical Skunk 13
Aniwye 25
Anzu 26
August Rooster 33
Bonespitter 47
Brachyura Shambler 49
Brimstone Locusthound 51
Carnivorous Ship 56
Colláis 69
Conjoined Queen 70
Corpse Worm 71
Crocotta 75
Cryoceros 76
Death Vulture 81
Deathweaver 83
Degmadu 84
Derendian Moth Abomination 96
Dinosaur, Tricenatorus 109
Empusa 136
Galidroo 161
Graknork 182
Grimmlet 186
Grimmlet Swarm 187
Gulper Behemoth 190
Harpy, Egret 195
Huecambra 203
Hydra, Chameleon 208
Illhveli, Kembingur 211
Illhveli, Nauthveli 212
Kamaitachi 220
Keelbreaker Crab 226
Kezai 228
Khodumodumo 229
Kirikari 230
Mountain Strider 261
Naga, Swamp 265
Narshark 266
Oasis Keeper 273
Ophidiotaur 282
Ophinix 283
Orniraptor 285
Pal-Rai-Yuk 291
Qiqirn 301
Sarsaok 313
Scarlet Ibis 318
Shriekbat 325
Snake with a Hundred Mage Hands 333
Spellhound 336
Stormboar 341
Tembril 344
Tidehunter 348
Timingila 349
Valkruung 355
Werynax 367
Wicked Skull 368
Zouyu 386
Aalpamac 8

OOZE

Ooze, Amber 277
Ooze, Eldritch 278
Ooze, Ichor 279
Ooze, Mineral 280
Ooze, Tar 281
Pustulent Shambler 299
Putrescent Slime 300
Rotsam 309
Rotsam Swarm 309
Sapphire Jelly 312
Swampgas Bubble 343
Voidpool 362

PLANT

Barometz 38
Bulbous Violet 53
Carnivorous Sod 57
Crimson Shambler 73
Dancing Foliage 79
Fleshdreg 152
Fungi, Boomer 157
Fungi, Ophio 157
Fungi, Pixie's Umbrella 158
Fungi, Shiftshroom 159
Fungi, Strobing 160
Garlicle 162
Hydra, Bloom 207
Kelp Eel 227
Peat Mammoth 293
Pine Doom 295
Stone Creeper 339
Swamp Lily 342
Treant, Mangrove 350
Viiret 361

UNDEAD

Ash Phoenix 28
Black Crier 42
Bleakheart 43
Boneshard Wraith 46
Cadaver Sprite 55
Chill Haunt 62
Chimeric Phantom 63
De Ogen 80
Deathspeaker 82
Emperor's Hyena 135
Falsifier Fog 140
Fane Spirit 141
Flayed Wraith 151
Fleshspurned 153
Ghoul Bat 391
Ghoul, Bloated 166
Ghoul, Darakhul Captain 166
Ghoul, Darakhul Spy 168
Ghul 169
Glacial Corrupter 176
Graveyard Dragon 183
Guiguai 188
Hooden Horse 202
Husk 205
Husk, Giant 205
Incarnate Gloom 213
Lich, Virtuoso 237
Mari Lwyd 257
Marsh Dire 258
Mummy, Scroll 262
Necrotech, Bone Colossus 267
Necrotech, Death Barque 268
Ogrepede 275
Ortifex 287
Overshadow 289
Servant of the Unsated God 321
Skeleton, Cackling 330
Skeleton, Dragon 331
Skeleton, Swordbreaker 332
Vampire, Psychic 357
Walled Horror 363
Willowhaunt 369
Windy Wailer 370
Winterghast 371
Wraith Bear 375
Yowler 380
Zombie, Cavefish 384
Zombie, Dragon 385

Appendix: Creatures by Challenge

Challenge 0 (0 XP)

Beetle, Lantern 40
Bilby 388

Challenge 1/8 (25 XP)

Beetle, Sniffer 40
Dinosaur, Compsognathus 108
Fungi, Pixie's Umbrella 158
Ice Bogie 209
Kami, Gorao-Ka 221
Lymarien 248
Wicked Skull 368
ZZ-Appendix: Fennec Fox 390

Challenge 1/4 (50 XP)

Alligator 387
Alligator Turtle 387
Beetle, Giant Bombardier 39
Bull 388
Cave Goat 389
Edjet Initiate 131
Forest Falcon 390
Fungi, Shiftshroom 159
Ghoul Bat 391
Giant Armadillo 392
Giant Honey Bee 392
Giant Leech 393
Giant Mongoose 393
Great Grey Owl 394
Grove Bear 394
Harefolk 194
Holler Spider 395
Howler Baboon 395
Nyctli 271
Orc, Gray 284
Orniraptor 285
Otterfolk 288
Resinous Frog 397

Challenge 1/2 (100 XP)

