

THE BOOK OF MONSTROUS MIGHT

NEW MONSTERS, PLAYABLE RACES & UNUSUAL TACTICS

MARK A. HART, BRIAN BERG & DANNY GRIMES



TABLETOP



MASTERY



“The monsters were never under my bed. Because the monsters were inside my head. I fear no monsters, for no monsters I see. Because all this time the monster has been me.” - Nikita Gill

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INTRODUCTION

A FEW WORDS BY LUKE GYGAX



Greetings and well met fellow adventurers! You hold in your hands a most useful item for player and game master alike. This compendium is literally the B.O.M.M., or Book of Monstrous Might! You must forgive me for the terrible pun, but after over 31 years of military service, I see acronyms everywhere and I simply couldn't resist that one. The only thing I have more experience with than soldiering is tabletop gaming.

My earliest memories are of playing games around the table with my father, E. Gary Gygax, my family, and my friends many of whom worked for TSR during the "Golden Age" in the late 1970s and early 1980s. I still get to see many of these old friends in March of every year when we gather together in my hometown of Lake Geneva, WI to celebrate the life and works of my father at Gary Con. It's through my role as the Founder of Gary Con that I heard about Total Party Kill Games and met their head honcho, Brian Berg.

TPK Games and Brian were among the earliest vendors supporting a nascent Gary Con, and so I feel like I know the quality of the man and his company. So, when I was

invited to draft this foreword, I gladly agreed. I only wish that my schedule at the time would have allowed me to have submitted a creature of my own to this awesome assemblage of creativity.

What you clutch in your eager hands right now is a tome of eldritch lore compiled and distilled from a myriad of dusty scrolls, discolored vellum and other volumes of arcana. This book will provide you with power! Knowledge is power, dear reader. These pages detail many new foes, intriguing allies, mysterious entities as well as heretofore untold techniques, tactics and procedures that will add depth and dimension to your campaign.

Half-dwarves, umbral elves, half-giants, centaur variants and more are found here, to name a few, and all with the three vital components to any element of your game—fun, flavor and feel! The Book of Monstrous Might extends an essential cornerstone of role-playing enjoyment to your players—a sense of wonder.

The most epic and memorable adventures invariably include exploration into the unknown. Think back to the first time you held a fist full of polyhedral dice facing off against a creature that you knew literally nothing about. All you had to go on was the GM's description before uttering that time-worn phrase, "Roll for initiative!"

For me, the overwhelming appeal of fantasy role-playing gaming is rooted in the idea of discovery. The roots of the original RPG, Dungeons & Dragons™, are steeped in this very idea. Old school gaming pitted the players' bravado against the GMs cunning in tests of their mettle. If the adventurers were wise and a little lucky, they could reap rewards in the form of treasure: stacks of gold, magical powers or essential clues to a larger mystery. The dungeon itself was a puzzle for the players to solve.

For example, Greyhawk Castle had many labyrinthine levels and never once would my father show me the map to make sure I drew it correctly. Verbal description alone was all we had to go on and counting out squares on graph paper was the only method for exploring passages and portals. When the hastily etched lines didn't quite match up correctly we went looking for areas that could hold secret rooms. Of course this was made more challenging with the addition of sloping corridors, one way doors,

slides to lower levels, and magical teleporters. Piecing together an accurate map of a level felt like quite an accomplishment and although this element of discovery is no longer widely utilized in today's FRPG play, we all still love to be surprised by new enemies.

Prior to my father creating Dungeons & Dragons™, mythical creatures and fairies were not strictly codified. Elves appeared in Tolkien's works but they were very different than the alfar of Norse myth or the small fey creatures in Anglo-Saxon myths. Terms like goblin, troll, orc and ogre could be used almost interchangeably to describe some evil supernatural being. There was no clear definition of their height, appearance, habits, habitat or what powers they might possess. These details were revealed in the telling, allowing the author to maintain a wide-eyed sense of wonder—and keep the readers on their toes. This approach is often unsatisfying for the active gamer, who is participating in the story AS it unfolds and not simply and passively going along for the ride. Consistency is key in a game world and the rules of the road need to be easily understood to gain maximum enjoyment for GM's and players alike.

Creativity and surprise are likewise critical to engaging and tantalizing your players and you may paint a tapestry of strange and otherworldly creatures, setting and plots. However, the mechanics of the game must hold true from session to session or else your players will cry foul. And for good reason. The game is more than a story or plot, it's an interactive space where the GM and players each have a role to play and actions to take. Spells should operate the same way from session to session, creatures require equivalent stats or the sense of shared reality is diminished. Most importantly game mechanics allow common basis to resolve challenges, conduct investigations, interact with other characters and often engage in battles of a mundane and magical nature.

For these reasons catalogs of creatures were created to give GMs a plethora of foes to populate their castles, catacombs, and caverns. However, despite the admonitions of designers and DMs, what do we as players do? We seek out these manuals of monsters and study them. I know it was one of my most favored pastimes as a boy of nine or ten years old. I read those entries reverently, committing the information on their hit points, attacks, powers and special defenses to memory. It quickly became easy for me to immediately recognize what monster I encountered as well as all of its strengths and weaknesses as soon as it was described. A seven foot

tall green bipedal creature with big black eyes, bushy black hair and long claws is a troll. Time to break out the oil and torches. Recognizing a flesh golem leads to the immediate choice of avoiding lightning spells. Even a minor clue that my foe was a rakshasa and I would start digging through my pack for that one-shot, one-kill blessed crossbow bolt. This knowledge gained me more experience points, but an essential element of enjoyment was forfeited as a result. Thankfully, a long list of designers are constantly working to challenge us as players, creating new puzzles, tactics, classes, monsters and magic to keep the game fresh.

My very first character was Otis, a ranger serving Jaroo, the Druid of The Grove, in the Village of Hommlett. Our group hired men-at-arms to explore the Moathouse and to discover what lay within. Throughout that adventure, Otis slowly began to investigate why the hill giant chief was up to no good, and then exploring the Glacial Rift of the frost giants and finally infiltrating the halls of the fire giant king.

These early adventures were simply amazing! Lots of die rolling for "Little Lukers" with epic bonuses against all those giants! And just as we thought we had routed the evil and put everything right we discovered the power behind it all, the drow. It may be hard to imagine today, but no one knew what a drow was back then.

There was a scant reference to drow under elf in the Monster Manual, essentially a fluffy description, with no real stats. So imagine the shock we experienced encountering these strange beings wielding dark powers, virulent poisons, and a confounding resistance to our magical spells. They lived in this wondrous place called the Underdark! Suddenly we went from cocky confidence to wary caution. We took time to observe and make careful notes, and assumptions went out the window. The fear of the unknown was back in play and the game was better than ever.

Really, it is that fear, the unanswerable question in your mind about what is going to happen if you choose this or that spell, tactic, or weapon, which is the primary ingredient for an exciting and memorable adventuring experience as a player. This tome holds those ingredients ready to be combined by players, characters and game masters into colorful new combinations.

Luke Gyax

December 19, 2020

Calabasas, CA

THE MONSTROUS IMPACT OF DUNGEONS & DRAGONS



Growing up in small-town Iowa in the 80s and 90s on the banks of the Mississippi was nothing to brag about. What was once a bustling industrial city had given way to a depressing and crime-ridden town on the way to Chicago. Jobs had moved overseas and with that came an overall reduction in wages and prospects for the future.

While the overall scene was pretty depressing, my family always had food and or other basics. But while we had enough to get by, there were plenty of used clothes, and luxuries like toys or video games were something you needed to earn. It seemed like a chore then, but looking back, learning the value of work was pretty important. While I never really knew anyone wealthy, I did know a lot of people living in poverty.

My alternatives, as I saw through the eyes of a teenager, was to either: join the no-nope, low-income future that led to addiction, crime, and incarceration, or I could start imagining a better place until I was old enough to make my dreams a reality.

I was intelligent enough to absorb my education but lacked the wisdom to care much. I did well on tests. I spent most of my time lost in fiction books. It kept me in my head, and I was off the streets and out of trouble.

Eighth grade English was a year-long fantastical sojourn reading Tolkien, starting with the *Hobbit* and sailing through the *Lord of the Rings*. The worlds of Howard, Moorcock, Asprin, Rice, Feist, and more were opening my eyes wide. I realized with some reluctance that school might have some redeeming aspects.

Meanwhile, my friends were increasingly focused on girls, drinking, and getting high. It was mostly harmless fun, but I learned how bad decisions could quickly get worse. One of my close friends stole a car while messed up and led the police on a high-speed car chase. He lost control of the vehicle and ultimately lost his life.

That gave me a really good hard look at how the choices made have real consequences on your life. Struggling on the journey to find out who I was, I wandered emotionally and intellectually for a time. I learned who my real friends were and were not. I gravitated to the more rebellious teens, much like myself, because they were unapologetically genuine. I very distinctly recall the day one of my new friends asked if I'd ever played *Dungeons & Dragons*™. I had no clue what that was, thinking it was a board game. It was much more. It was a turning point in my life.

Eventually, I started to calm down and see the difference between real friends and fake behavior. I slowly started to hang with new friends, and while they were still pretty rowdy, they were also amazingly genuine. I was finally invited to play D&D, which I'd never heard of. This was the beginning of everything that came later and a real turning point in my life.

Soon we had our hands on *Player's Handbooks* and *Monster Manuals*. We were fiending to read folios and live in this fantastical world every single day. Hell, we didn't even know all the rules - we simply made them up as we went along until we absorbed the esoteric rules to this amazing game. I had found this game at precisely the right moment in my life.

Soon D&D was in its second edition, and boy do I miss those glorious golden days of lore and not just stat blocks. I had to get a job at 14 just to afford all the amazing books that were coming out each month, and I simply had to have them all! Every paycheck was quickly spent on new reading material, and the cashiers at *Waldenbooks* and the hobby stores knew me by name.

Up to this point, role-playing games were a "geeks only", basement-dwelling pastime. Hobby stores were a place to buy model airplanes and tanks to build and display on a shelf. Suddenly there seemed to be a lot more people at the hobby

store, with dice in one hand and a players guide in the other. It wasn't just fantasy anymore: there were horror games and science fiction games and old west games. All of this led the owners of the local hobby shop to open a space above the store for a D&D club. You had to pay minimal dues, but those few bucks bought a lot of late-night hang time with fellow gamers who were just as excited as me. The staff GM was a juggler of the highest order. How he managed to wrangle that many players while keeping the story interesting and challenging still boggles my mind.

Everyone seemed to be welcoming; you didn't have to be cool, or have a lot of money. This was way before the modern era of gaming, but even then, you could see the early glimmers of inclusion that made this game powerfully liberating. It's one of the reasons that I am still happy to listen to excited gamers tell me about their experiences (even long-winded character descriptions).

As time passed, I reached the point where a lot of folks naturally let gaming recede into childhood memories. Other priorities were coming into focus, like the need to find a real job and get on with life as a responsible adult. So at 20, I moved away and left behind that core group of friends that had been so pivotal a few years earlier. It was bittersweet, but truthfully, many of them weren't doing much with their lives, and the rest of them were already on their way to college. Given the alternatives, I decided to pack up and move to a fun university town and fill my time with drinking, partying, and occasionally studying.

I had a pretty good time those first years at the university and was thrilled to find out that I didn't need to leave gaming behind. There were plenty of folks in my new town that played. We just added beer to the equation. It was beginning to dawn on me that D&D was more than "something constructive to do," my interest in fantasy had side benefits for my studies in reality.

History was endlessly fascinating as a source of background information for my games: places, people, and events were great blueprints for writing and designing adventures. Excel was way more than a simple calculating spreadsheet; it was an entire organizational system for my monster stats and character details. My writing skills were taking a serious step up since I was writing for enjoyment and not simply as an assigned requirement.

Gathering with my gaming group provided a necessary pressure valve for the stresses in my life, and it was still a lot of fun. By then, I had started to wonder if someday I could find a way to make it into a business and publish my own creative endeavors.

I'd escaped the depression and hopelessness of my hometown without ever being arrested or involved with gangs. I had found a voice at the game table and dabbled with writing. In school, I was starting to learn what it took to lead and motivate others.

But even as the years began to pass, D&D remained. We called it by different names, as we played various RPGs religiously. Everywhere I lived, I instantly made friends with people over a shared love for the hobby.

D&D was our poker night. It was our Monday Night Football. We gathered weekly or bi-weekly, sometimes even just once a month, as life grew more complicated. But it was time well spent: I made many friends through gaming that remain close friends, today.

Despite all the positives, there was more struggle in my future. My first marriage was imploding, forcing me to file for divorce. It was a difficult time, and it provided a necessary nudge to reassess my choices. I was unsure if I had made the right moves, but out of that mess, I was finally able to make myself a promise.

I vowed that I was going to pursue challenges that brought me happiness and would try to avoid taking on things solely for the sake of success or what others expected of me. If I wanted to try something, I was free to do so. It was seriously liberating, even when my choices were difficult.

Despite all that, it still seemed like a remote possibility that I'd be writing and publishing role-playing books or be close friends with the very people who wrote so many of those early games, I revered.

Prior to my divorce, I had been volunteering my time on fan-groups for the Rifts RPG, converting content to the d20 system. But after a decade of fan support, in November of 2010, I took the plunge into publishing my own stuff. My business partner and I designed some gamebooks with a dark fantasy theme. I knew immediately that I was on the right path.

Those first works were pretty rough. We had to admit that we weren't book publishers. We were just a couple of guys with a naive dream of "making it rich" in the gaming industry. Looking back today, that phrase seems laughable. But, at that time, it appealed to my rebellious nature. I wanted to be a publisher, and I was going to be, dammit!

So we forged ever onward and sought to improve our abilities with each new product. With our rudimentary publications, I even started touring the convention circuit in the Midwest, making more friends and fans along the way.

But we weren't really a money-making entity, more like a garage band. I recall sleeping on friend's couches in the cities we were working in because I couldn't afford hotels. But it never stopped us, and we kept writing and kept learning.

Then we discovered Kickstarter. Our first major adventure was written but not ready for release. We knew we couldn't afford the art and cartography. So, we decided to crowdsource some funding. The initial response went incredibly well, and we secured more than enough to produce "The Bleeding Hollow," one of our favorite adventures to this day.

That Kickstarter campaign was what allowed us to transform into a real business entity and fulfill my childhood dream of publishing D&D content and getting paid for it. At the same time, I was about to graduate from college as a returning student with a focus on management and organizational psychology.

My new wife had just taken a job, and we decided to take the plunge into publishing full time. The next three years were both amazing and terrifying. There were months where we barely paid the bills and others where I made more money than I ever had working for someone else.

Then there was the month that our "Fifth Edition Options" release outsold the 5E Dungeon Master's Guide on Amazon! I finally felt that I had "made it" in the gaming industry. I was successfully living on my earnings, providing for my family. Digital pirates were distributing my work everywhere. I was flattered.

That early introduction to D&D made such a tremendous impact on my future. I suspect my story is one that is not terribly dissimilar to many other writers. Role-playing games have touched many of us in similar ways. We all have our monsters to deal with. Each writer bears their own demons, and some of us choose to drive them back with tales of swords +1 and wands of fireball. It's not just a shared hobby; it's a shared experience.

So thank you again for allowing me to continue doing what I do. I've beaten the odds in every way and write these products for the mutual enjoyment of us all. Enjoy, and be kind to one another. You never know the journey others have taken to get to where they stand today.

-Brian Berg
January 2021
Cedar Falls, IA



THE TREASURES FIVE

BY AARON HOLLINGSWORTH

“Bury me not with wealth, but with treasure! I cannot spend money in the Twisting Tomb. Only the treasures of my life will appease me in death. Leave me with nothing but my Treasures Five, and not only will I rest satisfied, but the realm will continue in its prosperity.”

Thus were the dying words of King Urvarl, but they would not be his last. The conquering warlord and unifier of the Pakarakian tribes, Urvarl son of Haehl, felt an undying responsibility for the kingdom he had forged. He could not abandon it, so resolute was his sense of obligation.

Having no surviving sons, Urvarl gave the hand of his only daughter to his chief advisor, the fell necromancer, Vhagfon. In return, the necromancer transformed his dying father-in-law into a deathless wight, so that the founding king of Nortumbry might ever bear witness to the undying glory of his realm, and to preserve the very spirit that forged the realm.

King Urvarl’s death was more of an abdication than a mortal passing. He was given the Twisting Tomb as his barrow and five treasures to keep him content and the realm prosperous. Each of these Treasures Five were of precious and sentimental import, as well as powerful magical artifacts.

The first treasure was Bitebeak the Thrice Broken and Thrice Reforged—his favored battleax that he had carried throughout his beardless youth and his bloody conquests. Bitebeak had outlived all of his closest friends and even slew a few in times of inner conflict. On his deathbed the king had decreed, “As long as Bitebeak remains with me, its master, the realm shall never want for courageous warriors.”

The second of the Treasures Five was the cleft skull of Denrakol the Minotaur. Before Urvarl rose to power by uniting the clans, the land of Nortumbry was plagued by a monstrous bull-man who inhabited a labyrinth of tunnels beneath Mount Forlorn. Every few nights, the cunning beast would creep from his lair to carry back some winsome youth or robust maiden. The victim would be borne away into the Minotaur’s den of confusion to suffer many indignities and tortures before ultimately becoming

part of the monster’s larder. Sometimes, criminal outcasts from the nearby clans would be given as offerings to Denrakol in hopes of appeasing him. But such sacrifices had soon proved insufficient to the peace of the land and the appetites of the monster.

A hero was needed, and many would-be heroes entered the labyrinth under Mount Forlorn to find and slay the Minotaur. But Denrakol was as cunning as he was cruel. No intruding stranger knew his home better than him. Though the best of every clan’s warriors made bold attempts to root out the beast, none even emerged from those dark tunnels again.

It was not until a young Ulvarl himself came to Nortumbry as an adventuring mercenary that the Minotaur’s fate, at last, would be determined. Armed with naught but his wits, courage, and his ax, Bitebeak, Urvarl entered the tunnels of Denrakol for three days and nights. On the first evening, he took a wound from the monster before fleeing to hide in the tunnels of the maze. On the second evening, it was Denrakol who took a wound from the man before turning himself to flee and skulk. On the third evening, both foes dealt each other a wound. The crushing blow of the Minotaur broke five of the warrior’s ribs, but Urvarl cleaved the broad brow of the monster with such force that Bitebeak’s steel head broke off its haft and embedded itself in the skull of that vile abomination. Thus was Denrakol slain. Thus was Bitebeak first broken. Thus did Urvarl prove himself a hero to the nearby clans when he showed them the cleft head. By this deed and others did he eventually gain control of those clans and the rest of them.

In the preservation of this monster’s skull, a charm was instilled: That no puzzle or riddle might go unsolved for the rightful king of Nortumbry for as long as the treasure remained within the land’s boundaries.

The third treasure was the Braid of Imulee. When Urvarl slew Wandrin Bearfist, the last of the Nortum chieftains in single combat, he took his foe’s daughter to wife. Mourning her fallen father, the fair Imulee tried to cut off her tresses, as was the custom, but Urvarl would not permit it.



“What is the meaning of this? This is my tomb! This is my royal person! Who dares gnaw the bones of the first king of Nortumbry?”

“I forbid you from cutting your glorious hair, for it is the glory I have rightfully won! I am now your king and you are the first Queen of Nortumbry. You will continue to look every inch a queen, and you will only cut your hair in mourning once I myself have perished.”

Though the first queen of Nortumbry died centuries ago, and her bones now rest beside the grave of her father and kinsmen, her amber and silver braid hangs uncorrupted in the pitchblack chamber of the undying king. And it is believed that for as long as the braid remains in his possession, the land would ever be populated by fair and strong women.

The fourth treasure was the Black Book of Anzertout, a tome of reflections inked solely by the king’s own hand. A prodigy in combat and tactics, warfare had come easy to him. Proudful was he in this, yet not half as proudful as his hard-learned abilities in administration. Not only was he lettered and versed in sums, but Urvarl had read the books of wise men and distilled their wisdom into his own book. For three years on end during his reign, no scribe in the king’s employ was allowed to copy any work but his Black Book.

To his people, he proclaimed, “Let this book forever be the foundation of our laws and customs, of our traditions

and our cultural wisdom. Let no church, library, or lord's collection ever be in want of a copy, and we will all continue to be of one mind and sensibility."

The last treasure, and perhaps the most bittersweet to the ancient king, was a silver statuette of a majestic stallion. With the right spoken command, the object could move as if alive—whinny, prance, jump, and dash. It had been the toy of the child Prince Hjarlo, the heir apparent who died a month before his eleventh birthday and whose untimely death had crippled the king with grief for years afterward. It is whispered that the Prince's spirit now inhabits the silver horse and that it guides the souls of dead children to the afterlife.

After seventy-six years of life and a fifty-two-year reign as king, Urvarl decided to make that same labyrinth he slew Denrakol his place of rest eternal, renaming it the Twisting Tomb. In his winter years, he would often say, "I never felt more alive than when I slew that slobbering brute! Therefore, enter my restless remains in that place where my greatest personal victory was won!"

And so it came to be that Urvarl the First, Founding King of Nortumbry, resided evermore in the Twisted Tomb under Mount Forlorn as a barrow wight. Content to while away eternity by the grace of his Treasures Five, for when he caressed them with his boney fingers, the many memories they stirred were fresh, vivid, and fulfilling.

None but his descendants were permitted to enter and leave his tomb. And it was expected of the proceeding kings of Nortumbry that they would venture into those passages to commune with their forefather in all matters of import. Over that first century, the kings and princes paid their respects at every moon's turn without fail. In the second century, his descendants descended once a season or perhaps twice a year. During the third century of the dynasty, a newly crowned king would venture down to visit Urvarl but once, and only as a customary initiation of becoming the monarch. During the fourth century, he was visited only twice. Once by a descendant who sought old knowledge that the wight did not end up knowing, the other a child princeling who merely wished to know if the wight was real. The boy ran away screaming.

After that, and for the last hundred years, King Urvarl had received no visitors other than the occasional vagabond or curious animal that wandered inside. He dealt with such intruders in like fashion, slamming them to lifeless heaps with his stone-hard fists. Sometimes, as he meandered through his maze-like mausoleum, he

would wonder how his kingdom in the outside world was fairing. Did his descendants still rule over Nortumbry? Did people still obey his old laws? Did time honor his traditions? Was he still remembered, even if only as a bit of trivia in a bard's historical recollection?

Eventually, these questions became more and more irrelevant. King Urvarl still had his Treasures Five, after all. These trophies of his living triumphs were all he needed to remain content in his lightness, ever-twisting abode. Holding Bitebeak's haft still made him feel like a conqueror. Caressing the Braid of Imulee recalled to his dried flesh the past pleasures of her private company. His Black Book stimulated his mind with intellectual nostalgia. The Silver Stallion recalled to him the joyous laughter of his son long dead. The Minotaur's skull reminded him of his undying martial prowess. What use had he for the world outside as long as he still possessed his precious Treasures Five? He was content, or at the very least, complacent.

Then the graverobbers started coming. No mere vagabonds were these, but capable adventurers equipped with special training, formidable spells, and weapons dangerous even to his own undead person. If such enterprising filth were allowed to intrude upon his barrow, it could only mean that King Urvarl was truly on his own. Truly alone. Alone and forgotten, the first and last of his glorious legacy. He would guard his person, his tomb, and his Treasures Five, for they were all that was left of his reality. There was no present or future for the ancient barrow wight, only a past worth protecting.

He may have been the lone creature in that loathsome labyrinth, but Urvarl was the master of it. Not only did he know every twist and turn of the Twisting Tomb, but every secret door, every pitfall, and dead-end, every peeping hole to passages beyond. Even without him there, the Twisting Tomb was a hazardous place to get lost in. Sometimes intruders would use pieces of chalk or balls of twine to retrace their steps, but such things are easy to clean up after. The ill-prepared graverobbers would usually get lost, and after a week or so, hunger and thirst would make them easy for Urvarl to dispatch. But sometimes, through luck or cleverness, an adventurer or group of adventurers would come too close to his inner sanctum, too close to his Treasures Five! Then the wight would have to confront them directly and with unmerciful swiftness. His most proven tactic was to get them into a narrow passage, preferably near a dead-end, creep up from behind them, and crush them all at once with the deadly

slams of his cadaverous arms. He took no chances, nor did he give any.

Never once did he take delight or satisfaction slaying these robbers. They were pests to him, vermin to be stamped out. Thieves and nothing more. Even the beastly Denrakol had been a more worthy opponent than the scum who dared to delve into his crooked crypt.

Only once in the ten decades of defending his lair from adventurers was Urvarl forced to take up Bitebeak from its pedestal. His foe was a knight of some holy god, a fully-armored champion of light whose sword blazed with a power that cut into the wight's body with ease. In hateful desperation, Urvarl fought this knight in the very chamber of his Treasures Five. Long and tedious was this duel, with Urvarl most staying on the defensive until the living warrior grew exhausted in his heavy full-plate. Much relieved was the barrow wight when he finally dealt the warrior a death blow.

On this particular night, which was to be his last, King Urvarl lay upon the ornate stone slab in his vault, absently-yet-possessively stroking the treasured braid of his look dead wife, when his keen dead ears detected the distant and muffled sound of footsteps. Sitting up from his repose and hopping off the slab, he went over to the wall to place the braid back onto its brass hook. Holding perfectly still, he listened.

By his reckoning, there were at least five intruders, all of them running through the tunnels, rushing without any apparent regard for hidden dangers. It reminded Urvarl of when his children would run about his castle hallways, playing games of tag. The intruders were all light-footed but seemed to take no pains in sneaking at all. This was a new kind of intrusion that baffled the old wight. In less than a moment's time, his bafflement became outrage. How dare they, whoever they were, flood into his passages so boldly? This was the tomb of a king, the first king of Nortumbry! With immediacy, he plunged into his tunnels to deal with the infestation.

Utterly without light were the tunnels of the Twisting Tomb. King Urvarl had no need, for his undead eyes could see all things save for color in the pitch blackness. Moving swift and silent, ever listening, the wight sensed someone running from around the next corner. As soon as he spotted the runner, he lashed out with his boney fist, catching the intruder just under the jaw. Bone shattered, and teeth scattered every which way as the intruder fell motionless upon the stone floor. Urvarl stomped the

man's windpipe for good measure and continued on to find the others.

Moving through the tunnels, left, left, right, left, right, he found another unwelcome visitor. For just an instant, their eyes met before the intruder leaped at him for a diving tackle, but the wight slammed his fist down like a hammer upon the back of the man's neck, knocking the skull loose from the vertebrae.

As he darted and skulked through his labyrinth, he dispatched the rest of his unwelcome guests. Without breaking his stride, he crushed the third man's head by pummeling it against a wall. He shredded a fourth man's lungs to ribbons by splintering the man's rib cage with three solid blows. He pounded the last man's innards into paste before cracking his skull like an egg. He never stopped to examine any of them, not until he searched every inch of his many winding halls to make certain he had mortally wound every last one. He could not be fully certain his treasures were safe until he had thoroughly cleansed his tomb of all living things.

Finding the rest of the tunnels empty, he turned back the way he came. As he rounded a corner, expecting to see the corpse of his most recent kill, he was surprised to see the body was missing.

Did I make a wrong turn? No. I never make wrong turns. That man must still be alive...somewhere...no doubt dragging himself into some corner to die from his wounds. A hardy man, I will give him that.

In the next passage, he paused again, startled to find another body missing.

Impossible! That man was dead! Deader than me!

He rushed on, a dread growing within him, a dread which doubled in magnitude each time he expected to find a body but found none. All he found were empty passages. Not even a trace of blood remained.

Where are they all? Did I dream of these intruders? No! I only dream when touching my Treasures Five!

A realization comes to him, and a feeling like desperate panic rattled his ancient frame.

My Treasures Five! Is some illusionist mage creating phantoms for me to fight whilst their companions loot my tomb? Have I been duped by some glamour in an attempt to draw me away from my precious collection?

Forsaking stealth for speed, the barrow wight sprinted through the winding tunnels, his feet slapping the stone

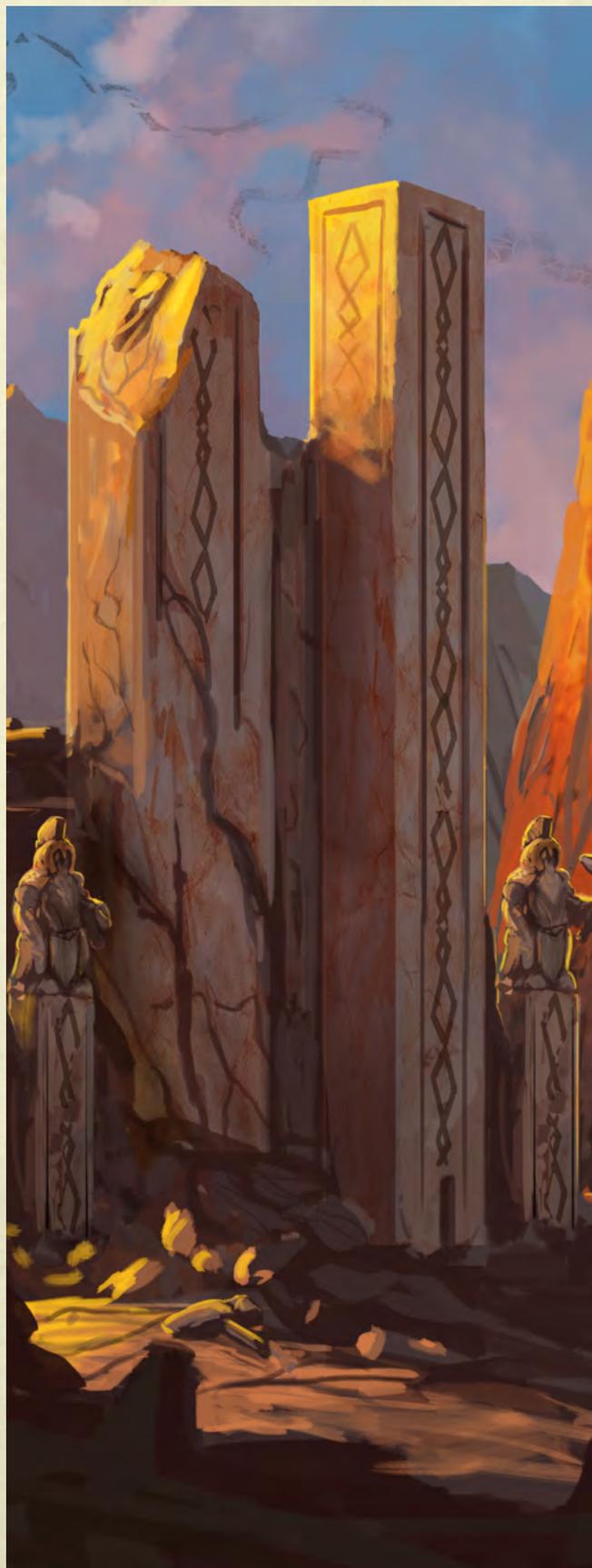
floor. He ran with a single-minded obsession distilled by centuries of covetous keeping. His treasures were more than mere treasures. They were his memories. They were him! His vision became more narrow than the tunnel down which he ran. When he finally reached the inner chamber, his pale eyes darted about, doing a swift inventory of his collection. It was all still here, untouched! The braid, the book, the toy horse, the ax, and the skull. Urvarl was so relieved to see his treasures, so focused upon them, that he did not see the five crawling shapes pounce at him from the corners of the room. They had him down in an instant, and the feast began.

As claws like knives and teeth like needles tore into his dead flesh, King Urvarl screamed, more in outrage than in pain.

“What is the meaning of this? This is my tomb! This is my royal person! Who dares gnaw the bones of the first king of Nortumbry?”

He received no answer as the intruders pulled him apart. They could have explained to Urvarl that ghouls and wights are natural enemies, ghouls being of an unruly disposition and wights being creatures of habit. They could have told him that to them, corpse flesh was food, but wight flesh was a delicacy. They could have explained to him that the local crypt was now overpopulated with ghouls and that this pack was now taking up residency in his Twisting Tomb. But the ghouls did not bother, for their mouths were full, and they were all quite hungry.

The Treasures Five still reside in the Twisting Tomb. Bitebeak is a rusted shadow of its former self, a discarded chunk of refuse in an ever-growing pile of bones. The Black Book of Anzertout exists as moldy fragments strewn throughout the tunnels. The cleft skull of the Minotaur serves as the headdress for the chief ghoul, whoever that might be on a particular month. The Braid of Imulee is worn as a wig by Sygna, the ghoul queen, who attached it to her scalp with coffin nails. As for the toy silver horse, the tiny construct actively avoids the foul scavengers that now haunt the tomb under Mount Forlorn. Possessed of some uncanny sentience, the statuette, now black with tarnish, hides from the ghouls in the hope of one day leading someone into the crooked crypt to cleanse it of its anarchic malevolence.





CHAPTER ONE

WHAT'S IN THIS BOOK?

Every creature has one or more Hit Dice. Characters possess as many Hit Dice as they have levels, whereas a monster's stat block describes how many Hit Dice it has. For example, a 5th-level character has 5 Hit Dice, while a typical troll has 8 Hit Dice.

In the core rules, a character can expend one, some, or all their Hit Dice to heal hit points following a short rest. Players often overlook this rule or rarely use it, thanks to the ready availability of magical healing, which represents a missed opportunity. What if characters could put those neglected Hit Dice to work in some other way?

TPK Games introduced the idea of spending Hit Dice for benefits beyond healing in their *Recovery Dice Options* book. So, in lieu of standard Hit Dice, a 5th level character would have 5 Recovery Dice to spend. Using the Recovery Dice concept, a character could choose from several thematic options when they spend Recovery Dice. Doing so would allow them to perform special attacks and maneuvers, albeit at the cost of no longer having those dice available for healing later.

Thanks to the Recovery Dice concept, player characters gained a host of new and fun options. But, what about the monsters?

We've decided the time has come to level the battlefield. This book contains hundreds of options for monsters to spend their Recovery Dice, making the world a bit more dangerous and unpredictable for characters. By using this game mechanic, monsters can spend their Recovery Dice to perform special tricks and attacks, inflict additional damage, or accomplish exceptional feats with the traits and powers they already possess. One of the best parts about this is that the GM doesn't need to change any monster's stat block to take advantage of these options.

Each option in this book lists its cost in Recovery Dice. In some cases, after the monster spends its dice, it simply rolls them and applies the total in some way. In many other cases, however, the monster spends the requisite number of dice to gain the benefit described.

ROLE-BASED OPTIONS

Every monster has strengths and weaknesses. Some monsters, like giants, ogres, and trolls, dish out lots of melee damage and soak up damage themselves. Other monsters, such as wraiths and shadows, use their special abilities to attack from unexpected directions or sneak around enemy defenders.

One easy way to help the GM use a monster to the best of its abilities involves combat roles. A creature's combat role quickly describes how a monster fights and how its special abilities can affect the battlefield or its enemies. For example, a Brute tends to have plenty of hit points, high Strength, and the ability to inflict lots of melee damage, while a Medic does what the name implies—heals and buffs its allies.

We've broken down combat roles into nine categories and provided examples of monsters appropriate for each. These roles aren't prescriptive or exclusionary; it's possible for a monster to fill more than one role depending on which of its traits it uses and how. Each role also provides a few appropriate Recovery Dice options. This offers a quick and easy way for the GM to use Recovery Dice without much preparation or bookkeeping. The GM decides what role a given monster plays in an encounter and allows it to spend its Recovery Dice on those options.

COMBAT OPTIONS

The Recovery Dice mechanic allows characters and monsters to trigger cool, fun, and entertaining options. Now, what if we take the concept a step further and weave this mechanic into how combat works? The GM and players can modify the existing combat rules with Recovery Dice in mind to make battles less predictable and more lethal or to give the campaign a grittier, more



old-school feel. The following options allow you to adjust how healing, damage, and criticals interact with Recovery Dice.

MONSTROUS OPTIONS

Now we come to the meat of this book. This chapter provides Recovery Dice options for a vast array of monsters listed in alphabetical order. Each monster entry includes one or more options designed to fit the creature's

theme, design, and abilities as described in the core rules. Thus, trolls don't become immune to acid and fire damage, and a gelatinous cube doesn't suddenly develop psionics by spending their dice.

Although this book provides options for many different monsters, this doesn't mean every monster in every combat needs or should use Recovery Dice. Allowing a monster to spend Recovery Dice makes them more noticeable, unusual, and individualized, which makes this option perfect for boss monsters and unique encounters. For example, if the characters encounter a dozen kobolds



led by a shaman, it works best for the shaman to spend their dice but not the rank-and-file kobolds. The more monsters spending dice in an encounter, the more complex it becomes for the GM to run, and the more time it may take per turn.

When the GM wants to give a monster a few Recovery Dice options, they don't need to make special preparations for the encounter. Once the encounter begins, the GM can open this book, pick one of the chosen monster's options, spend the Recovery Dice and watch the looks of surprised, shocked, and horrified players as they exclaim "that's not in the rules!"

One of the other benefits of giving a monster Recovery Dice is how doing so can spark new ideas and possibilities in and out of combat. For example, check out the option *Bringer of Nightmares*, for the hag. Although this option can prove valuable in a fight, it also offers the GM some fun plot hooks and ideas outside of combat. The hag doesn't necessarily have to use the knowledge it acquires right away; it could sell the information to the character's enemies or hold it in reserve for future vengeance. Sure, there's a time limit on the hag's ability to frighten their target, but the knowledge itself remains valuable for a long time.

USING RECOVERY DICE

Total Party Kill Games first introduced Recovery Dice Options, a sourcebook of ways for player characters to use their Hit Dice ("Recovery Dice") to do more than simply recover hit points as described in the core rules. This book offered dozens of options for many different classes, races, and campaign themes.

What about monsters? Do they gain Recovery Dice based on their Hit Dice? The core rules make no mention of monsters having the ability to spend Hit Dice to regain hit points. That being said, monsters—like characters—determine their hit points based on their Hit Dice. Whereas characters gain Hit Dice as they gain levels, monsters are based on their challenge rating. Since the system for spending their Hit Dice already exists and every creature has its own Hit Dice; we can easily graft this rule onto monsters.

Okay, perhaps we can give monsters the ability to expend Hit Dice, but should we? When it comes to monsters, let's

be honest: most never survive combat; the lifespan of a monster averages 24 seconds (i.e., four rounds) once they encounter the party. Thus, they have no need for long-term healing. In addition, with the exception of significant villains, most GMs never track monster hit points for those few that escape.

However, with so many new tools and tactics provided to characters in Recovery Dice options, it seems only fair that we return to the concept and level the playing field for monsters, villains, and other bad guys. *Book of Monstrous Might* returns to the idea and introduces dozens of ways for GMs to spice up their monsters and give adventurers new challenges to worry about. This book provides a range of ways for monsters to use this mechanic in combat. These options extend this game mechanic far beyond the realm of healing. Consider, for example, a dragon expending Hit Dice to recharge its breath weapon, a troll using them to accelerate its regeneration, or a fey creature using them to steal time from its enemies.

As indicated, the concepts and options included herein are just that—optional. We recommend you read through the possibilities before trying them in your campaign. Whichever options you choose, take things slow. Use a sprinkling of them to see how they affect the game. Be mindful that some of these Recovery Dice tools can alter the tone of your campaign by making combats grittier, more dangerous, more challenging, or lengthier. A monster's use of a Recovery Dice option at the right moment can turn the tide of battle. These options make monsters tougher, more potent, and sometimes more complex to run. Thus, do not try to use every single idea included here. Instead, sprinkle them in to flavor your game like the master GM you are!

RECOVERY DICE BASICS

The basic concept behind Recovery Dice remains the same for monsters as it does for characters. A monster can spend one or more Hit Dice, up to its maximum number of Hit Dice, a number based on the creature's challenge rating. When it comes to healing, at the end of a short rest, for each Hit Die spent, the monster rolls the die (which is based on its size) and adds its Constitution modifier to it. The creature regains hit points equal to the total (minimum of 0). The monster can decide to spend an additional Hit Die after each roll.

Whether expending a Hit Die to activate an option requires an action or not is listed in the description.

When a monster expends a Hit Die to activate an option, it does not regain hit points with that die unless the option chosen states otherwise. If a creature has no Hit Dice remaining, it cannot use any of these options. In some cases, expending a Hit Die involves rolling that die and adding the result to a game effect, such as an attack roll or ability check. In other cases, there's no need to roll the die—the monster simply receives a benefit in exchange for expending one or more Hit Dice.

Since monsters rarely have the chance to gain a short rest or to heal, the options in this book use Hit Dice to provide other benefits and enhancements. These options are grouped into categories based on monster types (e.g., aberration, fey, undead). Other categories are based on the monster's role in combat, such as a leader or spoiler and include a brief description of what that role means in a fight along with suggestions for what monsters best fit that category.

Most of these options have no other prerequisites and can be assigned to any monster you choose. In some cases, however, a Hit Dice option only works if the monster possesses a certain power or special feature, such as the ability to cast spells, a breath weapon, or a bite attack.

If you want to assign a monster one or more Hit Dice options, you should do so ahead of time instead of once combat begins. Any option you give the monster should make sense for that monster and for the story.

Since these options can make a monster more challenging, and because they can make combat more complicated and time-consuming, you should limit their use to important monsters and encounters. Solo monsters, boss monsters, important NPCs, and major combatants represent the best candidates for having Hit Dice. Minions, minor henchmen, faceless hordes, and weak monsters should rarely use options for their Hit Dice.

NARRATING THE DICE

So what does it mean when a creature “spends” its Hit Dice? What resource do these dice simulate? On the base level, this pool of dice represents a creature's ability to recover from injuries and heal wounds. Beyond this, Hit Dice can signify all manner of innate—but limited—resources: toughness, resiliency, determination,

willpower, passion, innate magical power, or even supernatural power. Thus, a troll's spending of its Hit Dice might reflect its physical recuperative abilities, while a vampire's Hit Dice originate from the necromantic energy fueling its unlife. Thus, what a monster can do with its dice and how such an action appears often depend on the monster and the adventure scenario.

When a monster expends Hit Dice, you should describe to the players what that action looks like or provide a hint as to what the monster is doing. While you don't need to explain precisely what benefit the monster gains by expending Hit Dice, you owe it to your players to give them a bit of foreshadowing. In other words, describe the act of expending these dice into the adventure's narrative.

For example, a red dragon expends a Hit Die to change its breath weapon to dramatically raise the temperature of the cavern instead of unleashing a gout of flame. When this happens, describe the heat ripples, the steam rising from every surface and the steady increase in the air temperature that makes breathing difficult and painful. Likewise, when the infamous orc warlord Grishnak Blood-Eye bellows out a war cry, and her eyes abruptly turn red; the players understand something dangerous has transpired, and their foe has become more dangerous, even if they don't know the game mechanics of the change—they don't know that her Strength has increased, and she's gained temporary hit points. If you describe the use of Hit Dice in an interesting and dramatic way, you may well create new adventure hooks or future story ideas to add to the campaign.

Here are several suggestions and ideas for in-game descriptions of what occurs when a monster spends Hit Dice. Some of these suggestions don't work as smoothly with some options, so let common sense and events in the encounter guide your descriptions.

- The monster utters a powerful battle cry that fills its allies with newfound courage.
- The creature invokes a dark power or calls for aid from its god.
- In spite of the creature's mounting wounds and pain, it summons one final surge of desperate strength.
- A creature gives a stirring speech to its allies, invoking the legend of a great hero or leader.
- The monster asks the spirit of an ancestor to guide its actions and bring it success.

- The monster's eyes glow or radiate some form of energy.
- The creature consumes a flask of some unknown alchemical brew.
- Thanks to exceptional intelligence and precise planning, the monster gains the exact advantage it needs at precisely the right moment.

SAVING THROW DCs

Many Hit Dice options described below involve a target or other creature rolling a saving throw. Because these options were designed to work with a wide variety of different monsters, many of them do not include the specific saving throw DC. Instead, the options describe how to calculate the DC. Often, a save DC depends on the monster's challenge rating; the higher the challenge rating, the higher the save DC.

In addition to including an ability modifier, a save DC may also include the monster's proficiency bonus. As a quick and handy reference, the table below provides this bonus listed by challenge rating.

CHALLENGE	BONUS
0 to 4	+2
5-8	+3
9-12	+4
13-16	+5
17-20	+6
21-24	+7
25-28	+8
29+	+9

If you want to modify the calculation used to determine a saving throw DC, you can increase it by adding the monster's proficiency bonus (if not already included). Conversely, you can reduce the DC by leaving out the proficiency bonus. As a guideline, if an attack or effect is strongly associated with the monster's core abilities or theme, go ahead and include its proficiency bonus. If, however, the attack or effect is more of a sideline or lesser power, go ahead and leave out the bonus.

DESIGN NOTES

Feel free to add your own Hit Dice options for monsters. When doing so, keep in mind a few things about which options can add to the fun and which might detract.

Be cautious about modifying a monster's Armor Class. Even a small increase in a monster's AC can cause a fight to bog down. As a guideline, character attacks should hit about 55 to 60% of the time; any change that dramatically reduces hit chances can lead to player frustration and slow combat to a crawl.

Modest increases to a monster's hit points, whether by adding temporary hit points or healing damage, give a monster one more turn in which to act before it dies and usually don't add too much to the length of a given combat. Be conservative, however, about using options that grant or recover hit points, especially with a monster that regenerates or has damage resistance.