Ahu-Nixta, Drudge 10
Attercroppe 32
Aviere 36
Brain Hood 50
Cadaver Sprite 55
Corrupted Pixie 72
Crimson Shambler 73
Derro Guard 97
Devil, Blood Imp 103
Dragonette, Keyhole 118
Drake, Light 125
Fungi, Boomer 157
Greed Swarm 184
Husk 205
Kobold Spellclerk 232
Mydnari 264
Narshark 266
Skeleton, Cackling 330
Valkruung 355
Wintergrim 372
Yowler 380
Zombie, Cavefish 384

Challenge 1 (200 XP)

Balloon Spider 387
Beetle, Giant Snow 39
Bulbous Violet 53
Carnivorous Sod 57
Chamrosh 59
Clockwork Leech 66
Dinosaur, Compsognathus Swarm 108
Flithidir 154
Garlicle 162
Ghillie Dubh 165
Glacial Corrupter 176
Grimmlet 186
Heggarna 196
Irid 217
Malleable, Minor 252
Mountain Strider 261
Pestilence Swarm 294
Putrescent Slime 300
Sema 320
Sporous Crab 398
Spurred Water Skate 399
Stone Creeper 339
Swarm of Bees 400
Trollkin Raider 353
Wood Ward 374

Challenge 2 (450 XP)

Chimeric Phantom 63
Crinaea 74
Derro Explorer 97
Dragon, Boreal Wyrmling 113
Drake, Hoarfrost 123
Harpy, Egret 195
Initiate of the Elder Elementals 216
Leech Swarm 396
Lunarchidna, Lesser 242
Mad Piper 250
Ooze, Ichor 279
Ophinix 283
Orphan of the Black 286
Qiqirn 301
Rock Roach 308
Rotsam 309
Scrofin 319
Skeleton, Dragon 331
Swampgas Bubble 343
Swarm of Esteron 400
Tree Skinner 351
Yumerai 381

Challenge 3 (700 XP)

Alpha Fish 14
Apaxrusl 27
Bleakheart 43
Bloodsapper 44
Brimstone Locusthound 51
Carrier Mosquito 389
Catscratch 58
Chill Haunt 62
Corpse Worm 71
Crocotta 75
Dragon, Imperial Wyrmling 117
Drake, Cave 119
Drake, Kelp 124
Fane Spirit 141
Fragrant One 156
Frost Mole 390
Gaunt One 163
Giant, Abbanith 170
Golem, Vine 181
Hodag 200
Lazavik 236
Ooze, Mineral 280
Pale Screamer 290
Radiant Spark Swarm 305
Satarre Destroyer 315
Satarre Mystic 315
Shadow Boxer 322
Skeleton, Swordbreaker 332
Snake with a Hundred Mage Hands 333
Ssadar 337
Viiret 361
Woe Siphon 373

Challenge 4 (1,100 XP)

Alchemical Skunk 13
Angel, Mead Archon 18
Animated Bearskin Rug 24
August Rooster 33
Brachyura Shambler 49
Dancing Foliage 79
De Ogen 80
Death Vulture 81
Deathspeaker 82
Emperor's Hyena 135
Faceless Wanderer 139
Falsifier Fog 140
Fleshspurned 153
Fungi, Strobing 160
Giant Water Scorpion 393
Gremlin, Rum Lord 185
Guiguai 188
Infernal Centaur 214
Kezai 228
Lunarchidna, Greater 242
Mari Lwyd 257
Megaloceros 396
Ooze, Amber 277
Ortifex 287
Overshadow 289
Quickserpent 303
Servant of the Unsated God 321
Simian, Sulsha 329
Spellhound 336
Storm Maiden 340
Troll, Deep 352
Vangsluagh 359
Winterghast 371

Challenge 5 (1,800 XP)

Aniwye 25
Befouled Weird 41
Deathweaver 83
Devil, Arachnocrat 102
Devil, Scribe 105
Drake, Diminution 121
Dread Walker Excavator 129
Elemental, Ice 133
Empusa 136
Far Dorocha 142
Flayed Wraith 151
Fleshdreg 152
Ghoul, Darakhul Spy 168
Ghul 169
Giant Frilled Lizard 392
Giant, Phase 172
Giant, Snow 174
Golem, Death Shroud 179
Jack of Strings 218
Kamaitachi 220
Knight Ab-errant 231
Lunarian 245
Lycanthrope, Wereowl 246
Lycanthrope, Wereshark 247
Lymarien Swarm 248

Malleable, Moderate 253
Manggus 256
Moonkite 260
Ogre, One-Horned 274
Ooze, Eldritch 278
Ophidiotaur 282
Quoreq 304
Sasquatch 314
Scarlet Ibis 318
Shimmer Seal 324
Somberweave 335
Voidpool 362
Willowhaunt 369
Windy Wailer 370

CHALLENGE 6 (2,300 XP)