For the most part, use caution with any option that adds the result of a Hit Die roll to another statistic. This is important because a monster's Hit Dice are based on its size. This isn't generally a problem for monsters that are Tiny, Small, Medium, or Large, since these Hit Dice are similar to those for the various character classes (ranging from d4 to d10). When it comes to a Huge or Gargantuan monster, however, a d12 or d20 die roll can add an extremely large number with a good roll and lead to rapid shifts in the flow of combat.

Not all the options provided in this book work for every monster. Try to give the most appropriate Hit Dice options to a monster, i.e., those that fit with the monster's size, appearance, type, tactics, and overall theme. Take, for example, the Thunderous Strike option. This feature presumes a somewhat strong, bulky monster with massive fists. While there's nothing stopping you from giving this option to an orc, you should have some story-based reason for an orc to possess such an unusual ability.

If a monster uses a Recovery Die option that seems odd or out of place, you can bet your players will have questions. It's fine to play against type, but you should have an in-game explanation for doing so. For example, it might not make sense for a wight or other undead creature to heal damage by expending Hit Dice. Instead, you could describe the undead creature picking up a chunk hacked from its body and sticking it back in place, or after



the undead takes a bite out of an adventurer, it “heals” some of its wounds.

Regardless of how many Hit Dice a monster has, resist the temptation to feel you must use all of them in a battle. For a good guideline, limit the use of these options to three times in a battle. If you have a combat where two (or more) monsters have Hit Dice, limit each of them to no more than two uses apiece.

In most cases, there’s no need to alter the challenge rating of a monster or adjust the amount of experience awarded when a character defeats a monster using Hit Dice options. These options can make the creature a bit more dangerous or allow it to survive another round without any need to adjust the encounter difficulty. If, however, you find that the use of Hit Dice turn an otherwise average or easy encounter into a difficult or deadly one, feel free to award extra experience points equaling 10% of the XP value of the monster using this option. Of note, if your players are already using the concepts described in Recovery Dice Options, you probably do not need to adjust the encounter experience or difficulty level.

One final caveat worth mentioning again: do not try to use all the options contained in this book! Some of these options contradict others or do not combine well, while a few different options achieve a similar effect but through different mechanics. Start slow and small, choosing a couple of options to see how they change your game and your adventures before digging too deep into the madness.

CHAPTER TWO

RECOVERY DICE OPTIONS

GENERAL OPTIONS

The following Hit Dice Options are open to monsters of any sort. These are somewhat generic in that they make the monster tougher or more dangerous but aren't necessarily dramatic or exciting in and of themselves.

A few of these options are expanded upon or improved under the options provided for specific creature types or for specific monster roles.

Agile Dodge. As a reaction, when the monster suffers a critical hit, it may expend a Hit Die and subtract the amount rolled from the damage inflicted.

Absolute Concentration. As a reaction, the monster expends a Hit Die to gain advantage on a concentration check.

Athletic Surge. As part of a move action, the monster expends a Hit Die to increase its speed by 10 feet. In addition, if the monster moves and takes the Dash action, its speed increases by 15 feet.

Blessings of the North. The monster expends a Hit Die as a bonus action to gain resistance to cold damage until the end of its next turn.

Brute. When the monster expends a Hit Die as a bonus action, it gains advantage on Strength ability checks until the end of its next turn.

Desperate Dodge. As a reaction, the monster expends two Hit Dice to turn a critical hit into a normal hit.

Note: Since players hate losing out on landing a critical hit, use this option sparingly—perhaps no more than once per combat and give some thematic or role-playing reason for the ability.

Diehard. If an attack would knock a monster to 0 hit points, as a reaction, it can expend two Hit Dice to remain at 1 hit point instead. A monster cannot use this option more than once per combat.

Escape Clause. As a reaction, the monster spends one Hit Die. It then rolls 1d4, adding the result to any ability check

aiding its escape, such as from a grapple or on a Stealth check to avoid detection.

Focused Effort. When the monster makes an ability check, it can expend a Hit Die as a free action to gain advantage on the roll.

Hot-Blooded. If the monster spends a Hit Die as a bonus action, it gains resistance to fire damage until the end of its next turn.

Incredible Leap. The monster expends a Hit Die to increase its Strength by +4 for purposes of a Strength (Athletics) check for jumping and for determining how far or high the creature jumps. The bonus lasts until the start of the monster's next turn.

Iron Determination. The monster spends a Hit Die as a reaction to ignore one condition it suffers until the start of its next turn.

Reckless Strike. When making an attack roll, as a bonus action, the monster can spend a Hit Die as a free action to gain advantage. In return, until the end of the monster's next turn, all melee attacks against it gain advantage.

Resurgence. As an action, the monster spends a Hit Die to temporarily ignore a condition. The creature rolls 1d3+1, using the result to determine how many rounds the monster can ignore the condition's effects. This applies to the following conditions: charmed, frightened, paralyzed, or exhaustion. During this time, the monster does not continue to roll saving throws to end the effect. Once the duration ends, the condition resumes.

Rub Some Dirt on It. As a bonus action, the monster expends one or more Hit Dice and gains the amount rolled as temporary hit points. The monster does not add its Constitution modifier to this total. These temporary hit points last for 1 minute.

Swift Healing. The monster can spend one or more Hit Dice as an action and regain hit points equal to one-half the amount rolled. Do not add the creature's Constitution modifier to this total.

Take a Breather. As a reaction, if one of the monster's powers fails to recharge (e.g., a breath weapon that

recharges on a d6 roll of 5 or 6), the monster can spend a Hit Die to reroll this check. The creature can only use this feature once per round.

Twist of Fate. As a reaction, the monster can expend one Hit Die to reroll a saving throw. The monster must accept the result of this reroll.

COMBAT OPTIONS

The Recovery Dice mechanic allows characters and monsters to trigger cool, fun, and entertaining options. Now, what if we take the concept a step further and weave this mechanic into how combat works? The GM and players can modify the existing combat rules with Recovery Dice in mind to make battles less predictable and more lethal or to give the campaign a grittier, more old-school feel. The following options allow you to adjust how healing, damage, and critical hits interact with Recovery Dice.

The following Recovery Dice options and ideas originally appeared in *Recovery Dice Options* and are reprinted here for your convenience.

Whereas the options described above serve to make monsters tougher, more resilient, and more dangerous, the options described below don't necessarily benefit characters or monsters. They do, however, affect both to some extent. These options increase or reduce the lethality and grittiness of combat in a campaign. Likewise, these options don't change what Hit Dice can do, but they do change how those dice might be spent or which options become the most popular or useful.

BRUTAL CRITICAL

When a creature suffers a critical hit, it also loses one of its Hit Dice. If the creature has no dice remaining, then it suffers an additional weapon die of damage.

This option ramps up the potency of critical hits and, as such, may have the side effect of making players reluctant to expend Hit Dice for uses other than healing.

EMPATHIC HEALING

When a creature casts cure wounds or similar healing magic, it must expend a Hit Die. If the creature has no dice remaining in its pool, it cannot perform the healing, even



if that creature has the spell slots available. This applies to any type of healing, including class features such as the paladin's lay on hands feature.

This option fits best with a grim, gritty setting where healing magic is rare and precious. While this option doesn't necessarily make combat immediately more lethal, it can make each successive battle after the first one more dangerous. This can have the effect of making characters reluctant to engage in more than one battle between long rests.

The Empathic Healing option imposes limits on certain classes, forcing healers to choose between having Hit Dice for their own use and the ability to heal their comrades.

There are several ways to modify this option.

- For healing spells, it costs one Hit Die per spell level; thus, heal would cost the cleric six dice. For the paladin's Lay on Hands feature, the cost is one Hit Die per 5 points of healing granted. This option increases the campaign's lethality by another degree and imposes a significant limit on how much healing any character can perform.
- If the healer has run out of Hit Dice for the day, he can opt to expend his own hit points to power his healing. If he casts a 3rd-level cure wounds spell, he would first have to take 3d8 points of damage to power the healing.

MOMENTARY RESPITE

When you expend Hit Dice, you gain the result of the die roll plus your Constitution modifier in temporary hit points, rather than normal hit points.

This option simulates the idea that creatures don't actually heal from their wounds by spending Hit Dice—it more represents a temporary, limited fix.

SLOW HEALING

You cannot expend Hit Dice for healing after a short rest; you must complete a long rest in order to spend these dice.

For those familiar with the concept of the "15-minute adventuring day," this option may exacerbate this situation—characters may become reluctant to engage in more than one major combat between long rests, while a short rest offers limited value.

WOUND THRESHOLDS

One of fifth editions' optional rules requires a character can only expend a Hit Die if they use an application of a healer's kit as part of the process. Thus, no healer's kit, no healing from Hit Dice. Along similar lines, this option prohibits all healing unless a creature spends Hit Dice.

For example, if a character receives a *cure wounds* spell, they must expend a Hit Die in order to receive the healing. If the character is out of dice for the day, then the cure provides no benefit whatsoever. The same goes for healing potions; if a creature lacks any Hit Dice in his pool, then the potion might as well be plain water.

There are several additional options you can include as part of this concept, some of which soften the overall lethality.

If a creature has no Hit Dice left and receives some form of healing (e.g., *cure wounds*), they receive the healing as temporary hit points rather than normal ones.

- Higher-level or more powerful healing, such as *heal*, does not require expenditure or presence of Hit Dice.
- Divine healing doesn't cost or require Hit Dice if the cleric and their patient worship the same deity.
- Certain kinds of healing don't require Hit Dice, such as the paladin's Lay on Hands feature.
- If a character lacks Hit Dice in their pool and receives healing, they gain half the effect rather than no benefit.

ROLE-BASED OPTIONS

The following Hit Dice options are divided into the general roles a monster performs during combat. A solo monster, for example, is a lone creature intended to challenge a party all by itself, while a mastermind remains at the rear of combat and directs its minions and henchmen from a distance. These roles are flexible and intended to cover a number of possibilities based on the encounter and the adventure.

Every monster has strengths and weaknesses. Some monsters, like giants, ogres, and trolls, dish out lots of melee damage and soak up damage themselves. Other monsters, such as wraiths and shadows, use their special



abilities to attack from unexpected directions or sneak around enemy defenders.

One easy way to help the GM use a monster to the best of its abilities involves combat roles. A creature's combat role quickly describes how a monster fights and how its special abilities can affect the battlefield or its enemies. For example, a Brute tends to have plenty of hit points, high Strength, and the ability to inflict lots of melee damage, while a Medic does what the name implies—heals and buffs its allies.

We've broken down combat roles into nine categories and provided examples of monsters appropriate for each. These roles aren't prescriptive or exclusionary; it's possible

for a monster to fill more than one role depending on which of its traits it uses and how. Each role also provides a few appropriate Recovery Dice options. This offers a quick and easy way for the GM to use Recovery Dice without much preparation or bookkeeping. The GM decides what role a given monster plays in an encounter and allows it to spend its Recovery Dice on those options.

BODYGUARD

A bodyguard serves as a shield and protector to another monster, usually, its master or employer. A bodyguard often has a high AC, plentiful hit points, and a good

Perception score to help it identify threats. The bodyguard absorbs attacks intended for its master.

Example: Monsters: Bearded devil, golem (any), shield guardian, werewolf, wight

BLOCKED STRIKE

The creature lifts its shield and blocks an incoming attack.

Prerequisite: The creature must carry a shield or wield a weapon (other than a natural one) in order to use this option.

Benefit: The creature expends a Hit Die as a reaction when an ally within its reach is targeted with a melee or ranged weapon attack, imposing disadvantage against that attack. The monster must have a line of sight to the attacker and the intended target.

BODY SHIELD

The creature lunges in the way and intercepts the hit, protecting its master with its own body.

Benefit: As a reaction, the creature expends a Hit Die to interpose its body and absorb a melee or ranged weapon attack intended for an adjacent ally. If the attack would have successfully hit the intended target, the creature using this option automatically takes the hit, even if its AC is higher. The blocking creature takes all the consequences of the hit. The creature must have a line of sight to the attacker and the intended target in order to use this option.

HEIGHTENED PERCEPTION

The creature remains hypervigilant for incoming threats.

Benefit: As an action, the creature can expend a Hit Die to gain advantage on its Wisdom (Perception) checks for the next minute. Alternatively, the creature can expend a Hit Die to improve its passive Perception by +5 for the next minute.

NOT ON MY WATCH

The bodyguard buys enough time for its charge to avoid a threat.

Benefit: As a free action at any point during a turn, the creature may expend three hit dice to give its reaction to an ally they can see. The bodyguard loses its reaction for that turn. This allows the recipient to use up to two reactions in a single turn. The bodyguard creature can only use this ability once per combat.

ON EDGE

Expect an ambush, and you'll rarely be disappointed.

Benefit: If a creature with this option is surprised at the start of combat, it can spend two Hit Dice to allow them to take an action on the first turn of combat as well as not losing their reaction that turn.

WIZARD KILLER

The creature knows the best tactics for dealing with enemy spellcasters.

Benefit: When an enemy within 5 feet of this creature casts a spell, they can use their reaction and spend a Hit Die to make a melee weapon attack against the spellcaster. If the creature spends two Hit Dice, the target spellcaster suffers disadvantage on the saving throw it makes to maintain its concentration if they were hit.

BRUTE

The brute enjoys tremendous Strength, lots of hit points, and possesses the ability to inflict a great deal of physical damage with its attacks. On the downside, the brute suffers when it comes to speed and agility; hitting the brute is often easy, but eliminating it often takes a long time.

Example: Monsters: Bulette, elemental (any), ettin, giant (any), golem (any), hook horror, minotaur, ogre, purple worm, troll, xorn

BODY SLAM

The creature hurls itself bodily at its target, using its bulk to slam the enemy to the ground.

Benefit: As a bonus action, the creature can spend a Hit Die as part of a melee weapon attack. If the attack hits, in addition to taking damage, the target must make a Strength saving throw (DC = 8 + the attacker's Strength modifier + the attacker's proficiency bonus) or be knocked prone. If the target is two or more size categories smaller than the attacker, it suffers disadvantage on this saving throw. This option does not affect a target one or more size categories larger than the attacker.

CRUSHING GRIP

Once this creature grabs hold of its victim, it holds them in an unbreakable grip.

Benefit: When the creature has a target grappled, and the target attempts to escape, the monster can spend a Hit Die as a free action. Upon doing so, it then rolls 1d4 and adds the result to the DC of the target's escape attempt.

DISDAINFUL SHOVE

The brute charges forward, shoving aside creatures foolish enough to stand in its path.

Benefit: When the creature takes a move action, it can spend its action and one or more Hit Dice to shove one or more creatures in its path. It must spend one Hit Die for each creature it attempts to shove. Resolve each shove attack as normal. If a shove succeeds, the attacker can knock the target prone or push it away from them. Each target must be no more than one size larger than the attacker and must be within the attacker's reach.

ROCK AND A HARD PLACE

This creature hits especially hard when it hurls rocks.

Prerequisite: The creature must be size Huge or larger to use this option.

Benefit: When the creature targets a character with a thrown rock, it may spend a Hit Die as a free action. If the target is struck, it must succeed at a Strength saving throw (DC = 8 + the monster's proficiency bonus + the monster's Strength modifier) or be hurled straight back 10 feet and knocked prone. If the target cannot be shoved the full 10 feet, it strikes whatever blocks its path and takes bludgeoning damage equal to 1d6 + the monster's Strength bonus.

SUNDER

The creature delivers a hammer-like blow to an object.

Benefit: As a bonus action, the creature the creature can spend a Hit Die when making a melee weapon attack against an object or structure, adding the results of the die roll to the damage it inflicts.

THUNDEROUS STRIKE

The creature's massive strike leaves the target momentarily deafened.

Benefit: When a creature makes an attack with a melee weapon, as a free action it can expend a Hit Die to attempt to deafen that target. The target must make a Constitution saving throw (DC = 8 + the creature's proficiency bonus + the creature's Strength modifier). If the target fails this save, it becomes deafened for a number of rounds equal to the attacker's Strength modifier.

MASTERMIND

While the mastermind may not have the best hit points or defenses, it poses a threat in its ability to command, direct, and control its henchmen to great tactical effect. It observes the overall battlefield and sends its allies where they can cause the greatest damage or blunt the enemy's advantages. The mastermind prefers to work from the rear, often protected by bodyguards, cover, and other defenses.

Example Monsters: Aboleth, brain gorgor, eye tyrant, lich, naga (any)

DEMAND OBEDIENCE

The creature shouts out an order, boosting the morale of one of its allies.

Benefit: As a bonus action, the creature can attempt to overcome the charmed condition of one of its allies it can see within 60 feet. The creature spends a Hit Die, granting the target an immediate saving throw to end the charmed condition. If the saving throw fails, the condition remains.

FIND WEAKNESS

With a keen eye for weakness, the creature identifies its target's greatest vulnerability.

Benefit: By spending a Hit Die as a bonus action, the mastermind can quickly study one creature it can see within range. In so doing, the mastermind learns one of the following pieces of information about its target:

- If the creature has a vulnerability and to what damage type.
- The creature's weakest saving throw bonus (if two bonuses are tied, the mastermind only learns one of them, determined randomly).
- If the creature is at one-half or fewer hit points.
- What conditions, if any, the creature currently suffers.



The target creature can attempt to hide its weaknesses by succeeding at a Charisma (Deception) check with the DC equal to 8 + the mastermind's proficiency bonus + the mastermind's Wisdom modifier. If this check succeeds, the mastermind learns no information. If this check succeeds by 10 or more, the mastermind learns inaccurate information (determined by the GM).

HOLD THE LINE

The creature gives a rousing speech to its allies, encouraging them to hold to their positions.

Benefit: As a bonus action, the creature issues orders to a number of allies it can see, up to the value of its proficiency bonus, spending a Hit Die for each. For the 1 minute, each affected ally gains advantage on any ability check or saving throw made to resist or avoid being forcibly moved, such as by a shove attack or while grappled.

ON THE DOUBLE

The creature calls out a command, ordering one of its minions into place.

Benefit: As a bonus action, the creature can spend one Hit Die to shout a movement command to one of its allies it can see. If the recipient creature then spends its reaction, it can immediately move up to its speed.

SAVING INSIGHT

The creature gives one of its minions a crucial insight at the moment it is most needed.

Benefit: As a reaction, the creature can spend a Hit Die to give an ally that it can see within 60 feet the benefit of the mastermind's Intelligence or Charisma saving throw bonus. The recipient uses the mastermind's Intelligence or Charisma saving throw bonus instead of their own.

YOU SHOULD FEAR ME MORE

The mastermind reminds its minion what fear truly means.

Benefit: As a bonus action, the creature can spend a Hit Die on an ally it can see that suffer from the frightened condition. For 1 minute or until the frightened condition ends, the target becomes frightened of the mastermind rather than the creature that originally frightened it. The creature can affect a number of targets up to its proficiency bonus, but it must spend one Hit Die for each creature it chooses to affect.

MEDIC

What the medic lacks in toughness or ability to deal damage it more than makes up for in its ability to heal its allies, remove their conditions, and enhance their abilities. The medic often uses magic to boost its comrades, such as by increasing their AC, granting temporary hit points, healing wounds, or giving them resistance to different types of damage.

Example Monsters: Any creature with spellcasting ability

A SHOT OF COURAGE

The medic gives one of its allies a swig of strong spirits or other elixirs, invigorating their resolve.

Benefit: As an action, the medic can spend one, two, or three Hit Dice and touch an adjacent living creature. For each Hit Die expended, roll 1d6. The recipient gains the amount rolled in temporary hit points. These temporary hit points last up to 1 minute.

BATTLEFIELD MEDICINE

The creature uses its amazing skills in healing to aid its wounded comrades.

Prerequisite: Using this option requires the creature to have a healer's kit in its possession.

Benefit: When the creature spends an action and succeeds at a DC 10 Wisdom (Medicine) check to treat an adjacent wounded ally, it can spend one or more Hit Dice. For each die it expends, it heals its patient for 1d8 + its proficiency bonus in hit points. The medic cannot move during the turn spent treating a patient. Each Hit Die spent counts as one use of the healer's kit.

EMPATHIC TRANSFER

The creature takes on the condition suffered by its patient.

Benefit: As an action, the medic can spend three Hit Dice to remove a condition from a creature adjacent to it. This removes one of the following conditions: blinded, deafened, one level of exhaustion, or poisoned. As a result, the condition no longer affects the patient but instead afflicts the medic. The medic's condition immunities, if any, still apply. Everything else remains the same, such as the duration of the condition and the DC of the saving throw needed to end the effect.

FIGHT THROUGH THE PAIN

Through its ministrations, the medic convinces an ally to stay in the fight and to ignore their pain.

Benefit: As a reaction, when an ally drops to 0 hit points, the medic can spend two Hit Dice on restoring them to 1 hit point and keep them conscious. The medic must be adjacent to the creature to use this feature.

SHIELD THE WOUNDED

The medic does their best to protect their patient from further harm.

Prerequisite: The medic must have a melee weapon in hand or adjacent to them to use this option.

Benefit: While administering any form of healing or treatment (mundane or magic) to an adjacent creature, as a reaction, the medic can spend one Hit Die to make a melee weapon attack against an enemy that moves within five feet of their patient. The medic must have a weapon within reach, either their own or their patient's, in order to make this attack.

SUPERIOR HEALING

The medic uses every skill and technique necessary to enhance the healing they provide.

Benefit: As a bonus action, when the medic administers a *potion of healing* or casts a *cure wounds* spell on another creature, they can spend a Hit Die to enhance the healing. The recipient of the healing gains additional hit points equal to the medic's proficiency bonus or its Intelligence ability bonus, whichever is higher.

SKIRMISHER

The skirmisher uses speed, stealth, and agility to weave in and out of combat. Its attacks may not inflict a lot of damage, but they whittle the enemy down and force them to clump together for mutual protection. The skirmisher avoids staying in one space too long and coordinates their attacks with other allies for maximum effect.

Example Monsters: Chuul, drider, gargoyle, ghoul, grick, harpy, invisible stalker, quickling, shadow, specter, wererat, wraith

BAIT AND SWITCH

Using diversionary tactics and misdirection, the skirmisher tricks one enemy into attacking another.

Benefit: As a reaction, the skirmisher can spend two Hit Dice while moving past two or more adjacent enemies. If a creature makes an opportunity attack against the skirmisher, the attack instead targets one of their allies adjacent to the skirmisher. If this attack hits, resolve damage normally.

FAST SHIFT

The creature shifts and weaves its way through combatants, dodging attacks at will.

Benefit: When the creature performs a movement that provokes an opportunity attack, as a reaction, they can spend a Hit Die to give disadvantage to that attack. The creature can use this option multiple times in the same move, spending one Hit Die against each opportunity attack if it so chooses.

FEINT

The skirmisher uses blinding speed to make a surprise attack where it's least expected.

Benefit: As a bonus action, the skirmisher expend a Hit Die as a free action. On the next melee weapon attack it makes before the end of its turn, it ignores the target's Dexterity bonus to AC (if any).

IMPROVED SNEAK ATTACK

The monster's sneak attacks are especially effective.

Prerequisite: The creature must have the Sneak Attack feature to use this option.

Benefit: When the skirmisher makes a sneak attack, they can expend a Hit Die. If the attack hits, they do a bonus 1d6 weapon damage in addition to their normal sneak attack damage. If the attack misses, the Hit Die is expended without benefit.

PERFECT BALANCE

The creature possesses remarkable poise, balance, and coordination, even under extreme conditions.

Benefit: Each time the creature attempts a Dexterity (Acrobatics) check, it can expend a Hit Die as a free action to gain advantage on the roll.

TWO-FOR-ONE

The monster strikes at two targets with one attack.

Prerequisite: This option only works with a melee or ranged weapon attack.

Benefit: By expending one Hit Die as a bonus action, the creature may make an attack with a melee or ranged weapon that strikes two adjacent targets. The attack must hit the AC of both targets. If successful, split the damage evenly between both targets.

SOLO

The solo monster stands alone without the need for minions or cannon fodder. It wields sufficient strength, power, and resiliency to stand toe-to-toe against an entire party of adventurers. In spite of being outnumbered, the solo monster can inflict tremendous amounts of damage,



often to several targets at once, and it can absorb hit after hit without going down. A dragon or greater fiend typifies the solo monster concept.

Example Monsters: Balor, chimera, dracolich, dragon (any), eye tyrant, hydra, kraken, pit fiend, solar

DEFENSIVE INSIGHT

The creature's experience, cunning, and tactical acumen give it the edge at the start of the battle.

Benefit: As a reaction, the creature can expend one Hit Die to gain advantage on its next saving throw. The creature can use this option no more than twice in the same combat.

FORCE OF NATURE

The elemental might of this creature overcomes all but the most stalwart defenses.

Prerequisite: The creature must possess an attack or ability that inflicts cold, fire, lightning, or thunder damage.

Benefit: As a free action, the creature can spend two Hit Dice when it inflicts cold, fire, lightning, or thunder damage in order to ignore the resistance one creature may have to that damage type. The creature cannot use this option more than twice in a battle, and it cannot do so on consecutive turns.

FOCUSED FURY

The creature unleashes its rage against one foe in particular.

Benefit: Once per round, as a bonus action, the creature can spend a Hit Die and choose a target creature it can see. The next melee or ranged attack it makes against that creature before the end of its turn inflicts bonus damage equal to double the creature's proficiency bonus.

IMPLACABLE WILL

The creature possesses too strong a force of will to surrender to charms, fear, or compulsions.

Benefit: Each time the creature becomes the target of a spell that would inflict the charmed or frightened condition, if the creature has any Hit Dice remaining, it can spend one as a reaction, adding the number rolled to its saving throw.

IMPROVED RECHARGE

The creature's most potent ability recharges with greater speed than with most of its kind.

Prerequisite: The creature must have a power or other feature that recharges.

Benefit: Before the creature rolls to determine if a specific power recharges that round or not, the creature can spend a Hit Die as a free action to improve the chance of recharging by one. For example, if a power recharges on a roll of 5 or 6 on d6, the power instead recharges on a roll of 4-6 on d6. The creature must use this option before it rolls to check whether the power recharges.

REFLEXIVE SPITE

The creature launches a retaliatory strike against an enemy that caused it injury.

Benefit: The creature can, as a reaction, spend a Hit Die to make a melee weapon attack against a creature that just attacked it.

SPITEFUL DEATH

In the midst of its death throes, the monster lashes out at the nearest opponent.

Prerequisite: The creature cannot use this option until it reaches 0 hit points. A creature can only use this option once per combat. In addition, the creature must have at least one Hit Die left.

Benefit: As a reaction when an attack or effect reduces the creature to 0 hit points, it can attack the nearest creature as if using the attack action. The creature can only use its melee weapon attacks, and these attacks must be against a creature in its melee range. If the creature has the multi-attack ability, it can make multiple attacks against its chosen target. If the monster has no Hit Dice remaining, it cannot use this option. After it unleashes this attack, it automatically dies.

WARPED REALITY

So powerful is the creature that it can manipulate chance and probability around it.

Benefit: As a bonus action, the creature can expend three Hit Dice to grant disadvantage on the next saving throw a creature it can see must make. As another option, as a

reaction the creature can spend two Hit Dice to cast *bane* against up to three creatures it can see within 30 feet. A creature can only use the Warped Reality option once per combat.

SPOILER

This creature uses its attacks, spells, and other powers to harass, bedevil, and weaken the enemy or to change the local terrain. It often uses poison or area of effect attacks to harm several opponents at once. The spoiler often inflicts different conditions designed to slow or inhibit its enemies and allow its allies to operate more freely on the battlefield. While the spoiler lacks the firepower to take down opponents by itself, it can become enough of an irritant to convince the other side to split its forces at a crucial moment.

Example Monsters: Basilisk, corpse crawler, ghast, hag, intellect devourer, medusa, naga (any), vampire

LUCK THIEF

This mischievous creature feeds on the luck of others.

Benefit: This monster automatically knows if another creature possesses the Lucky feat. As a reaction, the monster can steal one of that creature's luck points. Stolen luck points can be spent to gain advantage on an attack roll, ability check, or saving throw. The monster cannot steal more than three luck points in a given combat. Stolen luck points dissipate after 1 hour.

TOUCH OF CONFUSION

The touch of this creature clouds the mind of its victim.

Benefit: As a bonus action, the creature can spend three Hit Dice to cast the spell *confusion* but only against one target. In order to affect that target, the monster must first hit with a melee spell attack. The spell save DC equals 8 + the creature's proficiency bonus + the highest of its Intelligence, Wisdom, or Charisma ability bonuses.

If the creature possesses the ability to cast a 4th-level or higher spell, as a bonus action, it can spend a Hit Die and a 4th-level spell slot to cast *confusion* (with the normal range and area of effect, and without the need to make a ranged spell attack).

WRONG TARGET

By using speed and diversion, the fey creature tricks one enemy into attacking another.

Prerequisite: Fey

Benefit: As a reaction, when the fey provokes an opportunity attack, it can spend two Hit Dice to deduct 1d4 from the attacker's roll. If the attack misses the fey, it is instead made against another creature adjacent to the fey, using the original roll. If more than one creature is adjacent to the fey, randomly determine which target receives the opportunity attack.

This ability should be limited in use to two or three times during an encounter. Be cautious about how and when you use these options. They work best to make the fight more exciting, dramatic, and cinematic, but you want to avoid dragging out a combat or reducing it to nothing more than a long, dull slog of attrition. Along similar lines, overuse of these options can leave players feeling the fight has become unfair or lopsided in the monster's favor—most players hate having a character's action nullified or rendered meaningless.

OTHER OPTIONS

The most infamous, notorious, and dangerous monsters are often referred to as legendary. A legendary creature possesses unusual abilities allowing it to act at times other than during its turn. Likewise, a legendary creature often exerts a magical or supernatural influence over its lair, which in turn allows it to take lair actions. This malignant influence may extend to the region beyond its lair, affecting the landscape and even the local weather.

Under most circumstances, a legendary creature need not spend Hit Dice to take legendary actions or lair actions as these recharge at the start of its turn. At times, however, you may allow a legendary creature to expend Hit Dice to activate or recharge legendary actions and lair actions. Allowing this might represent the monster's mythical nature, its ancient age, or some supernatural gift granted to it by a greater power. Imagine, for example, the special powers possessed by a red wyrm favored by the goddess of dragonkind, or the wisdom and experience of the first vampire to ever exist.

Here are several options for using Hit Dice with legendary

actions, lair actions, and regional effects associated with legendary creatures. As a general guide, these should be limited in use to two or three times during an encounter.

Be cautious about how and when you use these options. They work best to make the fight more exciting, dramatic, and cinematic, but you want to avoid dragging out a combat or reducing it to nothing more than a long, dull slog of attrition. Along similar lines, overuse of these options can leave players feeling the fight has become unfair or lopsided in the monster's favor—most players hate having a character's action nullified or rendered meaningless.

LEGENDARY ACTIONS

BATTERING STRIKE

With a massive blow, the monster drives its foe to the ground.

Prerequisite: Size Large or larger creature, and at least one damaging melee attack among the creature's legendary actions.

Effect: When the monster hits with a legendary melee attack, it can spend one Hit Die as a bonus action. The target creature must make a Strength saving throw (DC = 8 + monster's Strength modifier + monster's proficiency bonus) or be knocked prone. The target creature must be equal in size or smaller than the monster.

BURST OF SPEED

With an unexpected burst of speed, the monster charges.

Prerequisite: The monster must have a legendary action allowing it to move, such as with a charge or by teleporting.

Effect: By spending one Hit Die as a bonus action, the creature increases the distance it can move by up to 10 feet.

CRITICAL STRIKE

The monster unleashes a devastating attack. It takes full advantage of a weakness, or tricks the character into an opening or simply just lands and extremely precise hit.

Prerequisite: At least one damaging melee or ranged attack among the creature's legendary actions.

Effect: By expending two Hit Dice as a bonus action, all of the monster's legendary action attacks score critical hits on a roll of 19 or 20 during this turn.



DESTRUCTIVE

The monster's mighty attack splinters wood, shatters stone, and rends metal. These effects leave destroyed objects in their wake and creates a general disarray, but by far the worst effect is what happens to their target's body and equipment.

Prerequisite: At least one damaging melee attack among the creature's legendary actions.

Effect: By spending two Hit Dice as a free action after hitting with a legendary action melee attack, the monster inflicts double damage against structures or objects. If the monster uses this effect against a shield held by a creature, the attack automatically destroys a non-magical shield or reduces the AC bonus of a magical shield by 1.

ENHANCED LEGENDARY ACTIONS

LEGENDARY ENDURANCE

When necessary, the creature can call on its last reserves in dealing with its foes.

Prerequisite: The creature must have the ability to take legendary actions to choose this option.

Benefit: The creature gains an extra legendary action when it spends two Hit Dice. Thus, a monster with 3 legendary actions can instead take 4 during a turn. All other rules for legendary actions still apply.



EXTENDED RANGE

The creature extends the range of one of its powers.

Prerequisite: A legendary action with a range, whether an attack or otherwise, which targets one creature.

Effect: By spending two Hit Dice as part of a legendary action with a range, the monster extends the range by 20 feet.

LEGENDARY DEFIANCE

The monster overcomes an effect through sheer strength of will.

Effect: If the creature fails a saving throw, instead of expending one of its uses of Legendary Resistance, it can expend all its legendary actions for the turn plus three Hit Dice to succeed at a failed saving throw.

LEGENDARY AVOIDANCE

Fate, destiny, or luck protects the creature when it needs it the most.

Prerequisite: The creature must possess the Legendary Resistance feature in order to use this option.

Benefit: As a reaction, the creature can expend three Hit Dice to regain the use of one of its Legendary Resistance uses per day. The creature can only use this option once per combat.

LEGENDARY STRIKE

The creature's attack homes in on its target with unerring accuracy.

Prerequisite: At least one damaging melee or ranged attack among the creature's legendary actions.

Effect: If a melee or ranged legendary attack roll misses, the creature can expend three Hit Dice as a free action to reroll the attack. The creature must take the second roll.

OVERWHELMING PRESENCE

The monster's size and magnificence render other creatures too awed to act.

Prerequisite: The monster must have the Frightful Presence ability to use this option.

Effect: The monster uses this power as one of its lair actions and spends three Hit Dice. Each creature of the monster's choice within 120 feet of it and aware of it must succeed on a Wisdom saving throw (DC = 8 + monster's Charisma modifier + monster's proficiency bonus) or become stunned until the end of their next turn.

If the creature was already affected by the monster's Frightful Presence, they suffer disadvantage on the Wisdom save against Overwhelming Presence. After the affected creature is no longer stunned, they continue to be frightened

of the monster until they succeed on the Wisdom saving throw against Frightening Presence.

PERNICIOUS EFFECT

The monster's power overwhelms even the most resilient defenses.

Prerequisite: A legendary action that allows the target to make a saving throw to reduce or negate the effect.

Effect: As part of a legendary action that allows a target to make a saving throw for reduced or negated effect, the monster can spend four Hit Dice to select one target it can see to suffer disadvantage on this save.

RECHARGE

Summoning deep reserves of power, the creature regains the use of its breath attack.

Prerequisite: The monster must have a breath weapon attack with a recharge roll.

Effect: The monster can spend one of its legendary actions



and three Hit Dice to make another roll for its breath weapon to recharge. This does not, however, allow the creature to use its breath weapon as a legendary action—it must still use the breath weapon as an action on its turn.

RESURGENCE

The greater the threat it faces, the more determined and ferocious the monster becomes.

Effect: The monster can regain one legendary action for the round by spending four Hit Dice. It can only use this option once per round.

SIXTH SENSE

The creature possesses a preternatural ability to detect threats beyond the scope of normal senses.

Prerequisite: As one of its possible legendary actions, the monster must have the Detect ability allowing it to make a Wisdom (Perception) check.

Effect: By spending one Hit Die, the monster can use its Detect ability as a reaction rather than as a legendary action.

SUPERNATURAL AFFLICTION

The monster's attack drains some of the target's resilience and determination.

Prerequisite: At least one damaging melee or ranged attack among the monster's legendary actions.

Effect: When the monster spends three Hit Dice and hits a creature with a legendary action attack, the target's hit point maximum reduces by one-half the damage inflicted by the attack.

TAIL SWEEP

The monster's tail sweeps through its enemies, knocking them aside.

Prerequisite: The monster must have Tail Attack as one of its legendary actions.

Effect: When the monster makes a Tail Attack and spends two Hit Dice, instead of inflicting damage against one target, each creature within 10 feet of the monster must succeed



on a Dexterity saving throw (DC = 8 + monster's Strength modifier + monster's proficiency bonus) or be knocked prone.

THUNDEROUS ROAR

The monster unleashes a bellowing, ear-shattering roar.

Prerequisite: Size Huge or larger monster.

Effect: By spending two legendary actions and two Hit Dice, the monster emits a deafening roar, shriek, or similar sound. All creatures within 120 feet must succeed at a Constitution saving throw (DC = 8 + monster's Strength modifier + monster's proficiency bonus) or become 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.

UNNATURAL TOUGHNESS

The monster shrugs off an effect.

Effect: By spending a legendary action and three Hit Dice, the creature can remove one condition it suffers.

LAIR ACTIONS

A legendary creature often maintains a magical or supernatural connection to its lair as if the creature and its lair possess a symbiotic relationship. Through this connection, the creature can command its lair to attack or hinder intruders. Lair actions may manifest in the form of natural phenomena such as ceiling collapses, pools of water, or they may manifest as magical phenomenon such as unnatural darkness.

A creature's lair actions reflect some aspect or theme central to that creature. For example, a green dragon holds a strong connection to forests. Its lair actions involve such things as grasping roots and vines and walls of thorny brush. A red dragon, on the other hand, has lair actions involving magma eruptions and blasts of volcanic gas.

Typically, a monster with lair actions can use one of them on initiative count 20 each round. Here are several options for how a legendary creature can combine Hit Dice expenditures with lair actions.

BATTEN DOWN THE HATCHES

The monster commands the doors within its lair to slam shut or swing open.

Effect: The monster spends its lair action and two Hit Dice to open or close any or all doors and windows within its lair. The monster can open some doors and close others in any combination. In addition, if the monster wishes, a closed door becomes affected by *arcane lock*.

COMMAND MINION

The creatures serving the monster respond to its commands with urgency.

Effect: As a lair action, the monster can spend three Hit Dice to command all creatures of one type of minion. Those minions can then spend their reaction to move up to their speed. For example, the monster could use this ability to command all kobolds it can see or all ogres it can see.

HEALING POWER

The monster calls upon the ambient magic of its lair to heal its injuries.

Effect: As a lair action, the monster can spend one to three Hit Dice to regain that many hit points. The monster also adds its Constitution bonus to the amount of hit points rolled.

I KNOW YOU

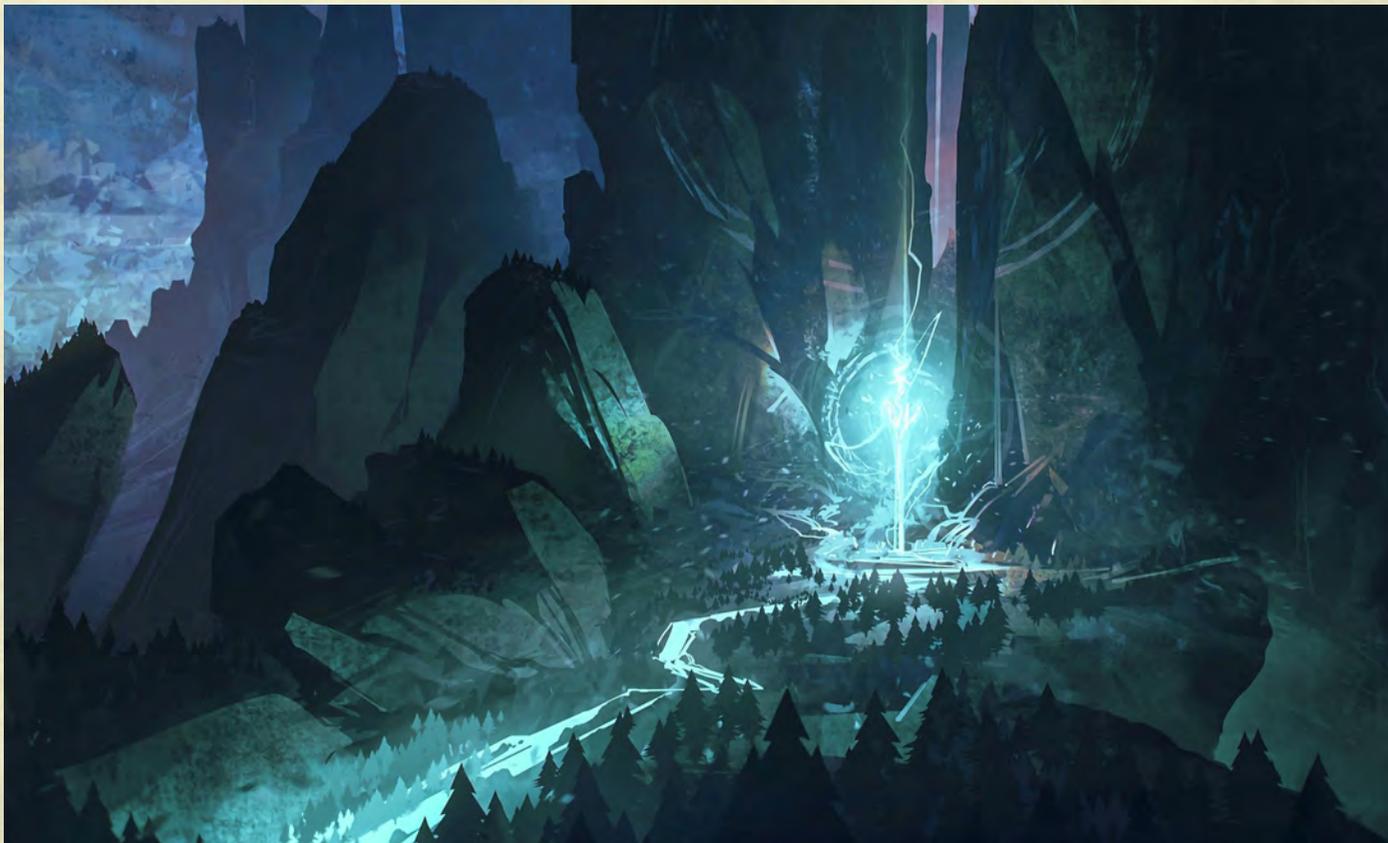
The monster learns important information about an intruder, which is specific to the current encounter.

Effect: The monster can spend two Hit Dice and a lair action to learn the name, race, and alignment of one intruder it can see within its lair. The monster also learns why the intruder has entered the lair. The target creature can attempt a Wisdom saving throw (DC = 8 + monster's Wisdom modifier + the monster's proficiency bonus). If it succeeds, the monster learns nothing from this attempt to glean information.

I SEE YOU

With only a brief thought, the monster sees invisible creatures and objects.

Effect: When the monster uses its lair action and spends two Hit Dice, it gains the ability to see invisibility for 1 minute. Like the spell, this ability also allows the monster to also see ethereal creatures and objects.



PRETERNATURAL SENSES

The monster's connection to its lair grants it an exceptional sense it doesn't normally possess.

Effect: The monster can use its lair action and expend two Hit Dice to gain one of the following special senses for 1 minute: blindsight 60 feet, darkvision 60 feet, tremorsense 30 feet, or truesight 30 feet. For three Hit Dice, the range of its chosen special sense doubles. If the creature already possesses a special sense and it expends two Hit Dice, it doubles the range it has with that sense to a maximum of 120 feet.

SPELLCASTING

The innate magic found throughout the lair aids the monster in casting its spells.

Prerequisite: Spellcasting ability.

Effect: The monster uses its lair action to cast one of its spells, up to 3rd level, without using any components or expending a spell slot. The monster must spend one Hit Die for each level of the spell cast. The monster cannot cast the

same spell two rounds in a row. The monster cannot take other lair actions as long as it is concentrating on a spell cast as a lair action.

TREMORS

A powerful tremor ripples through part of the lair.

Effect: The monster can spend its lair action and one Hit Die to cause the ground to rumble and shake in a 120-foot-radius around itself. Each creature other than the monster on the ground in the area must succeed on a Strength or Dexterity saving throw (target's choice; DC = 8 + monster's Wisdom modifier + monster's proficiency bonus) or be knocked prone.

TUMBLING RUBBLE

A section of wall or ceiling in the lair cracks and shatters, showering a pile of debris on intruders.

Effect: As a lair action and by spending two Hit Dice, the monster causes a pile of rubble or other debris to rain down on a 20-foot by 20-foot square it can see within 120 feet. A creature in the area of effect must succeed on a Dexterity saving throw (DC = 8 + monster's Wisdom modifier + the

monster's proficiency bonus) or suffer 10 (3d6) bludgeoning damage and be knocked prone. The area of effect becomes difficult terrain.

UNDISPUTED

While ensconced within its lair, this monster reigns supreme.

Prerequisite: The creature must have a lair and be able to take lair actions in order to use this option.

Benefit: While fighting within its lair, the creature can spend a Hit Die to reuse one of its lair actions, even if it hasn't used a different one first. Alternatively, if it expends two Hit Dice, it instead increases the saving throw DC of a lair action by 2.

REGIONAL EFFECTS

Over time, the presence of a legendary creature can change, warp, or corrupt the land and the environment surrounding the lair. These effects, otherwise known as regional effects, fade or end if the legendary creature dies or abandons its lair.