Akhlut 12
Akaasit 11
Ashen Custodian 29
Barometz 38
Clockwork Mantis 67
Clockwork Tiger 68
Cryoceros 76
Demon, Spawn of Alquam 95
Demon, Spawn of Rhopalocerex 92
Derro Shadowseeker 98
Drake, Sanddrift 127
Elemental, Magnetic 134
Ghoul, Bloated 166
Golem, Bearing 178
Hooden Horse 202
Hverhuldra 206
Hydra, Bloom 207
Kami, Naizu-Ha 223
Kaveph 225
Lunarchidna, Transcendent 244
Mummy, Scroll 262
Naga, Swamp 265
Nymph, Mountain 272
Ogrepede 275
Ooze, Tar 281
Primal Oozer 297
Rotsam Swarm 309
Sapphire Jelly 312
Stormboar 341
Tembril 344
Tidehunter 348
Vexxeh 360
Wardu 365
Werynax 367
Yavalnoi 379
Zeitgeist 383
Zouyu 386

CHALLENGE 7 (2,900 XP)

A-mi-kuk 15
Avalanche Screamer 35
Boreas' Chosen 48
Chatterlome 60
Crystalline Monolith 77
Drake, Vine 128
Elemental, Fire-Infused Water 132
Eonic Savant 137
Fey Revenant 150
Fungi, Ophio 157
Graveyard Dragon 183
Haleshi 191
Husk, Giant 205
Lambent Witchfyre 234
Mei Jiao Shou 259
Repository 306
Sarsaok 313
Shurale 327
Silenal 328
Swamp Lily 342
Treant, Mangrove 350
Ulnorya 354
Vallowex 356
Walled Horror 363
Yathon 378
Zalikum 382
Aalpamac 8

CHALLENGE 8 (3,900 XP)

Ahu-Nixta, Cataphract 9
Astral Devourer 30
Astri 31
Avulzor 37
Bloodstone Sentinel 45
Devil, Tzepharion 106
Dragon, Boreal Young 112
Drake, Hoard 122
Fey Lord, Tarkun the Desiccated 148
Ghast of Leng, Greater 164
Hantu Penanggal 192
Hongaek 201
Huecambra 203
Ikuchi 210
Kachlian 219
Kami, Hebi-Doku 222
Locksmith 240
Magma Octopus 251
Marsh Dire 258
Onyx Magistrate 276
Pal-Rai-Yuk 291
Parzz'val 292
Snow Terror 334
Tetomatli 345
Wanyudo 364

CHALLENGE 9 (5,000 XP)

Anzu 26
Ash Phoenix 28
Aurora Horribilis 34
Dimensional Shambler 107
Ghoul, Darakhul Captain 166
Giant, Thin 175
Gulper Behemoth 190
Huli Jing 204
Kami, Sasori Fukurōwashi 224
Keelbreaker Crab 226
Kirikari 230
Kobold War Machine 233
Murgrik 263
Nharyth 269
Oasis Keeper 273
Pine Doom 295
Plague Spirit 296
Righteous Sentinel 307
Shriekbat 325
Shukankor 326
Thornheart Guardian 346
Warmth Thief 366
Wraith Bear 375

CHALLENGE 10 (5,900 XP)

Animal Lord, Toad King 22
Colláis 69
Conjoined Queen 70
Demon, Spawn of Hriggala 89
Fabricator 138
Golem, Dragonflesh 180
Hydra, Chameleon 208
Kelp Eel 227
Luck Leech 241
Malleable, Major 254
Nyctli Swarm 271
Peat Mammoth 293
Pumpkin King 298
Qiqirn, Tormented 302
Runeswarm 310
Zombie, Dragon 385

CHALLENGE 11 (7,200 XP)

Black Crier 42
Broodmother of Leng 52
Dragon, Imperial Young 117
Drake, Crater 120
Dryad, Mountain 130
Herald of Slaughter 198
Herald of the Void 199
Xing Tian 376

CHALLENGE 12 (8,400 XP)

Angel, Angelic Enforcer 17
Boneshard Wraith 46
Chronomatic Enhancer 64
Demon, Culicoid 94
Derendian Moth Abomination 96
Galidroo 161
Glacier Behemoth 177
Illhveli, Kembingur 211
Infernal Swarm 215
Lich, Virtuoso 237
Necrotech, Death Barque 268
Satarre, Lord of the Satarre 317
Stellar Rorqual 338
Thrummren 347

CHALLENGE 13 (10,000 XP)

Animal Lord, Queen of Scorpions 20
Bonespitter 47
Carnivorous Ship 56
Clockwork Archon 65
Dinosaur, Tricenatorus 109
Helashruu 197
Incarnate Gloom 213
Necrotech, Bone Colossus 267
Noth-Norren 270
Pustulent Shambler 299
Salamander Monarch 311
Vampire, Psychic 357

CHALLENGE 14 (11,500 XP)