Unlike legendary actions and lair actions, regional effects normally exist without the monster needing to do anything. Regional effects exist without the need for the monster to spend actions or expend Hit Dice. The new regional effects described below, however, are unusual in that they only take effect if the legendary creature spends the requisite number of Hit Dice each day. Thus, at the start of each day (such as following a long rest), the monster expends the number of Hit Dice required to create the regional effect—which in turn means the monster doesn't have use of those Hit Dice for other purposes. Creating these regional effects doesn't require an action.

Because regional effects connect to a legendary monster's theme or concept, not all the options described below make sense for a given monster. A monster with no interest in beasts, for example, probably wouldn't use the Beast Spy option.

BEAST SPY

A mundane animal becomes a spy for the monster.

Effect: Once per day, the monster can spend one Hit Die to form a telepathic link with one beast friendly to it or charmed by it. This link allows the monster to send simple telepathic commands to the beast. The link also allows the beast to telepathically send basic emotions and simple concepts back to its master. This telepathy has a maximum

range of 1 mile. The beast must have an Intelligence of 3 or less to be affected by this ability. The legendary creature can have multiple beast spies, but it must spend a Hit Die on each to form the telepathic link.

DREAM INTRUSION

The monster can invade the dreams of intruders within its domain.

Effect: The monster can spend three Hit Dice each day to create a programmed dream or nightmare that afflicts all sleeping intruders within 1 mile of the monster's lair. This nightmare functions similar to a dream. The monster treats any intruder in the region as a creature it knows for purposes of this effect. The monster decides the nature of the dream and any message delivered to all dreamers. This effect cannot contact or affect creatures that do not dream, such as elves.

ENCHANTED SLEEP

Intruders entering the region find themselves lulled into a deep, troubled slumber.

Effect: Each day the monster spends three Hit Dice, it places a magical curse upon the region within 1 mile of its lair. Any intruder entering this region must succeed at a Wisdom saving throw (DC = 8 + the monster's Charisma modifier + the monster's proficiency bonus) or fall into a deep, troubled sleep. An affected creature falls unconscious for 1d8 hours. Another creature can spend an action to awaken a creature affected by this sleep. Undead and creatures immune to being charmed are not affected by this power. Once a creature has been affected by this power, it becomes immune to the effect for the next 24 hours.

PLANE OF ORIGIN

The monster treats its lair as part of its native dimension.

Effect: By spending two Hit Dice once per day, the monster treats its lair as part of its native plane. This means the monster is considered native to the plane upon which it dwells, such as for purposes of the *banishment* spell. If the monster spends one additional Hit Die, it gains further protection from *banishment*. If it fails its Charisma saving throw against this spell, it only remains trapped on the harmless demiplane for 1d4 rounds (rather than 1 minute), after which it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

SPEAK NOT THE NAME

The monster knows when its name is spoken within its domain.

Effect: A creature's name holds power, and the name of a legendary creature holds tremendous power. If the monster expends two Hit Dice at the start of each day, it automatically knows when a creature within 1 mile of the lair speaks its name. The monster learns the speaker's approximate location.

SPITEFUL RUIN

Throughout the region surrounding the monster's lair, the water and food become tainted.

Effect: Each day, when the monster spends three Hit Dice, all natural water sources, all edible plants, and all creatures within 1 mile of the lair become toxic when intruders consume them. A creature that consumes anything toxic must succeed on a Constitution saving throw (DC = 8 + the monster's Constitution modifier + the monster's proficiency bonus) or become poisoned for 8 hours. A poisoned creature can attempt this save again at the end of each hour, ending the effect on itself with a success.

WALLS HAVE EYES AND EARS

The monster can spy upon any creature within its demesne.

Effect: As a lair action and by spending two Hit Dice, the monster can cast *clairvoyance* anywhere within its lair with no need for components. The monster must spend its lair action each round to maintain concentration on this effect.

THIEF'S LAMENT

The monster instinctively knows when a creature enters its lair.

Effect: Each day, the creature can place an alarm by spending one Hit Die for each entrance into its lair. This effect lasts until the next day. Like the spell, the monster can choose whether the alarm produces an audible or a silent mental alarm. The entrance cannot be larger than a 20-foot cube. An alarm triggers if a Tiny or larger creature passes through the entrance.

MONSTER ABILITIES BY TYPE

The following options are divided among the different monster types, such as aberration, fiend, or undead. A monster must be of that creature type to choose one of the listed Hit Dice options.

ABERRATION

When an aberration uses a Hit Die, the result should include plenty of alien, creepy, or frightening descriptions. At its best, an aberration exists outside the natural order, and everything about it screams unnatural. They act in unexpected ways and pursue motivations difficult—if not impossible—for most creatures to comprehend.

ALIEN MIND

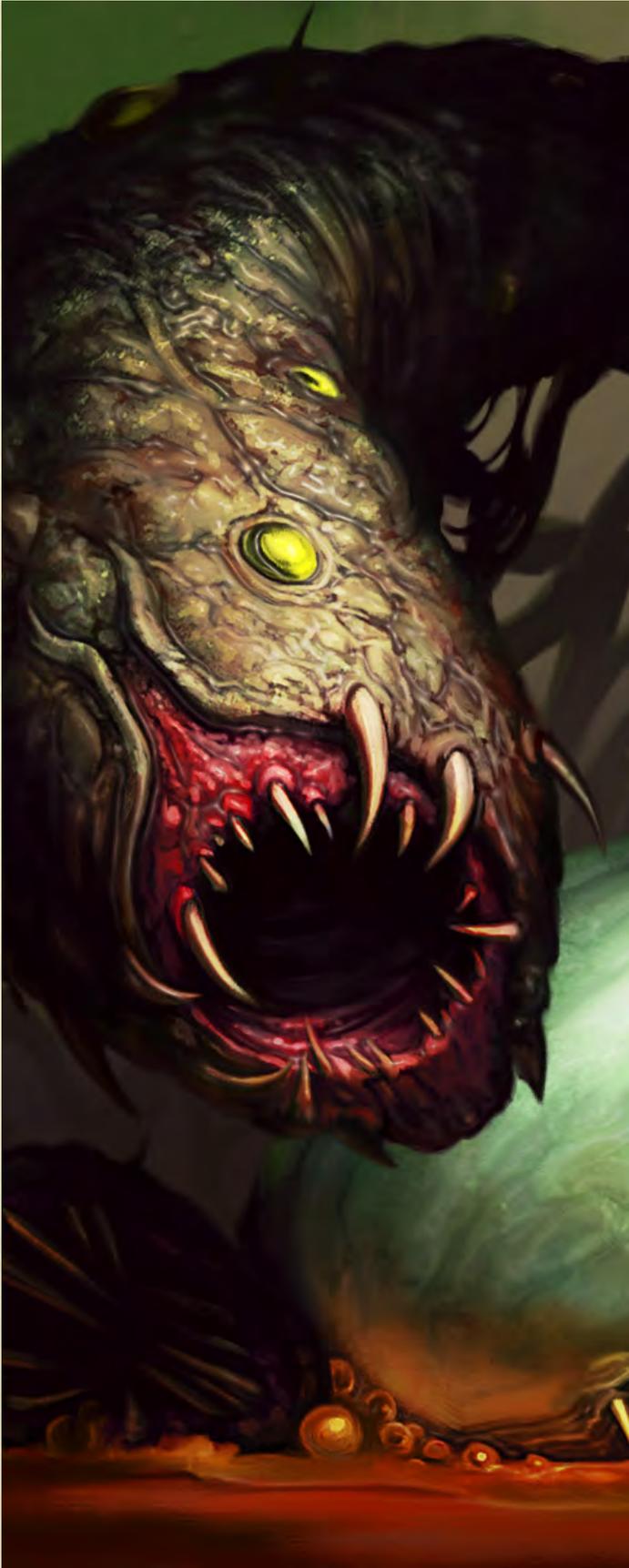
The structure of the creature's mind enables it to shrug off most psychic attacks.

Benefit: When targeted by an attack that inflicts psychic damage, as a reaction, the aberration can spend one Hit Die to gain advantage on any saving throw allowed against the effect. If the aberration spends two Hit Dice as a reaction, it instead gains resistance to psychic damage until the end of its next turn. Finally, if the aberration spends four Hit Dice as a reaction, it gains immunity to psychic damage until the end of its turn.

ALTER REALITY

The creature bends the laws of this dimension to its own benefit.

Benefit: As an action, when the aberration spends one or more Hit Dice (to a maximum equal to its proficiency bonus), it can alter reality in several possible ways. Decide how many dice the creature expends and consult the table below for the effects. Unless stated differently, this benefit lasts until the end of the creature's next turn.



CHALLENGE	BONUS
1	Gain proficiency in one saving throw (can be used as a reaction)
2	Gain immunity to one of the following conditions: charmed, frightened, or poisoned
3	Gain magic resistance (advantage on saving throws against spells and other magical effects)
4	Automatically end one condition affecting the aberration
5	Gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks
6	Gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks

DIMENSIONAL WARPING

Distances shift and warp around the creature.

Benefit: As a reaction, the aberration can temporarily increase or decrease the distance between itself and one creature it can see. When using this option, the aberration spends a number of Hit Dice up to an amount equal to its proficiency bonus. For each die expended, it can increase or decrease by 10 feet the distance between it and the target creature. This warping has no effect on other creatures or their distance from the aberration. This alteration lasts until the start of the aberration's next turn. This alteration could put it outside the range of a weapon or spell attack, or this alteration could put the aberration in range to use one of its powers.

The aberration can use this change in distance to move farther than its movement speed. It still triggers opportunity attacks if it leaves a threatened area, and it still must deal with the effects of any interposing terrain (e.g., difficult terrain, hazards, etc.).

ELDRITCH POWER

The creature calls upon dark, eldritch magic from other dimensions.

Benefit: The aberration can cast a warlock spell from an expanded spell list of the GM's choice (i.e., the one most thematically appropriate to the monster). Doing

so costs one Hit Die for each level of the spell cast. If the creature does not have a spell save DC, then its spell save DC equals 8 + its proficiency bonus + its Charisma modifier. If the creature does not have a spell attack bonus, then its bonus equals its proficiency bonus + its Charisma modifier.

GRASPING TENTACLES

The creature's grasping tentacles gain in strength once they latch onto the enemy.

Prerequisite: The creature must possess a melee attack involving a tentacle, pincer, or similar attack capable of grappling.

Benefit: As a reaction when the aberration has another creature grappled with a tentacle or similar physical attack (a tendril or pincer would also qualify), it can expend a Hit Die and add one-half the amount rolled (round down) to the target creature's escape DC.

Note: This option is similar to the Crushing Grip feature described below (see the Brute monster role for details). It is more effective for larger aberrations, and it becomes especially dangerous for size Huge or Gargantuan aberrations (which roll a d12 or a d20, respectively).

IMPOSSIBLE MOVEMENT

The creature seemingly ignores gravity and the laws of reality to move across walls and ceilings.

Benefit: By spending a Hit Die, the creature gains a speed of 10 feet in a movement type it does not normally possess, such as a swim speed or climb speed. It cannot, however, gain a fly speed. For each additional Hit Die, the creature spends, its speed with this new movement type increases by 10 feet. This benefit lasts for 1 minute. A creature that gains a climb speed with this option also gains the *spider climb* ability, allowing it to climb difficult surfaces (including upside down on ceilings) without the need for an ability check.

PSYCHIC REFLECTION

Peering into the mind of this creature carries a grave risk to those foolish enough to attempt it.

Benefit: If another creature uses a spell or magic item to reach into the mind of the aberration, such as with detect thoughts or any form of telepathy as a reaction, the aberration can spend a number of Hit Dice up to the

value of its proficiency bonus. The creature casting such magic suffers 1d6 psychic damage for each Hit Die that the aberration spends.

UNNATURAL VIGOR

The creature draws eldritch magic from alien dimensions to grow larger and tougher.

Benefit: As an action, the aberration can spend three Hit Dice. When it does so, it increases its size by one category (e.g., from Medium to Large, from Large to Huge, etc.). This effect lasts a number of rounds equal to the creature's proficiency bonus. The increase in size changes its Hit Dice, and thus its hit points. When the effect ends, the creature returns to normal size, Hit Dice, and hit points. If this reduction in hit points, combined with any damage the aberration has already suffered, reduces it to 0 hit points, it dies immediately. The creature can only use this option once per combat.

Note: The GM should plan ahead whether a monster will use this feature in a battle and have the monster's adjusted hit points already determined, as well as the difference between its standard hit points and its size-adjusted hit points.

BEAST

As a general rule, do not give a beast Hit Dice to spend. Beasts usually possess animal-level intelligence and are rarely the major monster in an encounter. If you want to give a beast a Hit Die option, the best route is to draw from those provided based on the monster's role in the encounter, most likely from the Brute category earlier in this chapter.

CELESTIAL

When a celestial creature uses Hit Dice, it draws upon its innate otherworldly powers and extraplanar nature. The more powerful such beings, such as a planetar or a solar, tend to show off when they expend such energies with a bright show of light or similar effects.

DAMAGE RESISTANCE

Ordinary weapons may have trouble harming this creature.

Benefit: As a reaction or as a bonus action, the celestial



can spend two Hit Dice to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. This protection lasts until the end of the celestial's next turn. If the celestial spends three Hit Dice, it gains immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

ENHANCED AWARENESS

The celestial extends its perceptions magically.

Benefit: As a bonus action, the celestial can expend one or more Hit Die to increase its perceptive abilities as described in the table below. This enhancement lasts for one minute.

HIT DICE SPENT	BENEFIT
1	Increase passive Perception by +5
2	Increase passive Perception by +10
3	Increase passive Perception by +10, increase darkvision range by 50%
4	Increase passive Perception by +10, increase darkvision range by 50%, gain truesight 60 feet

FIERY FLIGHT

The celestial bursts aflame in mid-air, leaving a trail of fire in its wake.

Prerequisite: The celestial must possess a fly speed to use this option.

Benefit: As a bonus action, the celestial can spend one or more Hit Dice to ignite a trail of flame in its wake as it flies. As it flies, each creature it passes within 10 feet of must succeed at a Dexterity saving throw (DC = 8 + the celestial's proficiency bonus + its Charisma bonus modifier) or take fire damage equal to 1d8 for each Hit Die expended. The celestial can expend a number of such Hit Dice up to its proficiency bonus. The flames dissipate when the celestial's turn ends. A creature can only take this fire damage once per turn.

INNER LIGHT

The celestial emanates a brilliant, blinding light in all directions.

Benefit: As an action, the celestial can spend two Hit Dice to emit a burst of bright light in a 60-foot-radius sphere. All non-celestial creatures in the area of effect must make a Constitution saving throw (DC = 8 + the celestial's proficiency bonus + the higher of its Wisdom or Charisma modifier) or become blinded until the end of

the celestial's next turn. Otherwise, this light is considered bright light. If any of this effect's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

MAGIC RESISTANCE

The creature's extraplanar origins grant it a measure of protection against earthly magic.

Benefit: The celestial can, as a reaction or a bonus action, spend two Hit Dice to gain advantage on saving throws against spells and other magical effects until the end of its next turn.

UNEARTHLY CHARISMA

The unearthly beauty of the celestial mesmerizes those creatures witnessing it.

Benefit: As an action, the celestial can spend three Hit Dice to emanate an aura of divine beauty, grace, and glory. All non-celestial creatures within a 60-foot-radius sphere that can see the celestial must make a Charisma saving throw (DC = 8 + the celestial's proficiency bonus + its Charisma modifier) or become charmed. Creatures immune to charm automatically succeed at this saving throw. A charmed creature has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the celestial. This effect ends for a creature if it can no longer see the celestial or if the celestial moves out of range or becomes incapacitated. The charm effect otherwise lasts until the end of the celestial's next turn. It can, however, extend this duration by another turn by expending two more Hit Dice.

If any creature attacks a charmed subject, this effect automatically ends for that subject.

CONSTRUCT

Since most constructs lack sentience, most of them do not have or use Hit Dice. If you design a major encounter with a construct as the boss monster or gravest threat, here are several options to consider.

DEFENSIVE BASTION

The construct roots itself in place and becomes immovable.

Benefit: As a bonus action, the construct can expend a Hit Die to root itself in place. From that moment until the end of its next turn, it becomes restrained but also becomes immune to any effect or attack that would force it to move, such as *thunderwave* or *telekinesis*.



ENHANCED PERCEPTION

The construct perceives other creatures at greater distances, regardless of lighting conditions.

Benefit: The construct can spend one Hit Die as a bonus action to gain blindsight to a range of 10 feet. For each additional Hit Die the construct spends, increase its blindsight range by another 10 feet. If the construct already possesses blindsight, increase the range of its perception by 10 feet. This benefit lasts for 1 minute.

JUGGERNAUT

Once the construct moves, nothing slows its progress.

Benefit: As part of its movement, the construct can spend a Hit Die to enable it to move through difficult terrain without penalty.

In addition, if the construct is restrained, as a bonus action, it can spend a Hit Die to attempt another saving throw, with advantage, to end that restraint. Alternatively, the construct can spend a reaction, and a Hit Die to attempt this saving throw (such as to avoid giving advantage to attacks made against it).

If the construct is grappled by an effect or another creature, it can spend a Hit Die and a bonus action (rather than an action) to make an escape attempt, gaining advantage on the roll when it does.

REGENERATION

The construct repairs damage to its components.

Benefit: At the end of its turn, the construct can spend one Hit Die and regain that number of hit points. It must have at least 1 hit point left to use this option.

DRAGON

With their massive size, tremendous strength, and devastating breath weapon attacks, a dragon should prove itself a worthwhile and devastating opponent, but with the focused attacks of 4 to 6 high-level adventurers, even a dragon can be challenged.

Adding a few additional options can make up for the disadvantage they face as a solo encounter and provide a more creative challenge for the party.

DANGEROUS GROUND

The dragon's breath weapon leaves the terrain broken and hazardous.

Prerequisite: The creature must have a breath weapon to use this option.

Benefit: The dragon can expend three Hit Dice as part of using its breath weapon. When it does so, the breath weapon affects creatures in its area as normal. In addition, the terrain within the area of effect becomes difficult terrain for 1 minute.

Finally, whenever a creature starts its turn standing on the affected terrain, they take damage equal to the dragon's proficiency bonus. The damage type is the same as that inflicted by the breath weapon.

DEAFENING ROAR

When the dragon unleashes its breath weapon, the thunderous sound overwhelms the hearing of those caught in its wake.

Prerequisite: The creature must have a breath weapon to use this option.

Benefit: When using its breath weapon, the dragon can spend two Hit Dice. Each creature inside the breath weapon's area of attack that fails its saving throw also becomes deafened for 1 minute. A deafened creature can attempt a Constitution saving throw (the DC equals that of the breath weapon) at the end of each of its turns, ending the condition with a success. If a creature's saving throw is successful or the effect ends for it, that creature is immune to the Deafening Roar for the next 24 hours.

ELEMENTAL AURA

The dragon exudes waves of elemental energy.

Prerequisite: The creature must have a breath weapon to use this option.

Benefit: As a bonus action, the dragon can expend two Hit Dice to exude an aura that causes the same type of damage as its breath weapon (e.g., a fire aura for a red dragon). While active, the aura deals 5 damage to any creature that ends its turn within 30 feet of the dragon. The aura continues until the start of the dragon's next turn.

If the dragon instead spends 4 Hit Dice, the aura damage increases to 10.



FORCEFUL BREATH

The dragon's breath weapon strikes with hammering force.

Prerequisite: The creature must have a breath weapon to use this option.

Benefit: The dragon can spend Hit Dice, up to the value of its proficiency bonus, to add bonus bludgeoning damage to its breath weapon. In addition to suffering the usual damage caused by the breath weapon, each creature in the area of effect also suffers 1d8 bludgeoning damage for each Hit Die expended. Even if the creature succeeded in its saving throw against the breath weapon's primary damage, it still takes the full amount of bludgeoning damage.

A creature that entirely avoids the breath weapon (such as a rogue using the Evasion class feature) avoids all bludgeoning damage. The bludgeoning damage is considered magical for purposes of damage resistance.

GRAPPLING BITE

The dragon closes its enormous maw, clamping down on some unfortunate fool's limb.

Prerequisite: The creature must have a bite attack and must be of size Huge or larger to use this option.

Benefit: When making a bite attack, the dragon can expend two Hit Dice to also make a grappling attempt as part of the bite. If the bite hits, the dragon grapples its target so long as the target is at least one size category smaller. The escape DC for this grapple equals 8 + the dragon's Strength (Athletics) modifier.

Each round the dragon maintains this grapple; it can automatically inflict bite damage on the grappled target, but it cannot use its bite attack against another target without releasing the grapple. In addition, the dragon cannot use its breath weapon while grappling a creature in this manner.



HOLE IN THE MIDDLE

The dragon demonstrates absolute control over its breath weapon, bringing destruction to its enemies but not its minions.

Prerequisite: The creature must have a breath weapon to use this option.

Benefit: When the dragon unleashes its breath weapon, it can spend one Hit Die for each creature in the area of effect it wishes to exclude. That creature does not need to make a saving throw against the breath weapon and suffers no harm for being in the area of effect.

SHAKE THE EARTH

The dragon slams its bulk into the ground, knocking nearby creatures to the ground with the impact.

Prerequisite: The creature must be size Huge or Gargantuan to use this option.

Benefit: As an action, a Huge-sized dragon can spend three Hit Dice to slam into the ground with all its weight. Each creature on the ground within 20 feet of the dragon must make a Strength saving throw (DC = 8 + the dragon's proficiency bonus + its Strength modifier) or be knocked prone and take 1d8 bludgeoning damage.

For a Gargantuan-sized dragon, the area of effect

increases to 30 feet, and the bludgeoning damage increases to 2d6.

TERRIFYING PRESENCE

Mortals quiver in terror at the sight of such a magnificent creature.

Prerequisite: The creature must have the Frightful Presence ability in order to use this option.

Benefit: The dragon can amplify its Frightful Presence ability by spending a Hit Die as part of its action. When this happens, the dragon chooses a number of creatures it can see within 120 feet, up to the value of its proficiency bonus. Each creature targeted suffers disadvantage on their Wisdom saving throw to resist the dragon's Frightful Presence ability.

ELEMENTAL

A few types of elementals work well with Hit Dice options, such as a djinni or an efreeti. Most elementals, on the other hand, aren't intelligent or clever enough to make use of Hit Dice.

ELEMENTAL GROWTH

As the elemental stands within its element, it grows in size and power.

Prerequisite: The elemental must have immunity to damage from the element to which it holds affinity, such as fire damage, in order to use this feature.

Benefit: If the elemental enters a space that contains the element to which it holds an affinity (e.g., fire for an efreeti or water for a marid), as an action, it can spend three Hit Dice to enlarge its size by one category (e.g., Medium to Large, Large to Huge). This size increase lasts for a number of rounds equal to the elemental's proficiency bonus, after which it returns to normal size.

The increase in size changes the elemental's Hit Dice and hit points correspondingly. When the elemental returns to its normal Hit Dice and normal hit points, if any reductions due to combat reduce it to 0 hit points, it dies immediately.

Note: The GM should plan ahead whether a monster will use this feature in a battle and have the monster's adjusted hit points already determined, as well as the difference between its standard hit points and its size-adjusted hit points.

ELEMENTAL HEALING

The creature bathes in its elemental affinity, rejuvenating its life force.

Prerequisite: The elemental must have immunity to damage from the element to which it holds affinity, such as fire damage, in order to use this feature.

Benefit: If the elemental enters a space that contains the element to which it holds an affinity (e.g., fire for an efreeti or water for a marid), as an action, it can spend up to a number of Hit Dice equal to its proficiency bonus. For each Hit Die it spends, it heals 1d6 + its Constitution modifier in hit points.

FEY

Fey creatures delight in mischief. They manipulate the perception of other creatures, play tricks on the mind, and even tamper with luck. Whereas most creatures use Hit Dice to heal themselves or enhance their innate abilities

and powers, fey are sometimes able to use these options to affect other creatures directly.

CUNNING DISGUISE

The creature weaves a potent spell to hide its true nature.

Prerequisite: The fey must have the ability to cast *disguise self* or similar magic to use this option.

Benefit: When the fey casts *disguise self* or uses a magical ability that alters its appearance, it can spend a Hit Die. Thereafter for the next hour, any creature using an Intelligence (Investigation) check to discern the disguise suffers disadvantage on the roll.

If the fey spends two Hit Dice, it also treats its spell save DC as 2 higher, but only with regards to the *disguise self* spell's effects.

EVASION

With a blur of motion, the fey avoids harm.

Benefit: If the fey is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it can spend four Hit Dice to gain evasion against that effect. With evasion, the fey takes no damage if it succeeds on the Dexterity saving throw, and only half damage if it fails.

FORTUNE FAVORS THE BOLD

The fey warps reality, swapping its reaction time with that of another creature.

Benefit: The fey can spend three Hit Dice to swap its initiative score with that of another creature it can see within 120 feet. This swap remains in effect for the remainder of the encounter. The fey can make this swap at the start of the encounter when initiative is rolled, but it cannot use this option while surprised.

OVERPOWERING CHARM

When it chooses to do so, the fey's charm becomes almost impossible to resist.

Prerequisite: The fey must have a power or ability that allows it to charm other creatures, whether by casting *charm person* or by other means.

Benefit: When the fey casts a spell or uses an ability that charms a target, it can spend three Hit Dice to affect a creature ordinarily immune to being charmed. The target creature still receives a saving throw to resist becoming

charmed, but if it fails, the charm takes effect. The target creature remains charmed for up to 1 minute, although it can attempt another Wisdom saving throw at the end of each of its turns, ending the charm on itself with a success.

THIEF OF TIME

The fey steals a moment of time from another creature and uses it for its own benefit.

Benefit: As a reaction, the fey can spend three Hit Dice and steal either a reaction or a bonus action from one creature it can see within 60 feet. If it steals a reaction, then it can use up to two reactions in the same turn. If it steals a bonus action, it can spend two bonus actions on its turn (all other limits concerning actions on a turn, such as with spellcasting, remain in effect). The target creature loses the stolen action for that turn (which might, for example, prevent it from making an opportunity attack). The fey must use the stolen action before the start of its next turn or lose that action.

TRUESIGHT

The fey sees past illusions and deceptions to see the truth of the matter.

Benefit: As a reaction, the fey can expend two Hit Dice to gain truesight with a range of 60 feet for 1 minute.

FIEND

A fiend, whether demon, devil or something else, stands as one of the best types of monster to have and use Hit Dice. These creatures tend to be cunning, intelligent, and use hit dice abilities. Given a fiend's extraplanar origin, it may well possess unearthly powers drawn from hellish planes and nightmarish dimensions.

ACID SPITTLE

The creature spews a glob of acidic spittle onto its weapon.

Prerequisite: The fiend must have a melee weapon attack to use this option.

Benefit: As a bonus action, the fiend spends one Hit Die to exude a glob of acidic spittle onto a melee weapon it wields (a spear, sword, its own claws, etc.). The weapon does additional bonus acid damage equal to the fiend's proficiency bonus on its next hit.



AURA OF IMPURITY

Healing magic works poorly in the vicinity of the fiend.

Benefit: The fiend can activate this aura by spending an action and four Hit Dice. Any creature that starts or ends its turn within 40 feet of the fiend must make a Constitution saving throw (DC = 8 + the fiend's Constitution modifier). On a successful save, the creature is immune to this aura for the next 24 hours. On a failed save, the creature only gains minimum benefit from any healing, magical or mundane, that it receives while within this area of effect, i.e., 1 point per die rolled. The aura lasts for 1 minute.

CORRUPTION OF SILVER

Mere proximity to the fiend taints and tarnishes even the purest silver.

Benefit: The fiend can, by spending a bonus action and two Hit Dice, apply its damage resistance to nonmagical attacks from silvered weapons.

DEMONIC RAGE

The fiend erupts into a bloodthirsty frenzy.

Benefit: As a bonus action, the fiend can spend three Hit Dice to enter a battle frenzy. While in this state, the fiend cannot cast spells or use any ability that requires concentration, and it cannot use ranged attacks. One of the fiend's melee weapon attacks each round gains advantage and inflicts bonus damage equal to its proficiency bonus. The rage lasts a number of rounds equal to the fiend's Constitution modifier (minimum of 1 round). The fiend can drop out of this frenzy as a bonus action.

REGENERATING MAGIC

The creature draws upon its fiendish energies to replenish its spellcasting.

Prerequisite: The creature must possess the spellcasting ability in order to use this option. The fiend can regain an expended spell slot by spending a number of Hit Dice equal to the slot. Thus, to regain a 3rd-level spell slot, the fiend must spend three Hit Dice.

SPROUT WINGS

A pair of ragged, bat-like wings sprout from the monster's back and it takes flight

Benefit: As a bonus action, the fiend can spend three Hit Dice to grow a pair of wings, gaining a fly speed of 30 feet. For each additional die spent, the fly speed increases by another 10 feet. The wings rot away at the start of its next turn.

TELEPORTATION CAPTURE

The fiend can teleport itself and a grappled creature.

Prerequisite: The fiend must have the ability to teleport itself to use this option.

Benefit: When the fiend uses an ability or power that allows it to teleport, it can expend three Hit Dice to allow it to teleport an adjacent creature. If the creature is unwilling, it can avoid being teleported by succeeding at a Dexterity saving throw (DC = 8 + the fiend's Intelligence modifier). The fiend and the creature it teleports must observe all other restrictions for the teleportation, such as distance, line of sight requirement, etc.

GIANT

A giant makes an excellent opponent for truly epic combat scenes. As such, a giant serves as a great candidate for using Hit Dice options. Most giants should use the options described under the **Bodyguard** or **Brute** monster.

HUMANOID

For the most part, this type of monster is largely a catch-all. If you wish to give Hit Dice options to a humanoid, the best way is to base their choices on their role in a given encounter. Given that humanoids are such versatile creatures, they can fit any of the roles described.

MONSTROSITY

Although a number of intelligent, clever monsters exist within the monstrosity category, such monsters tend to favor brutal, savage attacks over finesse and subtlety.

The best options for them are found under the monster role of **Brute** presented previously in this chapter. In some cases, such as with an ankheg or centaur, the **Skirmisher** options may fit better.

If the monster often acts alone or utilizes special tactics that benefit a one-on-many scenario, the **Solo** options would be a great choice.

OOZE

A typical ooze lacks sentience or any sense of self and should not receive Hit Dice. Even an ooze or similar creature that possesses intelligence should rarely have or use Hit Dice unless it serves as the major monster in an encounter.

PLANT

Most plants lack much in the way of intelligence or self-awareness and thus shouldn't have Hit Dice. For those plants with some measure of sentience, such as a treant, here are a few possible options to choose from. Combine these creatively in addition to the normal plant abilities for some interesting effects.

ATTACK FROM BELOW

Gnarled roots and tendrils burrow up from the ground to attack the creature's enemies.

Benefit: As an action, the plant can spend a Hit Die to make a melee weapon attack against a creature it can see within 10 feet. Treat this attack as one of the plant's standard attacks, such as a slam attack for a treant or a constrict attack for a vine blight. For each additional Hit Die the plant spends, it can attack one additional target it can see within range. The plant can only attack each creature once with this feature.

Huge-sized plants can make this attack against a creature within a 20-foot-radius, while Gargantuan plants can make this attack against a creature within a 30-foot-radius.

TREMORSENSE

The plant senses approaching creatures through vibrations in the ground.

Benefit: By spending Hit Die as a free action, the plant gains tremorsense to a range of 60 feet for 1 minute.

INHUMAN MIND

In spite of its intelligence, the plant's mind is completely different from those of other creatures.



Benefit: As a reaction, the plant can spend a Hit Die to gain advantage on saving throws against attacks that inflict psychic damage until the end of its next turn. If the plant spends two Hit Dice it also gains resistance to psychic damage for that period of time; if it spends three Hit Dice, it gains immunity to psychic damage instead.

UNDEAD

Weak and mindless undead should never have Hit Dice or options to use them. Even those undead with some mind of their own, such as a ghoul or a wight, should rarely have Hit Dice options.

Hit Dice options are conscious decisions to use abilities in lieu of healing and so represent a certain appreciation for life and capability of thought.

These options should be reserved for dangerous, cunning undead such as liches, mummies, or vampires. When an undead creature uses Hit Dice, it draws upon whatever dark, malignant power animates and motivates them. They may not heal wounds, but they can use their necromantic energies to regenerate wounds or ignore conditions.

When an undead creature expends Hit Dice, use plenty of scary, ghoulish imagery to describe what happens the characters experience.

GHOULISH RECOVERY

The monster takes a bite out of a living creature, consuming blood and flesh to stitch closed its own wounds.

Prerequisite: The monster must have the ability to make a melee natural weapon attack, such as claws or a bite.

Benefit: The round after the undead hits a living creature with a natural melee weapon attack (e.g., a bite or claw), it can spend an action and one or more Hit Dice to regain hit points. The undead regains 1d6 hit points for each Hit Die spent. The creature may not regain more hit dice in this fashion than his target possesses.

INSUBSTANTIAL

The monster can move through creatures and objects without difficulty.

Prerequisite: The monster must have the Incorporeal Movement ability to use this option.

Benefit: When the monster uses its Incorporeal Movement ability, it can expend one Hit Die to avoid taking force damage for ending its turn inside an object.

INCORPOREAL QUICKNESS

The monster moves through creatures as if they weren't there.

Prerequisite: The monster must have the Incorporeal



Movement ability to use this option.

Benefit: When the monster uses its Incorporeal Movement ability, it can expend a Hit Die to move through other creatures and objects without treating them as difficult terrain until the start of its next turn.

LIFE SENSE

The undead gains the ability to sense the nearby presence of the living.

Benefit: The undead can spend two Hit Dice as an action to sense the location of any living creature within 60 feet of it for 1 minute. This cannot detect constructs or undead creatures.

RECOVERY DRAIN

The undead's touch drains even the reserves of its victim's life force.

Prerequisite: The creature must have the Life Drain attack in order to use this option.

Benefit: When the creature hits a target with its Life Drain attack, it can spend one or more Hit Dice as a bonus action. For each die it expends, the target loses one of its own Hit Dice. Lost dice are restored to the creature at the end of its next long rest.

TOUCH OF DECAY

The touch of this undead horror causes flesh to rot.

Benefit: If an undead creature makes a melee weapon attack and spends three Hit Dice, the attack inflicts normal damage and, in addition, the target's flesh begins to rot. Each round on its turn, the target suffers necrotic damage equal to the undead's proficiency bonus. The affected creature can attempt a Constitution saving throw

(DC = 8 + the undead's proficiency bonus + the undead's Constitution modifier) at the end of each of its turns, ending the effect on itself with a success. Once a creature succeeds at this saving throw, it becomes immune to this effect for the next 24 hours.

UNDEAD PSYCHE

The mind of this undead creature is resistant to psychic damage.

Benefit: As a reaction, the undead can spend two Hit Dice to gain resistance to psychic damage until the start of its next turn. If the undead spends four Hit Dice in this manner, it gains resistance to psychic damage for 1 minute.





CORE MONSTER ABILITIES

A

AARAKOCRA

SUDDEN LEAP

The aarakocra has the ability to quickly escape danger with but a leap.

Prerequisite: Aarakocra

Benefit: As a reaction to being threatened by another creature, the aarakocra can expend a Hit Die and move 10 feet away from its present location.

ABOLETH

IMPLANTED SUGGESTION

The aboleth's telepathic contact leaves behind an insidious psychic residue.

Prerequisite: Aboleth

Benefit: When the aboleth communicates telepathically with a creature it can see within 120 feet, as a bonus action, it can spend a Hit Die to cast *suggestion* on that creature. The target must succeed at a DC 14 Wisdom saving throw to resist the effect. Creatures immune to being charmed can't be affected by this ability. The aboleth can maintain the suggestion by spending a Hit Die at the start of each turn, to a maximum duration of 1 hour.

PSYCHIC REVELATION

The aboleth sees through deceptions and illusions.

Prerequisite: Aboleth

Benefit: The aboleth can spend a Hit Die as a bonus action to gain truesight with a range of 120 feet. This benefit lasts for 1 minute.



RAPID DEVOLUTION

The aboleth's touch immediately begins to transform a creature.

Prerequisite: Aboleth

Benefit: When the aboleth hits a creature with a tentacle attack, as a bonus action it can spend a Hit Die to accelerate the progress of the disease. If the target fails its Constitution saving throw and becomes diseased, the disease's effects begin at the start of the aboleth's next turn.

THOUGHT PERCEPTION

The aboleth senses the presence of other minds.

Prerequisite: Aboleth

Benefit: As a bonus action, the aboleth can spend a Hit Die to cast *detect thoughts* until the start of its next turn. The aboleth can maintain the effect each round by spending another Hit Die but without needing to spend another bonus action.

ANGELS

BLINDING RADIANCE

The deva can blind those creatures that witness its divine majesty.

Prerequisite: Deva

Benefit: As an action, the deva can spend a Hit Die to emit a pulse of blinding light. Each creature (the deva cannot choose to exclude creatures in the area of effect) in a 20-foot-radius sphere must make a DC 13 Constitution saving throw or be blinded until the start of the deva's next turn.

SPEAK NO LIES

The planetar places a curse upon those who would lie in its presence.

Prerequisite: Planetar

Benefit: As a bonus action, the planetar can spend a Hit Die to target one creature it can see within 120 feet. The target creature must make a DC 20 Charisma saving throw. If it fails, each time the creature speaks a deliberate falsehood, it suffers 14 (4d6) psychic damage. This effect lasts for 1 minute.

DIVINE AUTHORITY

The solar unleashes the might of the heavens with impunity.

Prerequisite: Solar

Benefit: The solar can spend two Hit Dice in place of spending one legendary action for the turn. The solar can only use this option once per turn. It still cannot use more than one legendary option at a time and only at the end of another creature's turn.

PUNISH THE WICKED

The solar punishes an evil creature with divine retribution.

Prerequisite: Solar

Benefit: As an action, the solar can spend a Hit Die to touch an evil creature as a melee spell attack. If it hits, the target must succeed at a DC 25 Wisdom saving throw or suffer the solar's choice of one of the following conditions: blindness, deafness, frightened, or poisoned. This curse lasts for 1 minute or can be removed with a greater restoration spell.

ANIMALS

As mentioned previously, for the most part, beasts usually are poor candidates for using Recovery Dice options. This category of creature includes mundane animals as well as giant varieties—creatures with limited intelligence that rarely feature prominently in important encounters. That being said, here are a few Recovery Dice options to consider giving to beasts for those times where the GM wishes to create an unusual or unique animal or to surprise players from time to time.

AGILE TENTACLES

The creature is versatile when attacking with its tentacles.

Benefit: The beast can spend a Hit Die as a bonus action to make a tentacle attack even if it already has a creature grappled with its tentacles.

Suggested Beasts: Any beast with a tentacle attack (e.g., giant octopus, octopus)

BLOOD DRAIN

The creature feasts on the blood of its prey.

Benefit: When the creature hits with a bite attack, it can spend a Hit Die as a bonus action to reduce the target's hit point maximum by 1d4 points.

Suggested Beasts: Giant weasel

BEYOND PAIN

Whether rabid or simply mad with hunger, the beast ignores pain and injury to take down its prey.

Benefit: As a reaction to taking damage, the beast can roll a Hit Die, gaining the result in temporary hit points.

Suggested Beasts: Badger, black bear, boar, brown bear, giant badger, mammoth, polar bear

BLOOD IN THE WATER

The shark can sense the merest hint of blood in the water.

Benefit: The shark can spend a Hit Die as a bonus action to increase the range of its blindsight up to 120 feet with regard to a creature that doesn't have all its hit points. This benefit lasts up to 1 minute.

Suggested Beasts: Any shark

CUMULATIVE VENOM

The creature's venom becomes increasingly dangerous with each attack.

Benefit: When using an attack that inflicts poison damage, the beast can spend a Hit Die as a bonus action to increase the DC of the saving throw against the poison by 1.

Suggested Beasts: Any beast with a poisonous attack (e.g., centipede, poisonous snake, scorpion, wasp, etc.).

GATHERING SWARM

With each passing moment, more creatures join the swarm, swelling its ranks.

Benefit: As a bonus action, the swarm can roll a Hit Die and add the result to its hit points. Each time the swarm doubles its hit point maximum value, it increases by one size category.

Suggested Beasts: Any swarm creature (e.g., insects, spiders, etc.)

GIANT LEAP

The beast makes a heroic leap.

Benefit: When the beast moves with its Standing Leap ability and spends a Hit Die, it can jump half again as far as normal.

Suggested Beasts: Any creature with the Standing Leap ability (e.g., frog, giant frog)

PROTECTIVE

The creature will do anything to protect its young.

Benefit: When the beast is within 30 feet of its young, it can spend a Hit Die as a bonus action to gain advantage on one melee weapon attack. If the target creature is within 10 feet of the beast's offspring, the beast can instead spend two Hit Dice to also inflict maximum damage if that attack hits.

Suggested Beasts: Any Medium-sized or larger beast

RAKE

The beast follows up one successful claw attack with another.

Benefit: When the beast hits a target with a claw attack, it can spend a Hit Die as a bonus action to make another claw attack that round against the same target.

Suggested Beasts: Any beast with a claw attack (e.g., lion, panther, tiger, etc.)

SWARM INTRUSION

The things within the swarm flood into a creature's mouth and nose like an unstoppable wave.

Benefit: When occupying a prone creature's space, as an action the swarm can spend a Hit Die to choke the creature by swarming into its mouth, nose, and eyes. As long as the target creature remains in the swarm's space it is blinded; it is no longer blinded the moment it leaves the swarm's space.

In addition, the prone creature must make a Constitution saving throw (DC = 8 + the swarm's proficiency bonus + its Dexterity modifier). If it fails this save, it chokes and cannot breathe or speak until it leaves the swarm's space.

Suggested Beasts: Any swarm creature (e.g., insects, spiders, etc.)

TEARING STRIKE

The beast takes a vicious bite out of its prey, tearing away chunks of flesh.

Benefit: When the beast hits with a bite attack, as a bonus action it can spend a Hit Die to do an additional die of damage.

Suggested Beasts: Any creature with a bite attack or a beak attack.

TRAINED MOUNT

The creature has been trained to fight effectively with its rider in combat.

Benefit: When the beast attempts a Trampling Charge, it can spend a Hit Die as a bonus action to gain advantage on its hooves attack that same turn.

Suggested Beasts: Warhorse, wolf, worg, dire wolf

ANIMATED OBJECTS

DAMAGE RESISTANCE

The object was fashioned with sturdy, high-quality materials, making it difficult to damage.

Prerequisite: Animated object (any)

Benefit: As a reaction in response to a weapon attack, the animated object can spend a Hit Die to gain resistance to bludgeoning, piercing, and slashing damage from a nonmagical weapon.

ANKHEG

STICKY ACID

The ankheg's digestive acids continue to dissolve flesh.

Prerequisite: Ankheg

Benefit: When the ankheg hits a creature with its bite and inflicts acid damage, it can spend a Hit Die as a bonus action such that the target takes 3 (1d6) acid damage on the ankheg's next turn. An affected creature can spend an action washing off the acid to avoid taking the additional damage.

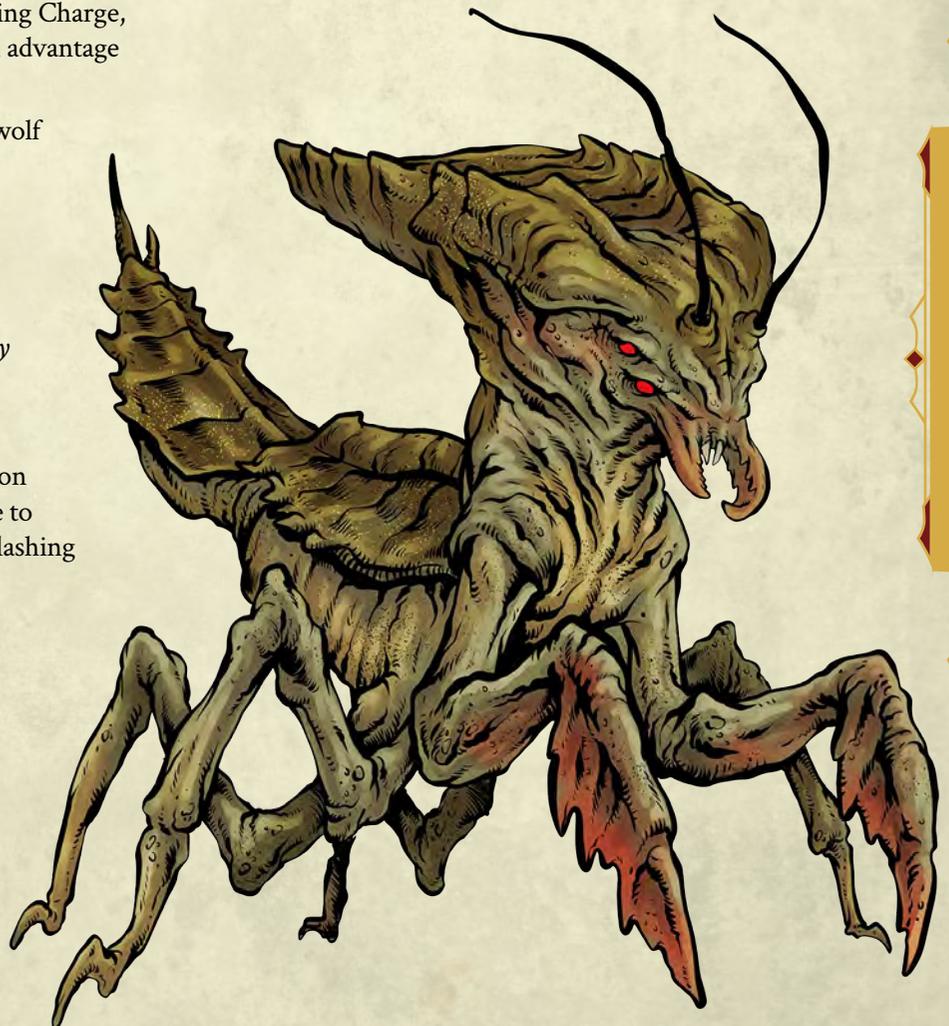
AZER

BURST OF FLAME

The azer opens its hand and unleashes a ball of fire.