Angel, Uridimmu 19
Butatsch 54
Cherufe 61
Demon, Baliri 93
Drake, Liminal 126
Giant, Cave Shaman 171
Graknork 182
Grimmlet Swarm 187
Khodumodumo 229

CHALLENGE 15 (13,000 XP)

Fey Lady, Mistress of Midnight Teeth 146
Fey Lord, Commander of Horn and Gold 144
Forest Emperor 155
Giant, Shadow 173
Timingila 349
Yaojing 377

CHALLENGE 16 (15,000 XP)

Demon Lord, Bathael 87
Devil, Nephirron 104
Illhveli, Nauthveli 212
Linnorm, Vent 239
Malleable, Massive 255

CHALLENGE 17 (18,000 XP)

Dragon, Boreal Adult 111

'CHALLENGE 18 (20,000 XP)

Angel, Angel of Judgment 16
Lava Keeper 235

CHALLENGE 19 (22,000 XP)

Arch Devil, Poena, Duke of Retribution 99
Felid Dragon 143

CHALLENGE 20 (25,000 XP)

Demon Lord, Rhopalocerex 90
Dragon, Imperial Adult 115
Harbinger of Wrath 193

CHALLENGE 21 (33,000 XP)

Shadow of Death 323

CHALLENGE 23 (50,000 XP)

Demon Lord, Hriggala, Jaws of Vardesain 88

CHALLENGE 24 (62,000 XP)

Arch Devil, The Curator 100
Dragon, Boreal Ancient 110

CHALLENGE 26 (90,000 XP)

Dragon, Imperial Ancient 115

CHALLENGE 28 (120,000 XP)

Degmadu 84
Demon Lord, Alsikaya, Screeching Mother of Volcanoes 85

Appendix: Creatures by Terrain

Any Terrain

Creatures	Challenge (XP)
Corrupted Pixie, Husk, Skeleton (Cackling)	1/2 (100 XP)
Malleable (Minor) ,Trollkin Raider	1 (200 XP)
Chimeric Phantom, Initiate of the Elder Elementals, Skeleton (Dragon), Yumerai	2 (450 XP)
Bloodsapper, Fane Spirit, Skeleton (Swordbreaker)	3 (700 XP)
De Ogen, Deathspeaker, Fleshspurned, Guiguai, Mari Lwyd, Servant of the Unsated God, Storm Maiden	4 (1,100 XP)
Flayed Wraith, Golem (Death Shroud), Malleable (Moderate), Quoreq, Somberweave	5 (1,800 XP)
Clockwork Mantis, Golem (Bearing), Ogrepede, Ooze (Tar), Zeitgeist	6 (2,300 XP)
Elemental (Fire-Infused Water), Graveyard Dragon, Husk (Giant), Lambent Witchfyre	7 (2,900 XP)
Avulzor	8 (3,900 XP)
Ash Phoenix, Kami (Sasori Fukurōwashi), Kobold War Machine, Plague Spirit	9 (5,000 XP)
Fabricator, Golem (Dragonflesh), Malleable (Major), Runeswarm, Zombie (Dragon)	10 (5,900 XP)
Helashruu, Incarnate Gloom, Necrotech (Bone Colossus), Pustulent Shambler	13 (10,000 XP)
Malleable (Massive)	16 (15,000 XP)
Shadow of Death	21 (33,000 XP)

Arctic

Creatures	Challenge (XP)
Ice Bogie	1/8 (25 XP)
Harefolk	1/4 (50 XP)
Wintergrim	1/2 (100 XP)
Beetle (Giant Snow), Glacial Corrupter, Ghillie Dubh	1 (200 XP)
Dragon (Boreal Wyrmling), Drake (Hoarfrost), Qiqirn	2 (450 XP)
Chill Haunt, Frost Mole	3 (700 XP)
Winterghast, Megaloceros	4 (1,100 XP)
Elemental (Ice), Giant (Snow), Kamaitachi, Shimmer Seal	5 (1,800 XP)
Akhlut, Cryoceros, Hverhuldra, Sapphire Jelly, Tembril	6 (2,300 XP)
A-mi-kuk, Avalanche Screamer, Boreas' Chosen	7 (2,900 XP)
Dragon (Boreal Young), Pal-Rai-Yuk, Snow Terror	8 (3,900 XP)
Aurora Horribilis, Pine Doom, Warmth Thief	9 (5,000 XP)
Qiqirn (Tormented), Runeswarm	10 (5,900 XP)
Glacier Behemoth	12 (8,400 XP)
Graknork	14 (11,500 XP)
Dragon (Boreal Adult)	17 (18,000 XP)
Dragon (Boreal Ancient)	24 (62,000 XP)