Prerequisite: Azer

Benefit: As an action, the azer can spend a Hit Die to hurl a ball of flame at a creature it can see within 30 feet. The azer makes a ranged spell attack (+3 bonus). On a hit, the target takes 5 (1d10) fire damage.



B

BANSHEE

AGONIZING WAIL

The banshee's wail lingers in the minds of all who hear it.

Prerequisite: Banshee

Benefit: After the banshee has used its Wail ability for the day, as an action, it can spend a Hit Die to emit an Agonizing Wail, provided it isn't in sunlight. This wail

does not affect constructs and undead. All other creatures within 30 feet of the banshee that can hear it take 10 (3d6) psychic damage.

BASILISK

EYE-OPENING BITE

The basilisk follows up its vicious bite with its petrifying gaze.

Prerequisite: Basilisk

Benefit: If the basilisk spends a Hit Die when making a bite attack, as a bonus action, it can also use its Petrifying Gaze ability against the same target.





BEHIR

CHARGED SCALES

Arcs of electricity dance across the behir's scaled hide.

Prerequisite: Behir

Benefit: As a bonus action, the behir can spend a Hit Die to electrify its hide. Until the start of its next turn, each creature within 5 feet of the behir takes 7 (2d6) lightning damage. In addition, a creature that touches the behir or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

BLIGHT

NATURAL CAMOUFLAGE

The blight blends in perfectly with the surrounding terrain.

Prerequisite: Blight

Benefit: As a bonus action, the blight can spend a Hit Die to gain advantage on Dexterity (Stealth) checks made to hide in natural terrain.

BLINK DOG

RAPID TELEPORT

The blink dog teleports with alarming speed.

Prerequisite: Blink dog

Benefit: The blink dog can use its Teleport ability as a reaction if it spends a Hit Die. This ability allows the blink dog to teleport before it would suffer harm from an attack or other effect. If the blink dog uses this ability, its Teleport ability cannot recharge on its next turn.

BRAIN GORGER

ID INSINUATION

The brain gorgor digs deep into the thoughts of its prey, disrupting the target's ability to think clearly.

Prerequisite: Brain gorgor

Benefit: The brain gorgor can spend an action and a Hit Die to cast *confusion* on a target it can see within 90 feet. The effect lasts until the start of the brain gorgor's next turn. The target must succeed at a Wisdom saving throw to avoid this effect. Each round thereafter, the brain gorgor can maintain the confusion on the target by

spending a bonus action and another Hit Die. An affected creature can attempt another Wisdom save at the end of each of its turns, ending the effect on a success.

MESMERIC GAZE

The brain gorger's overpowering psionic power lures its prey closer.

Prerequisite: Brain gorger

Benefit: As an action, the brain gorger can spend a Hit Die and use its gaze to target one creature it can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or become subject to *suggestion*. A creature that cannot be charmed is immune to this effect.

BUGBEAR

NATURAL CAMOUFLAGE

The bugbear practically disappears into its surroundings.

Prerequisite: Bugbear

Benefit: As a bonus action, the bugbear can spend a Hit Die to gain advantage on Dexterity (Stealth) checks made to hide in natural terrain.

STEALTHY KILLER

The bugbear emerges from the shadows to make another kill.

Prerequisite: Bugbear

Benefit: During its first turn, the bugbear can spend a Hit Die to gain advantage on attack rolls against any creature that hasn't yet taken a turn. As a bonus action, if the bugbear spends a second Hit Die, a hit the bugbear makes against a surprised creature inflicts an additional die of weapon damage. The bugbear can combine this benefit with that of its Surprise Attack ability.

BULETTE

DEATH FROM BELOW

The bulette collapses the ground beneath its prey.

Prerequisite: Bulette

Benefit: As an action, the bulette can spend a Hit Die to open the ground beneath a Medium-sized or smaller creature. The creature must succeed at a DC 12 Dexterity

saving throw or fall into a 10-foot-deep pit. As a bonus action, the bulette can then spend another Hit Die and make a bite attack against a creature that failed their saving throw.

BITE AND DRAG

Once the bulette clamps its gigantic maw on its prey, it drags them into its burrow.

Prerequisite: Bulette

Benefit: When the bulette hits a creature with a bite attack, as a bonus action, it can spend a Hit Die to grapple the target (escape DC 12). As an action, the bulette can spend a Hit Die to drag a grappled creature underground, moving up to half its burrow speed.

BULLYWUG

POISON RESISTANCE

As a creature of the swamp, the bullywug has built up a tolerance for poisons.

Prerequisite: Bullywug

Benefit: As a reaction, the bullywug can spend a Hit Die to gain resistance to poison damage until the end of its next turn. If the bullywug instead spends two Hit Dice, it also gains advantage on saving throws against poison effects.

BURROW HULK

LINGERING CONFUSION

The effects of the burrow hulk's gaze linger in the target's mind.

Prerequisite: Burrow hulk

Benefit: Each time a burrow hulk targets a creature with its Confusing Gaze ability, it can spend a Hit Die. If the target creature fails its Charisma saving throw against the gaze, the effects last for one additional round, whether the creature averts its gaze or not.

C

CAMBION

PERNICIOUS CHARM

Even when a mortal breaks free of the cambion's fiendish charms, they've never truly escaped.

Prerequisite: Cambion

Benefit: When the cambion successfully uses its Fiendish Charm ability, as a bonus action it can spend a Hit Die to increase the charm's effectiveness. If the target breaks free of the enchantment for any reason, they do not become immune to the cambion's Fiendish Charm for the next 24 hours. A cambion cannot use this ability on a creature more than once every 24 hours.

CORPSE CRAWLER

ADDITIVE POISON

Each hit from the corpse crawler's tentacles makes its poison more potent.

Prerequisite: Corpse crawler

Benefit: The corpse crawler can spend a Hit Die as a bonus action after hitting a target with one of its tentacle attacks. If the crawler hits the same target with a second tentacle attack in that same round, the creature suffers disadvantage on its Constitution saving throw to avoid becoming paralyzed.

CENTAUR

AGILE CHARGER

The centaur weaves and dodges as it charges.

Prerequisite: Centaur

Benefit: The centaur can spend a Hit Die as part of its charge to allow it to move towards a target without doing so in a straight line.

BULLSEYE

The centaur shoots an arrow at precisely the last spot it struck.

Prerequisite: Centaur

Benefit: As a bonus action, when the centaur hits a target with its first longbow attack, it can spend a Hit Die to gain advantage on the second arrow fired that round against the same target. Alternatively, as a bonus action it can spend a Hit Die to inflict a bonus die of weapon damage with the second arrow to the same target hit with the first arrow.

CHIMERA

FLYBY ATTACKS

The chimera weaves through the air, striking at its enemies while avoiding their counterattacks.

Prerequisite: Chimera

Benefit: As a bonus action, the chimera can spend a Hit Die to prevent enemies from making opportunity attacks against it until the end of its next turn. The chimera can only make use of this ability if it is flying and still provokes opportunity attacks if using its walking speed.

CHUUL

VIRULENT POISON

The chuul's tentacle poison lingers in its prey.

Prerequisite: Chuul

Benefit: When the chuul hits a creature with a tentacle attack, as a bonus action, it can spend a Hit Die to bolster its paralytic poison. When a target affected by the chuul's poison succeeds at a saving throw to end the paralysis, it remains paralyzed until the end of its next turn after making the save.

CLOAKER

LIFELIKE PHANTASMS

The cloaker's illusory duplicates look amazingly real.

Prerequisite: Cloaker

Benefit: As a reaction when an attack would target the cloaker instead of one of the images generated by its

Phantasms ability, it can spend a Hit Die to reroll to see whether the attack hits the cloaker or one of its duplicates.

COCKATRICE

FLURRY OF BITES

When it feels threatened, the cockatrice bites everything in sight.

Prerequisite: Cockatrice

Benefit: The cockatrice can spend a Hit Die as a bonus action to gain an additional bite attack.

COUATL

AGILE SHAPECHANGER

The couatl transforms itself in the span of a heartbeat.

Prerequisite: Couatl

Benefit: The couatl can use its Change Shape ability as a bonus action (instead of an action) by spending a Hit Die.

CELESTIAL DIVINATION

The couatl has mastered the art of its minor magic.

Prerequisite: Couatl

Benefit: By spending a Hit Die, the couatl can cast one of its cantrips as a bonus action instead of an action.

DIVINE INSIGHTS

The couatl understands the thoughts and hearts of mortals.

Prerequisite: Couatl

Benefit: As a bonus action, the couatl can spend a Hit Die to gain proficiency in Wisdom (Insight) for 1 minute.

CRAWLING CLAW

STEALTHY

The crawling claw moves without making a noise.

Prerequisite: Crawling claw

Benefit: The crawling claw can spend a Hit Die to gain proficiency in Dexterity (Stealth) for 1 minute. The claw has advantage on any Dexterity (Stealth) checks it makes during that time.

CYCLOPS

OVERBEARING STRIKE

The cyclops throws all its strength into an attack, bowling its target over.

Prerequisite: Cyclops

Benefit: When the cyclops hits a creature with a melee weapon attack, as a bonus action, it can spend a Hit Die to make a shove attack against the same target. The target must succeed on a DC 17 Strength saving throw or be knocked prone.

D

DARKMANTLE

CRUSHING GRIP

The harder someone tries to remove it, the tighter the darkmantle clings to its prey.

Prerequisite: Darkmantle

Benefit: When a creature attempts to remove a darkmantle from its prey, the darkmantle can spend a Hit Die as a reaction to cause 6 (1d6+3) bludgeoning damage to the prey to which it is attached. In addition, the DC of the Strength check to remove the darkmantle increases by 1.

DEATH DOG

KEEN PERCEPTION

Two heads are more perceptive than one.

Prerequisite: Death dog

Benefit: The death dog can spend a Hit Die as a bonus action or as a reaction to gain advantage on Wisdom (Perception) checks that rely on sight for the next minute.



DEATH KNIGHT

RIPOSTE

The death knight answers an attack with one of its own.

Prerequisite: Death knight

Benefit: When hit by a melee weapon attack, the death knight can spend a Hit Die as a reaction to make a melee weapon attack in return.

SHATTERED SHIELD

With a powerful blow, the death knight slashes through an enemy's shield.

Prerequisite: Death knight

Benefit: As a bonus action, the death knight can spend a Hit Die to make a melee weapon attack against a nonmagical shield wielded by an adjacent creature. If the attack hits, and the death knight succeeds at a DC 15 Strength check, the shield is rendered useless.

UNBREAKABLE WILL

The death knight's iron will makes it difficult to control or manipulate.

Prerequisite: Death knight

Benefit: As a reaction, the death knight can spend a Hit Die to reroll a saving throw made to resist becoming charmed.

DECEPTION BEAST

DIMENSIONAL REFLECTIONS

The deception beast moves in and out of dimensions so quickly as to appear in multiple places at the same time.

Prerequisite: Deception beast

Benefit: As an action, the deception beast can spend a Hit Die to cast *mirror image*. The three illusory duplicates last for 1 minute or until destroyed. If the deception beast uses this ability again, all existing images cease to exist.

WARPED SPACE

The deception beast uses the curvature of other dimensions to extend its reach.

Prerequisite: Deception beast

Benefit: As a bonus action, the deception beast can spend a Hit Die to gain a reach of 20 feet with one of its tentacle attacks.

DEMILICH

EXPULSION

The demilich hurls an intruder through a dimensional portal, expelling the creature from its sight.

Prerequisite: Demilich

Benefit: As an action or as one of its legendary actions, the demilich targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be teleported into an empty space up to 300 feet away. However, this teleportation cannot place the target creature in an immediately dangerous space, such as mid-air over a chasm or in a pool of lava.



DEMON

ACID FOR BLOOD

The demon's blood corrodes and burns like acid.

Prerequisite: Demon

Benefit: As a reaction after the demon takes damage, it can spend a Hit Die to bleed acid on a creature it can see within 10 feet of it. The target creature must succeed on a Dexterity saving throw (DC = 8 + the demon's Constitution modifier). If the creature fails its save, it takes acid damage equal to half the amount rolled on the Hit Die.

BATTLE FRENZY

The sight of blood and pain sends the demon into a gleeful frenzy.

Prerequisite: Demon

Benefit: The demon can spend a bonus action and a Hit Die to gain advantage on its next melee weapon attack against a living creature that has fewer than full hit points.

CORRUPTING TOUCH

The demon's slightest touch leaves behind psychic residue to plague its enemies.

Prerequisite: Demon

Benefit: As a bonus action, the demon can spend a Hit Die when making a melee weapon attack. If the attack hits, in addition to suffering damage, the target must make a Constitution saving throw (DC = 8 + demon's Constitution modifier) or take another weapon die of psychic damage.

FILTHY WOUNDS

Each wound inflicted by the demon festers and rots at an alarming pace.

Prerequisite: Demon

Benefit: When the demon hits a creature with a melee weapon attack, as a bonus action, it can spend a Hit Die. The target must succeed at a Constitution saving throw (DC = 8 + the demon's Constitution modifier) or it cannot benefit from magical healing until the end of its next turn.

SPELL THIEF

The demilich steals magic, dissipating an enemy's spell the moment before its casting.

Prerequisite: Demilich

Benefit: As a reaction, the demilich can spend one or more Hit Dice to attempt to dispel a spell being cast within 120 feet. The demilich must have a line of sight to the target. The demilich must spend one Hit Die per level of the spell it seeks to dispel. The spellcaster must make a DC 15 Charisma saving throw. If the spellcaster fails this save, then the spell fails, and the slot is wasted.

KEEN HUNTER

The demon's senses become preternaturally sensitive.

Prerequisite: Demon

Benefit: By spending a Hit Die as a bonus action, the demon gains advantage on Wisdom (Perception) checks that rely on hearing or smell for the next minute.

TAINTED GROUND

The demon poisons the very ground upon which it treads.

Prerequisite: Demon

Benefit: As part of its movement, the demon can spend a bonus action and a Hit Die to poison every space it entered during that move. Thereafter and for the next minute, any creature that enters that space must make a Constitution saving throw (DC = 8 + the demon's Constitution modifier) or become poisoned until the start of their next turn.

DEVILS

FEARSOME GAZE

The devil instills unnatural fear in one of its enemies.

Prerequisite: Devil

Benefit: As an action, the devil can spend a Hit Die to target one creature it can see within 60 feet of it. The target must succeed on a Wisdom saving throw (DC = 8 + its Wisdom modifier) or become frightened of the devil for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

IMPURITY

The devil focuses its hatred to destroy an object fashioned of silver.

Prerequisite: Devil

Benefit: The devil can, as a bonus action, spend a Hit Die to corrupt a silvered weapon it can see within 60 feet. The attempt automatically succeeds if the weapon is unattended and the weapon is no longer silvered. If the weapon or object is held or carried, the owner must make a Charisma saving throw (DC = 8 + the devil's Constitution modifier). If the creature fails this save, the targeted object loses its silvered property.

MAGIC WEAPONS

The devil's attacks are as potent as magical weapons.

Prerequisite: Devil

Benefit: The devil can spend a Hit Die to make its melee weapon attacks magical until the end of its turn.

SENSE THE LIVING

The devil can hear heartbeats and detect the presence of living creatures.

Prerequisite: Devil

Benefit: The devil can spend two Hit Dice as a reaction to sense the location of any living creature within 60 feet of it for 1 minute. This cannot detect constructs or undead creatures.

UNHOLY PRESENCE

The devil's spite allows it to resist the effects of radiant attacks.

Prerequisite: Devil

Benefit: As a reaction, the devil can spend a Hit Die to gain resistance to radiant damage against one attack.

VISION OF HELL

The devil overwhelms a creature's mind with a glimpse into the horrors of hell.

Prerequisite: Devil

Benefit: When the devil hits a creature with an attack, as a bonus action, it can spend one or more Hit Die to give the target a vision of hell. The target creature must make a Wisdom saving throw (DC = 8 + its Charisma modifier) or take 5 (1d10) psychic damage for each Hit Die expended. This power can only be used against a single creature once per 24 hours.



DINOSAUR

BRUTE FORCE

The dinosaur uses its massive bulk and impressive strength to full effect.

Prerequisite: Dinosaur, an attack that knocks a creature prone

Benefit: When the dinosaur hits with an attack that knocks its target prone, as a bonus action, the dinosaur can spend a Hit Die to increase the Strength saving throw DC by 2.

GRAPPLING BITE

The dinosaur clamps down on its prey and refuses to let go.

Prerequisite: Dinosaur

Benefit: When the dinosaur hits a creature with its bite attack, it can spend a Hit Die to grapple the target as a bonus action. Each round, the dinosaur maintains the grapple, it automatically inflicts bite damage on the creature. The dinosaur cannot use its bite attack on another creature while grappling.

REND

The dinosaur razor-like claws rip through flesh and bone.

Prerequisite: Dinosaur, Multiattack with two claw attacks

Benefit: When the dinosaur hits a creature with two claw attacks, as a bonus action, it can spend a Hit Die to do inflict bonus damage equal to a claw attack against that same target.

DOPPELGANGER

DEEP SCAN

The doppelganger burrows deep into a creature's thoughts to learn its strengths and weaknesses.

Prerequisite: Doppelganger

Benefit: While using its Read Thoughts ability, as a bonus action the doppelganger can spend a Hit Die to learn one of the following pieces of information about its target at that moment: one condition the target currently has, one vulnerability, one resistance, or one immunity.

QUICK CHANGE

The doppelganger polymorphs in an instant.

Prerequisite: Doppelganger

Benefit: The doppelganger can spend a Hit Die to polymorph as a bonus action rather than an action while using its Shapechanger ability.

DRACOLICH

MAGICAL ATTACKS

The dracolich's attacks are considered magical.

Prerequisite: Dracolich

Benefit: As a bonus action when the dracolich spends a Hit Die, all its melee weapon attacks are considered magical until the end of its turn.

NECROTIC BREATH

The dracolich's breath weapon causes its victims to rot.

Prerequisite: Dracolich



Benefit: When the dracolich unleashes its breath weapon, it can spend a Hit Die as a bonus action to change half the damage to necrotic damage.

ROTTING GAZE

The dracolich rots flesh with its gaze.

Prerequisite: Dracolich

Benefit: The dracolich can spend a Hit Die as an action to target one creature it can see within 120 feet of it. The target must succeed on a DC 20 Constitution saving throw or take 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one. Alternatively, the dracolich can use this ability by spending a Hit Die and two legendary actions.

TERRIFYING PRESENCE

The dracolich can kill its enemies with terror.

Prerequisite: Dracolich

Benefit: As a bonus action or as a legendary action, the dracolich can spend a Hit Die to inflict psychic damage against a frightened creature it can see within 120 feet. The targeted creature must make a DC 18 Wisdom saving throw or take 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

DRAGON, SHADOW

CHILLING AURA

The air around the shadow dragon becomes bitterly cold.

Prerequisite: Shadow dragon

Benefit: As a bonus action, the shadow dragon spends a Hit Die to exude an aura of cold until the start of its next turn. Each creature within 10 feet of the dragon takes 10 (3d6) cold damage. A creature that touches the shadow dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

MASTER OF DARKNESS

The shadow dragon smothers light in its presence.

Prerequisite: Shadow dragon



Benefit: As a bonus action, the shadow dragon can spend a Hit Die to cast *darkness*, filling a 30-foot-radius sphere with magical darkness until the start of its next turn. This darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light cannot illuminate it. This area of darkness automatically dispels light created by a spell of 2nd level or lower.

UNDYING SHADOW

The shroud of darkness clinging to the dragon protects it from harm.

Prerequisite: Shadow dragon

Benefit: As a reaction when attacked, the shadow dragon can spend a Hit Die to gain resistance against that attack to one type of damage that isn't force, psychic, or radiant. The dragon can only use this feature while in dim light or darkness.

DRAGON

ARC LIGHTNING

The bronze dragon's breath causes jolts of lightning to dance between two creatures.

Prerequisite: Bronze dragon

Benefit: When the dragon uses its Lightning Breath, as a bonus action, it can spend two Hit Dice to affect two creatures within the area of effect but who are no more than 20 feet apart. Each of the two targeted creatures suffers disadvantage on its Dexterity saving throw against the breath weapon attack.

AWE-INSPIRING PRESENCE

The dragon imposes its commands on those frightened by its majesty.

Prerequisite: Gold dragon

Benefit: As a bonus action, the gold dragon can spend one or more Hit Dice to affect frightened creatures with a suggestion. The dragon must spend one Hit Die for each frightened creature it wishes to affect. To avoid this effect, a frightened creature can attempt a Wisdom

saving throw (the spell save DC equals the saving throw DC for the dragon's breath weapon). The suggestion ends immediately if a creature is no longer frightened. Creatures that can't be charmed are immune to this effect.

BLINDING BREATH

The copper dragon's acidic breath inflicts temporary blindness.

Prerequisite: Copper dragon

Benefit: When the copper dragon unleashes its Acid Breath, as a bonus action it can spend one or more Hit Dice, up to a number equal to its proficiency bonus, to target creatures in the area of effect. Each targeted creature that fails its Dexterity saving throw against the breath weapon becomes blinded until the end of their next turn.

CLINGING ACID

The dragon's acidic breath sticks to creatures and continues to burn.

Prerequisite: Black dragon

Benefit: When the black dragon uses its Acid Breath, as a bonus action, it can choose to spend a Hit Die for each creature in the area of effect. If a targeted creature fails its Dexterity saving throw against the breath weapon, on the dragon's next turn the creature must make another Dexterity saving throw. If the creature fails this save, it takes half as much acid damage as the original damage roll. A creature that succeeds on this save takes no additional damage.

FIERY BURST

The brass dragon unleashes its fiery breath in a cloud instead of a line.

Prerequisite: Brass dragon

Benefit: When the dragon uses its Fire Breath ability, as a bonus action it can spend a Hit Die to change the area of effect to a 30-foot cone.