Badlands

Creatures	Challenge (XP)
Giant Armadillo, Orniraptor	1/4 (50 XP)
Grimmlet	1 (200 XP)
Mad Piper	2 (450 XP)
Kezai, Vangsluagh	4 (1,100 XP)
Dread Walker Excavator, Knight Ab-errant, Ogre (One-Horned)	5 (1,800 XP)
Astral Devourer, Astri, Parzz'val	8 (3,900 XP)
Shukankor	9 (5,000 XP)
Drake (Crater)	11 (7,200 XP)
Boneshard Wraith, Galidroo	12 (8,400 XP)
Grimmlet Swarm, Khodumodumo	14 (11,500 XP)

Coastal

Creatures	Challenge (XP)
Dragon (Imperial Wyrmling), Drake (Kelp)	3 (700 XP)
Giant Water Scorpion	4 (1,100 XP)
Windy Wailer, Lycanthrope (Wereshark)	5 (1,800 XP)
Akhlut, Tidehunter	6 (2,300 XP)
Aalpamac, Haleshi	7 (2,900 XP)
Ikuchi	8 (3,900 XP)
Keelbreaker Crab	9 (5,000 XP)
Dragon (Imperial Young)	11 (7,200 XP)
Dragon (Imperial Adult)	20 (25,000 XP)
Dragon (Imperial Ancient)	26 (90,000 XP)

DESERT

Creatures	Challenge (XP)
Bilby	0 (10 XP)
Fennec Fox	1/8 (25 XP)
Apaxrusl	3 (700 XP)
Kezai	4 (1,100 XP)
Ghul, Ophidiotaur	5 (1,800 XP)
Drake (Sanddrift)	6 (2,300 XP)
Zalikum	7 (2,900 XP)
Astri, Fey Lord (Tarkun the Desiccated)	8 (3,900 XP)
Anzu, Oasis Keeper, Shukankor	9 (5,000 XP)
Animal Lord (Queen of Scorpions)	13 (10,000 XP)

FARMLAND

Creatures	Challenge (XP)
Lymarien, Dinosaur (Compsognathus), Kami (Gorao-Ka)	1/8 (25 XP)
Giant Honey Bee, Bull	1/4 (50 XP)
Valkruung, Yowler	1/2 (100 XP)
Carnivorous Sod, Dinosaur (Compsognathus Swarm), Garlicle, Heggarna, Pestilence Swarm, Swarm of Bees, Wood Ward	1 (200 XP)
Crinaea	2 (450 XP)
Crocotta, Fragrant One, Frost Mole	3 (700 XP)
Alchemical Skunk, Animated Bearskin Rug, August Rooster, Death Vulture, Infernal Centaur, Spellhound	4 (1,100 XP)
Empusa, Jack of Strings, Lymarien Swarm	5 (1,800 XP)
Stormboar	6 (2,300 XP)
Shurale	7 (2,900 XP)
Huli Jing	9 (5,000 XP)
Pumpkin King	10 (5,900 XP)
Black Crier	11 (7,200 XP)
Yaojing	15 (13,000 XP)

FOREST

Creatures	Challenge (XP)
Lymarien	1/8 (25 XP)
Beetle (Giant Bombardier), Forest Falcon, Giant Armadillo, Giant Honey Bee, Giant Leech, Giant Mongoose, Great Grey Owl, Grove Bear, Howler Baboon, Nyctli	1/4 (50 XP)
Attercroppe, Brain Hood, Cadaver Sprite, Valkruung	1/2 (100 XP)
Balloon Spider, Bulbous Violet, Flithidir, Garlicle, Ghillie Dubh, Swarm of Bees, Wood Ward	1 (200 XP)
Crinaea, Lunarchidna (Lesser), Scrofin, Tree Skinner	2 (450 XP)
Crocotta, Fragrant One, Golem (Vine), Hodag, Ssadar	3 (700 XP)
Alchemical Skunk, Dancing Foliage, Death Vulture, Infernal Centaur, Lunarchidna (Greater), Ooze (Amber), Simian (Sulsha), Spellhound	4 (1,100 XP)
Aniwye, Drake (Diminution), Giant Frilled Lizard, Jack of Strings, Lycanthrope (Wereowl), Lymarien Swarm, Manggus, Sasquatch	5 (1,800 XP)
Ashen Custodian, Barometz, Hydra (Bloom), Lunarchidna (Transcendent), Stormboar, Tembril, Werynax, Zouyu	6 (2,300 XP)
Drake (Vine), Shurale, Ulnorya, Vallowex	7 (2,900 XP)
Huecambra, Tetomatli	8 (3,900 XP)
Pine Doom, Thornheart Guardian, Wraith Bear	9 (5,000 XP)
Colláis, Hydra (Chameleon), Nyctli Swarm, Pumpkin King	10 (5,900 XP)
Xing Tian	11 (7,200 XP)
Derendian Moth Abomination	12 (8,400 XP)
Dinosaur (Tricenatorus)	13 (10,000 XP)
Fey Lady (Mistress of Midnight Teeth), Forest Emperor, Yaojing	15 (13,000 XP)

GRASSLAND

Creatures	Challenge (XP)
Dinosaur (Compsognathus)	1/8 (25 XP)
Harefolk, Giant Armadillo, Giant Honey Bee, Bull	1/4 (50 XP)
Brain Hood, Narshark	1/2 (100 XP)
Garlicle, Carnivorous Sod, Dinosaur (Compsognathus Swarm), Pestilence Swarm, Swarm of Bees	1 (200 XP)
Scrofin	2 (450 XP)
Crocotta, Hodag, Brimstone Locusthound	3 (700 XP)
Infernal Centaur	4 (1,100 XP)
Ophidiotaur	5 (1,800 XP)
Werynax, Zouyu	6 (2,300 XP)
Mei Jiao Shou	7 (2,900 XP)
Kami (Hebi-Doku)	8 (3,900 XP)
Anzu, Shukankor	9 (5,000 XP)
Bonespitter, Noth-Norren	13 (10,000 XP))

HILL

Creatures	Challenge (XP)
Orc (Gray)	1/4 (50 XP)
Narshark	1/2 (100 XP)
Balloon Spider	1 (200 XP)
Brimstone Locusthound, Hodag	3 (700 XP)

Death Vulture, Spellhound	4 (1,100 XP)
Drake (Diminution), Ogre (One-Horned)	5 (1,800 XP)
Elemental (Magnetic)	6 (2,300 XP)
Mei Jiao Shou, Sarsaok	7 (2,900 XP)
Dryad (Mountain), Xing Tian	11 (7,200 XP)
Khodumodumo	14 (11,500 XP)
Lava Keeper	18 (20,000 XP)

MOUNTAINS

Creatures	Challenge (XP)
Orc (Gray)	1/4 (50 XP)
Narshark	1/2 (100 XP)
Balloon Spider, Mountain Strider	1 (200 XP)
Drake (Cave), Giant (Abbanith)	3 (700 XP)
Lycanthrope (Wereowl), Ogre (One-Horned)	5 (1,800 XP)
Elemental (Magnetic), Nymph (Mountain), Sapphire Jelly	6 (2,300 XP)
Avalanche Screamer, Sarsaok	7 (2,900 XP)
Drake (Hoard), Magma Octopus	8 (3,900 XP)
Anzu	9 (5,000 XP)
Dryad (Mountain)	11 (7,200 XP)
Thrummren	12 (8,400 XP)
Salamander Monarch	13 (10,000 XP)
Butatsch, Cherufe	14 (11,500 XP)
Fey Lord (Commander of Horn and Gold), Forest Emperor, Yaojing	15 (13,000 XP)
Lava Keeper	18 (20,000 XP)

PLANAR

Creatures	Challenge (XP)
Ahu-Nixta (Drudge), Aviere, Devil (Blood Imp)	1/2 (100 XP)
Chamrosh, Ghillie Dubh, Irid, Sema	1 (200 XP)
Ooze (Ichor), Orphan of the Black	2 (450 XP)
Radiant Spark Swarm, Satarre Destroyer, Satarre Mystic	3 (700 XP)
Angel (Mead Archon), Faceless Wanderer	4 (1,100 XP)
Devil (Arachnocrat), Devil (Scribe), Far Dorocha, Moonkite, Voidpool	5 (1,800 XP)
Akaasit, Demon (Spawn of Alquam), Demon (Spawn of Rhopalocerex), Kaveph, Vexxeh, Wardu	6 (2,300 XP)
Chatterlome, Eonic Savant, Fungi (Ophio)	7 (2,900 XP)
Ahu-Nixta (Cataphract), Astral Devourer, Devil (Tzepharion), Ghast of Leng (Greater), Hantu Penanggal, Hongaek, Kachlian, Snow Terror, Wanyudo	8 (3,900 XP)
Dimensional Shambler, Kami (Sasori Fukurōwashi)	9 (5,000 XP)
Demon (Spawn of Hriggala)	10 (5,900 XP)
Broodmother of Leng, Herald of the Void	11 (7,200 XP)
Angel (Angelic Enforcer), Demon (Culicoid), Infernal Swarm, Satarre (Lord of the Satarre), Stellar Rorqual	12 (8,400 XP)
Noth-Norren, Salamander Monarch	13 (10,000 XP)
Angel (Uridimmu), Demon (Baliri), Drake (Liminal)	14 (11,500 XP)
Fey Lady (Mistress of Midnight Teeth), Fey Lord (Commander of Horn and Gold), Giant (Shadow)	15 (13,000 XP)
Demon Lord (Bathael), Devil (Nephirron)	16 (15,000 XP)
Angel (Angel of Judgment)	18 (20,000 XP)
Arch Devil (Poena, Duke of Retribution)	19 (22,000 XP)
Demon Lord (Rhopalocerex), Harbinger of Wrath	20 (25,000 XP)
Demon Lord (Hriggala, Jaws of Vardesain)	23 (50,000 XP)
Arch Devil (The Curator)	24 (62,000 XP)
Demon Lord (Alsikaya, Screeching Mother of Volcanoes)	28 (120,000 XP)

SWAMP

Creatures	Challenge (XP)
Alligator, Alligator Turtle, Giant Leech, Otterfolk, Resinous Frog	1/4 (50 XP)
Attercroppe, Valkruung	1/2 (100 XP)
Clockwork Leech, Sporous Crab, Spurred Water Skate	1 (200 XP)
Harpy (Egret), Leech Swarm, Rotsam, Scrofin, Swampgas Bubble	2 (450 XP)
Carrier Mosquito, Lazavik, Viiret	3 (700 XP)
Brachyura Shambler, Death Vulture, Giant Water Scorpion, Quickserpent	4 (1,100 XP)
Befouled Weird, Fleshdreg, Manggus, Ophidiotaur, Scarlet Ibis, Willowhaunt	5 (1,800 XP)
Naga (Swamp), Primal Oozer, Rotsam Swarm	6 (2,300 XP)
Drake (Vine), Swamp Lily, Treant (Mangrove), Vallowex	7 (2,900 XP)
Huecambra, Kami (Hebi-Doku), Marsh Dire	8 (3,900 XP)
Kirikari, Murgrik, Thornheart Guardian	9 (5,000 XP)
Animal Lord (Toad King), Peat Mammoth	10 (5,900 XP)
Demon (Culicoid)	12 (8,400 XP)

UNDERGROUND

Creatures	Challenge (XP)
Bilby, Beetle (Lantern)	0 (10 XP)
Fennec Fox, Beetle (Sniffer), Fungi (Pixie's Umbrella), Wicked Skull	1/8 (25 XP)
Giant Armadillo, Orc (Gray), Fungi (Shiftshroom), Cave Goat, Ghoul Bat, Holler Spider	1/4 (50 XP)
Crimson Shambler, Derro Guard, Drake (Light), Fungi (Boomer), Mydnari, Zombie (Cavefish)	1/2 (100 XP)
Pestilence Swarm, Putrescent Slime, Stone Creeper	1 (200 XP)
Derro Explorer, Ophinix, Rock Roach, Swarm of Esteron	2 (450 XP)
Frost Mole, Brimstone Locusthound, Drake (Cave), Giant (Abbanith), Corpse Worm, Ooze (Mineral), Pale Screamer, Gaunt One, Woe Siphon	3 (700 XP)
Emperor's Hyena, Fungi (Strobing), Overshadow, Troll (Deep)	4 (1,100 XP)
Deathweaver, Giant Frilled Lizard, Giant (Phase), Lunarian, Ghoul (Darakhul Spy), Ooze (Eldritch)	5 (1,800 XP)
Sapphire Jelly, Kaveph, Derro Shadowseeker, Ghoul (Bloated)	6 (2,300 XP)
Crystalline Monolith, Fey Revenant, Fungi (Ophio), Walled Horror, Yathon	7 (2,900 XP)
Bloodstone Sentinel, Drake (Hoard), Magma Octopus, Onyx Magistrate, Pal-Rai-Yuk	8 (3,900 XP)
Ghoul (Darakhul Captain), Giant (Thin), Nharyth, Shriekbat	9 (5,000 XP)
Conjoined Queen	10 (5,900 XP)
Galidroo	12 (8,400 XP)
Necrotech (Bone Colossus)	13 (10,000 XP)
Cherufe, Giant (Cave Shaman)	14 (11,500 XP)
Degmadu	28 (120,000 XP)

UNDERWATER

Creatures	Challenge (XP)
Zombie (Cavefish)	1/2 (100 XP)
Alpha Fish, Dragon (Imperial Wyrmling), Drake (Kelp), Pale Screamer	3 (700 XP)
Lycanthrope (Wereshark), Shimmer Seal	5 (1,800 XP)
Akhlut, Tidehunter, Yavalnoi	6 (2,300 XP)
Aalpamac, Haleshi	7 (2,900 XP)
Ikuchi, Pal-Rai-Yuk	8 (3,900 XP)
Gulper Behemoth, Keelbreaker Crab, Oasis Keeper	9 (5,000 XP)
Kelp Eel	10 (5,900 XP)
Dragon (Imperial Young)	11 (7,200 XP)
Illhveli (Kembingur) Necrotech (Death Barque)	12 (8,400 XP)
Carnivorous Ship	13 (10,000 XP)
Butatsch	14 (11,500 XP)
Timingila	15 (13,000 XP)
Illhveli (Nauthveli), Linnorm (Vent)	16 (15,000 XP)
Dragon (Imperial Adult)	20 (25,000 XP)
Dragon (Imperial Ancient)	26 (90,000 XP)

URBAN

Creatures	Challenge (XP)
Kami (Gorao-Ka), Wicked Skull	1/8 (25 XP)
Edjet Initiate, Holler Spider	1/4 (50 XP)
Dragonette (Keyhole), Greed Swarm, Kobold Spellclerk, Valkruung, Yowler	1/2 (100 XP)
Clockwork Leech, Flithidir, Heggarna, Sporous Crab, Stone Creeper	1 (200 XP)
Crinaea, Mad Piper, Orphan of the Black	2 (450 XP)
Bleakheart, Catscratch, Gaunt One, Shadow Boxer, Snake with a Hundred Mage Hands, Woe Siphon	3 (700 XP)
Alchemical Skunk, Animated Bearskin Rug, August Rooster, Death Vulture, Falsifier Fog, Gremlin (Rum Lord), Ortifex	4 (1,100 XP)
Empusa, Ghoul (Darakhul Spy), Jack of Strings, Knight Ab-errant, Lycanthrope (Wereowl), Lycanthrope (Wereshark), Ooze (Eldritch)	5 (1,800 XP)
Clockwork Tiger, Hooden Horse, Kami (Naizu-Ha), Mummy (Scroll)	6 (2,300 XP)
Repository, Silenal, Walled Horror	7 (2,900 XP)
Bloodstone Sentinel, Kami (Hebi-Doku), Locksmith, Onyx Magistrate, Tetomatli	8 (3,900 XP)
Ghoul (Darakhul Captain), Giant (Thin), Huli Jing, Righteous Sentinel	9 (5,000 XP)
Conjoined Queen, Luck Leech	10 (5,900 XP)
Black Crier, Herald of Slaughter	11 (7,200 XP)
Chronomatic Enhancer, Lich (Virtuoso)	12 (8,400 XP)
Clockwork Archon, Vampire (Psychic)	13 (10,000 XP)
Fey Lady (Mistress of Midnight Teeth)	15 (13,000 XP)

Tome of Beasts II

Pawns

Pawn stands not included.

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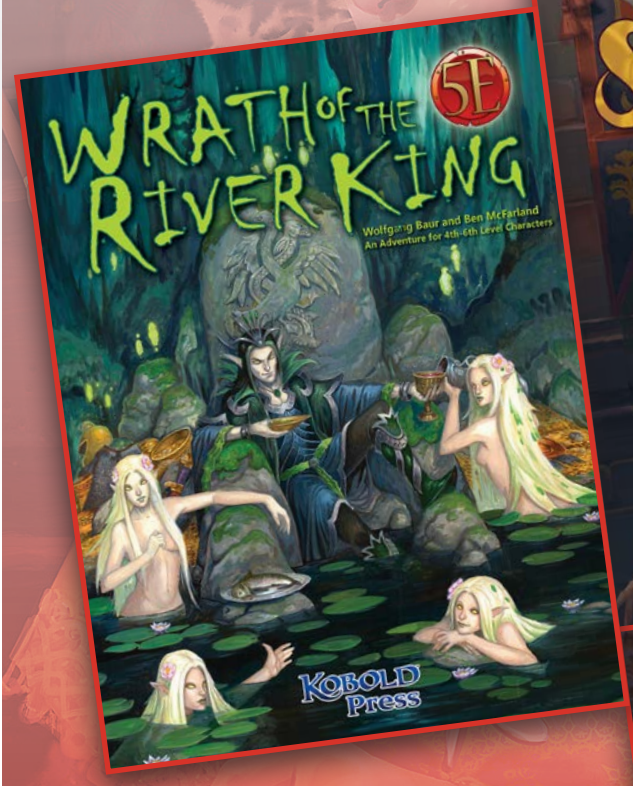

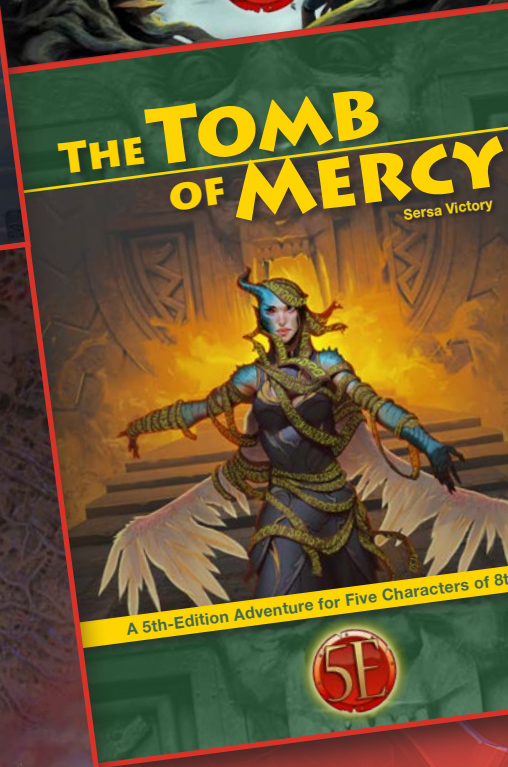

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