FORKED LIGHTNING BREATH

The blue dragon's lightning breath splits in mid-air.

Prerequisite: Blue dragon

Benefit: When attacking with its Lightning Breath, as a bonus action, the dragon can spend a Hit Die to cause the

breath weapon to split into two lines. The split can occur at any distance within the breath weapon's range. The second line can move in any direction the dragon chooses, but it must move in a different direction from the original path. Each line does half the normal damage for the breath weapon.

For example, an adult blue dragon uses this ability and splits its Lightning Breath starting at a distance of 60 feet. One line continues straight for another 30 feet, while the other branch travels 30 feet in a different direction. Each creature in one of these lines takes 35 (6d10) lightning damage.

FROZEN GROUND

The ground becomes choked with chunks of ice and patches of frost.

Prerequisite: White dragon

Benefit: As a bonus action, the dragon can spend a Hit Die to cause a 40-foot-radius area, centered on a point it can see within 120 feet, to become difficult terrain. This effect lasts for 1 minute.

HEAT METAL

The dragon turns a nearby metal object white-hot.

Prerequisite: Red dragon

Benefit: As a bonus action, the dragon can spend a Hit Die to cast heat metal. The red dragon can maintain the effect by spending a Hit Die as a bonus action at the beginning of its turn, to a maximum duration of 1 minute.

LEGENDARY BREATH

The silver dragon pauses a moment to recharge its mighty breath weapon.

Prerequisite: Silver dragon

Benefit: The dragon can spend two legendary actions, and a Hit Die to recharge its breath weapons automatically.

NOXIOUS BREATH

The green dragon clogs the air with a cloud of noxious fumes.

Prerequisite: Green dragon

Benefit: As a bonus action, the dragon can spend a Hit

Die to cast *stinking cloud* centered on a space it can see within 60 feet. The spell save DC equals the saving throw DC for the dragon's breath weapon. At the beginning of its turns, the green dragon must spend a Hit Die to maintain the *stinking cloud*, up to 1 minute. A moderate wind (10 mph or greater) disperses the cloud immediately.

DRAGON TURTLE

TIDAL WAVE

The dragon turtle churns the water into a gigantic wave.

Prerequisite: Dragon Turtle

Benefit: As an action, the dragon turtle can spend a Hit Die to make a wave attack out to a range of 60 feet. The wave is up to 30 feet long, up to 10 feet wide, and up to 20 feet tall. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half damage without being knocked prone.



DRIDER

PARALYZING BITE

The drider's venom paralyzes its victim.

Prerequisite: Drider

Benefit: When the drider makes a bite attack, as a bonus action, it can spend a Hit Die to make its poison paralytic. If the bite hits and the target fails its Constitution saving throw, in addition to suffering damage from the bite and the poison, the creature becomes paralyzed until the end of its next turn.

WEBSENSE

The drider perceives its surroundings through its webs.

Prerequisite: Drider

Benefit: As long as the drider remains in contact with webbing, it can spend a Hit Die to gain tremorsense to a range of 60 feet until the start of its next turn.

DRYAD

GREATER FEY CHARM

The dryad can influence a greater number of creatures at a time.

Prerequisite: Dryad

Benefit: If the dryad already has one humanoid affected by its Fey Charm ability, it can spend a Hit Die as a bonus action to allow it to charm an additional humanoid. The dryad cannot have more than three humanoids charmed at a time with this ability.

TREE HIDE

When necessary, the dryad can hide within a tree until the danger passes.

Prerequisite: Dryad

Benefit: The dryad can end its turn inside a Large or larger tree by spending a Hit Die. The dryad can still see normally while within a tree but can't be targeted by any attack, spell, or other effects. At the start of its next turn, it must move or spend another Hit Die to remain inside the tree.

DUERGAR

INTIMIDATING PRESENCE

The duergar preys on the fears and insecurities of its enemies.

Prerequisite: Duergar

Benefit: As a bonus action, the duergar can spend a Hit Die to target one creature it can see within 30 feet. The target must succeed at a Wisdom saving throw (DC = 8 + the duergar's Strength modifier) or go last in the initiative order that round. The creature returns to its normal place in the initiative order thereafter. Creatures immune to fear are also immune to this effect.

Alternatively, if the duergar spends two Hit Dice and the target fails its Wisdom saving throw, the affected creature cannot take a reaction until the start of its next turn.

IRON WILL

The duergar resists mental attacks thanks to its dominant force of will.

Prerequisite: Duergar

Benefit: When the duergar fails a saving throw and gains the charmed, frightened, or paralyzed condition, each round as a bonus action, it can spend a Hit Die to ignore one of those conditions until the start of its next turn.

E

ELEMENTAL

IMPRISONING VORTEX

The air elemental's winds shift into a dangerous prison.

Prerequisite: Air elemental

Benefit: When the air elemental uses its Whirlwind ability, it can spend a Hit Die for every creature within its space. Instead of the normal effects of Whirlwind, any Medium or smaller creatures within the air elemental's space must attempt a DC 13 Strength saving throw. On a success, the creature is safely deposited on a space of its choice adjacent to the air elemental. On a failure, the

creature takes 9 (2d8) damage as winds buffet it, and it cannot leave the squares inhabited by the air elemental. A creature trapped in this way can spend an action to attempt the saving throw again and can attempt one at the end of each of its turns. If only one creature is trapped inside the air elemental, the elemental can move at half speed and keep the trapped creature within its space.

REJUVENATING WATERS

The water elemental begins to absorb water from nearby sources in order to heal its wounds.

Prerequisite: Water elemental

Benefit: A water elemental can use a bonus action to roll a Hit Die while it is in contact with a body of water that is at least five square feet. When the water elemental does so, it absorbs some of this foreign water in order to heal an amount of damage equal to the amount rolled.

STONE SHAPER

The earth elemental slams on the ground, controlling nearby deposits of stone.

Prerequisite: Earth elemental

Benefit: An earth elemental can use a standard action to spend three Hit Dice, allowing it to form a nonmagical wall of solid stone within 30 feet. This wall functions as if the earth elemental cast *wall of stone*, though the wall is permanent and cannot be dispelled. The earth elemental can only form such a structure on nonmagical, unworked earth or stone.

WILD PYROMANCY

The fire elemental is able to control nearby flames, both mundane and magical.

Prerequisite: Fire elemental

Benefit: As a reaction when a creature within 60 feet casts a spell that deals fire damage, the fire elemental can spend a number of Hit Dice equal to the level of the spell to try and wrest control away from the caster. The caster must attempt a DC 13 Charisma saving throw. On a success, the spell is cast normally. On a failure, the fire elemental instead chooses a space adjacent to the caster and chooses targets or an area of effect as if the elemental had cast the spell from the chosen space.



DROW, ELF

ARACHNID MAGIC

The drow priestess uses vestiges of magic to conjure swarms of spiders.

Prerequisite: Drow priestess

Benefit: Whenever the drow priestess casts a spell, it can spend a number of Hit Die up to the spell's level in order to turn the remnants of leftover magic into a swarm of spiders. This swarm of spiders lasts for a number of rounds equal to the amount of Hit Dice spent or until it is reduced to 0 hit points, at which point the swarm disappears.

SUPERIOR DARKVISION

The drow's eyes shimmer with an unnatural sheen, allowing it to peer into magical darkness.

Prerequisite: Drow (any)

Benefit: As a bonus action, the drow can spend a Hit Die to see through magical darkness, such as that created by the *darkness* spell, until the end of its next turn.

UMBRAL CHAMPION

Tendrils of darkness shoot from the drow mage's body, hindering any enemies who draw near.

Prerequisite: Drow mage

Benefit: As a bonus action, the drow mage can spend a Hit Die to create an area of difficult terrain that affects all enemies within 30 feet. The drow mage can maintain this effect at the beginning of each round by spending another Hit Die.

EMPYREAN

MANTLE OF DOMINATION

A wave of domineering malice washes from the empyrean, forming into a crimson aura.

Prerequisite: Empyrean, evil alignment

Benefit: As a standard action, the empyrean can release a 30-foot-radius burst of magic. The empyrean can spend one Hit Die per creature within this aura to attempt to control their minds. Each creature targeted with this area must attempt a DC 23 Wisdom saving throw or be charmed by the empyrean. A charmed creature can repeat this saving throw at the end of each of its turns. Furthermore, the empyrean can attempt to cast *dominate monster* as a legendary action on a creature charmed in this way by spending a number of Hit Dice equal to the target's Hit Dice.

SMITING BLOW

The empyrean lifts its maul into the air, imbuing it with celestial magic.

Prerequisite: Empyrean

Benefit: When attacking an enemy with its maul, the empyrean can roll up to three Hit Dice to gather its celestial magic into its weapon. If that attack hits the creature, it takes an additional amount of radiant damage equal to the result of the rolled Hit Dice. This ability cannot be used two rounds in a row.

ETTERCAP

CRUSHING WEBS

Once trapped in the ettercap's webs, its victims are squeezed of their life.

Prerequisite: Ettercap

Benefit: When the ettercap hits a creature with its Web ability, it can spend a Hit Die as a bonus action in order



to deal 6 (1d8+2) bludgeoning damage to that creature. As long as the webbing still restrains the creature, the ettercap can use a bonus action on each of its turns to deal an additional 6 (1d8+2) bludgeoning damage without spending any additional Hit Dice.

ETTIN

SELF DEPRECATATION

The ettin's heads taunt one another, fueling their rage in battle.

Prerequisite: Ettin

Benefit: As a reaction when the ettin would miss an attack, it can spend a Hit Die to taunt itself. The ettin then attacks the same target with advantage on its attack roll. Until the ettin's next turn, all attack rolls against it have advantage.

EYE TYRANT

DEATH'S STARE

The undead eye tyrant's gaze siphons the healing magic of those foolish enough to challenge it.

Prerequisite: Undead eye tyrant

Benefit: As a reaction when a creature would gain hit points from a magical source, the undead eye tyrant can spend a Hit Die to change the direction of its Negative Energy Cone in order to negate the healing. If the undead eye tyrant then spends an additional Hit Die, it gains hit points equal to half the number of hit points that would have been healed within the cone. If the undead eye tyrant instead spends two additional Hit Dice, it heals the full number of hit points that would have been healed within the cone.

PEERLESS SENTINEL

The lesser eye tyrant can communicate with its master at the first sign of trouble.

Prerequisite: Lesser eye tyrant

Benefit: As a standard action, the lesser eye tyrant can spend a Hit Die to cast *sending*. This ability can only ever be used to contact the lesser eye tyrant's master or summoner if such a creature exists.

SPLIT RAY

Overcharging its innate magic, the eye tyrant fires a single eye ray at multiple targets.

Prerequisite: Eye tyrant (any)

Benefit: As an action, the eye tyrant can spend a Hit Die to fire a single Eye Ray of its choice at two creatures within range. This ability cannot be used two rounds in a row.



STEAL VISION

The eye tyrant's influence grows, allowing it to blind others and see with their eyes.

Prerequisite: Eye tyrant

Benefit: As a bonus action, the eye tyrant can spend a Hit Die in order to target a creature within 150 feet that it is aware of. The target must attempt a DC 16 Constitution saving throw or be blinded. While the target is blinded in this way, the eye tyrant can see through and control the target's eyes, even keeping them open if the creature attempts to shut them. Whenever the eye tyrant would fire an Eye Ray, it can spend a Hit Die to use a blinded creature's eyes as the source of the ray. At the end of each of the blinded creature's turns, it can attempt another saving throw to end the effect.

F

FAERIE DRAGON

ENTERTAINING PRESENCE

The faerie dragon roars in comical fashion due to its miniature stature and subtly uses its magic.

Prerequisite: Faerie dragon

Benefit: As a standard action, the faerie dragon can spend a Hit Die to let out a small roar, drawing the attention of those close to it. All creatures within 30 feet of the faerie dragon must succeed a DC 13 Wisdom saving throw or stare at the faerie dragon for 1d4 rounds. For this time, affected creatures have disadvantage on attack rolls against any creatures except for the faerie dragon.

FLAMESKULL

BALEFIRE

The flameskull's fires burn sickeningly hot, harming even those with resistance to most fire.

Prerequisite: Flameskull

Benefit: Whenever the flameskull does fire damage to a creature that is resistant to fire damage, it may spend a Hit Die in order to bypass that resistance. If the creature is

immune to fire damage, the flameskull can spend three Hit Dice to bypass that immunity and treat the creature as if it only had resistance to fire damage.

FLUMPH

HARBINGER'S SIGHT

The flumph gazes past any falsities and looks into the true nature of the world around it.

Prerequisite: Flumph

Benefit: As a standard action, a flumph can spend a Hit Die in order to gain truesight out to 60 feet until the end of its next turn. While this truesight is active, the flumph is immune to any negative effects from sight-based effects (such as a medusa's Petrifying Gaze).

PSIONIC ABSORPTION

The flumph feeds on psionic energy in order to heal and learn more about others.

Prerequisite: Flumph

Benefit: As a standard action while adjacent to a creature, a flumph can roll a Hit Die in order to heal a number of hit points equal to the result. The flumph can then attempt an Intelligence (Arcana) check with a DC equal to 8 + the creature's proficiency bonus + the creature's Charisma modifier. On a success, the flumph is able to tell the creature's alignment.

FOMORIAN

GAZE OF OBEDIENCE

The fomorian extends what little magical talent it has over those affected by its evil eye.

Prerequisite: Fomorian

Benefit: When a creature fails its saving throw against the fomorian's Evil Eye ability, the fomorian can spend a Hit Die as a reaction in order to cast *command*. The target automatically fails its saving throw against this spell.

FUNGI

ABSORBING TOUCH

The violet fungus quivers as the presence of movement, lashing out for a food source.

Prerequisite: Violet fungus

Benefit: As a reaction when hit with a melee attack, the violet fungus can roll a Hit Die to strike out and absorb nutrients from the attacking creature. The creature takes an amount of necrotic damage equal to the amount rolled, and the violet fungus heals the same amount of hit points.

DEBILITATING SHRIEK

The shrieker emits a high pitched noise the moment it senses a creature getting close.

Prerequisite: Shrieker

Benefit: As a bonus action, the shrieker can roll a Hit Die to focus its ear-piercing shriek on one creature within 30 feet. The creature must succeed a DC 10 Constitution saving throw or takes an amount of thunder damage equal to the amount rolled.

G

GALEB DUHR

CRUSHING STOMP

The galeb duhr rolls its way over a prone creature without a pause.

Prerequisite: Galeb duhr

Benefit: As a bonus action, the galeb duhr can spend a Hit Die to move through the space of a prone creature. The prone creature must make a DC 16 Dexterity saving throw, taking 19 (4d6+5) bludgeoning damage on a failed save, or half as much damage on a successful one.

GARGOYLE

STONE CAMOUFLAGE

When it wishes to do so, the gargoyle blends in with its rocky surroundings.

Prerequisite: Gargoyle

Benefit: By spending a Hit Die and a bonus action, the gargoyle gains advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

GENIES

BOUND TO THE EARTH

Nothing can knock over a determined dao.

Prerequisite: Dao

Benefit: As a reaction, the dao can spend a Hit Die to ignore an effect that would knock it prone or shove it out of its current space. The dao still receives any saving throw normally allowed by the effect.

DROWNING LUNGS

With a touch, the marid causes its foe's lungs to flood with saltwater.

Prerequisite: Marid

Benefit: When the marid attacks with its trident, it can spend a Hit Die as a bonus action to flood the target creature's lungs with water. In addition to suffering the attack's normal damage, the target must make a DC 16 Constitution saving throw. On a failed save, the target cannot speak or breathe until the start of its next turn.

FOCUSED WHIRLWIND

The djinni has complete control over its whirlwind.

Prerequisite: Djinni

Benefit: The djinni can spend a Hit Die instead of using concentration to maintain its Whirlwind ability. At the beginning of each of its turns, the djinni chooses whether to maintain the whirlwind by spending another Hit Die or by using concentration.

IMMOLATE

With a gesture of contempt, the efreeti causes an enemy to burst into flame.

Prerequisite: Efreeti

Benefit: As an action, the efreeti can cause flames to erupt and surround a creature within 60 feet it can see that has suffered fire damage in the past round. The target must succeed at a DC 15 Dexterity saving throw or take 28 (8d6) fire damage, or half as much damage on a successful save. It cannot use this ability on consecutive rounds.



GHOST

TOUCH OF EXHAUSTION

Each touch of the ghost drains more of its victim's life force.

Prerequisite: Ghost

Benefit: When the ghost hits a living creature with its withering touch attack, it can spend a Hit Die and a bonus action to inflict a level of exhaustion on the target.

In addition to suffering the attack's normal damage, the target creature must make a DC 13 Constitution saving throw or gain one level of exhaustion. This ability cannot affect a creature with 4 or more levels of exhaustion.

GHOUL

REJUVENATING BITE

The ghoul greedily devours a strip of flesh, regaining some of its undead vitality.

Prerequisite: Ghoul

Benefit: When the ghoul hits with a bite attack, it can spend a bonus action and a Hit Die to heal hit points equal to half the damage it inflicted with its bite.

GIANT

THICK HIDE

The hill giant can brush aside blunt force damage.

Prerequisite: Hill giant

Benefit: As a reaction, the hill giant can spend a hit die to gain resistance to bludgeoning damage from a nonmagical weapon attack.

CALL LIGHTNING

The cloud giant takes command of the lightning.

Prerequisite: Cloud giant

Benefit: As an action, the cloud giant can spend a Hit Die to cast *call lightning*, although it must meet the requirements of casting that spell. The spell lasts until the end of the giant's turn, but it can spend a bonus action and a Hit Die to maintain the spell another round.

ELECTRIFY METAL

The storm giant causes a metal object to dance with electricity.

Prerequisite: Storm giant

Benefit: As an action, the storm giant can spend a Hit Die to electrify a manufactured metal object, such as a weapon or a suit of heavy or medium armor, that it can see within 60 feet. Any creature in physical contact with the object must succeed at a DC 17 Dexterity saving throw or take 13 (3d8) lightning damage. If a creature is wearing

the item (such as a suit of armor) and succeeds on the save, they take no damage and the effect ends on the item.

FLAMING BLADE

The fire giant calls upon its inner fire to wreath its sword in flames.

Prerequisite: Fire giant

Benefit: As a bonus action, the fire giant can spend a Hit Die to cause its greatsword to burst into flame until the end of its turn. A hit with the flaming sword does an additional 7 (2d6) fire damage.

LONG THROW

The stone giant can hurl rocks at a longer range and with greater precision.

Prerequisite: Stone giant

Benefit: When the stone giant makes a ranged weapon attack with a rock, it increases the range to 90/360 feet.

SHEATHED IN ICE

The frost giant's intense, bitter cold allows it to encase its foe in a sheath of ice.

Prerequisite: Frost giant

Benefit: After the frost giant hits a target with a melee weapon attack, as a bonus action, it can spend a Hit Die to sheath the target in a thin layer of ice. The target must succeed at a DC 16 Strength saving throw or become restrained until the start of its next turn. The frost giant can only have one creature encased in ice this way at a time.

TREMORSENSE

The stone giant can detect the smallest vibrations in the earth.

Prerequisite: Stone giant

Benefit: As a reaction, the stone giant can spend a Hit Die and gain tremorsense with a range of 60 feet for 1 minute.

GIBBERING MOUTHER

FANGED GROUND

The ground beneath your feet sprouts fanged maws.

Prerequisite: Gibbering moulder

Benefit: The gibbering moulder can spend a bonus action and a Hit Die to mutate terrain already affected by its Aberrant Ground ability. Until the start of the moulder's next turn, a creature that enters the affected terrain receives 1d3 bite attacks (+2 to hit, reach 5 ft., one creature. Hit: 7 (2d6) piercing damage).

GNOLL

BLOOD FRENZY

The sight of blood sends the gnoll into a ravenous frenzy.

Prerequisite: Gnoll

Benefit: The gnoll can spend a Hit Die as a bonus action to gain the Blood Frenzy ability until the end of its turn. This gives the gnoll advantage on melee attack rolls against any creature that doesn't have all its hit points.

PACK BRAVERY

Gnolls find tremendous courage when they outnumber their foes.

Prerequisite: Gnoll

Benefit: As long as the gnoll has an ally it can see within 30 feet, as a reaction, it can spend a Hit Die to gain advantage on a saving throw to avoid becoming charmed or frightened.

GNOME, DEEP

POISON TOLERANCE

Constant exposure to poisons has given the deep gnome some resistance to it.

Prerequisite: Deep gnome

Benefit: As a reaction, the deep gnome can spend a Hit Die to gain advantage on its next saving throw against poison damage. If the deep gnome spends two Hit Dice, it also gains resistance to poison damage until the end of its next turn.



GOBLIN

PACK TACTICS

The more allies nearby, the braver the goblin becomes.

Prerequisite: Goblin

Benefit: When the goblin spends a Hit Die, it gains advantage on an attack roll against a creature if at least one of the goblin's allies is within 5 feet of the creature and that ally isn't incapacitated.

WOLF RIDER

While mounted on a trained wolf, the goblin becomes a dangerous threat.

Prerequisite: Goblin

Benefit: A goblin can spend a Hit Die to gain proficiency in Wisdom (Animal Handling) checks with wolves for 1 minute. In addition, the goblin's Wisdom ability score is treated as 4 higher for making Wisdom (Animal Handling) checks when dealing with a wolf, worg, or similar canine.

GOLEM

BATTERING RAM

The stone golem pounds through wood, stone, and metal with unstoppable force.

Prerequisite: Stone golem

Benefit: The stone golem can spend a Hit Die to deal double damage against objects and structures. This benefit lasts until the end of its turn.

BOILING FURNACE

The fires that power the iron golem grows hotter.

Prerequisite: Iron golem

Benefit: As a reaction, each time the golem takes fire damage, it can spend a Hit Die as part of its Fire Absorption ability, keeping a running tally of the accumulated fire damage absorbed in this manner. The golem can contain fire for up to 1 minute after absorbing the damage. The golem can spend an action and a Hit Die to release this absorbed damage by unleashing a ball of fire in a 20-foot-radius sphere centered on its space. Each creature in the area of effect must succeed at a Dexterity saving throw (DC 19 for a typical iron golem) or take the absorbed fire damage or no damage on a successful save.

CRUSHING GRIP

The clay golem grabs its target and crushes it in its massive fist.

Prerequisite: Clay golem

Benefit: Instead of making one of its slam attacks, the golem can spend a Hit Die to attempt to grapple a size Medium or smaller creature within 5 feet of it. If the grapple succeeds, the target is grappled (escape DC 13) and restrained, suffering disadvantage on Strength saving throws and Strength ability checks as long as the grapple continues. Each round, the golem can spend a bonus action and a Hit Die to inflict 16 (2d10+5) bludgeoning damage on the grappled creature.

REND

The flesh golem pulls its enemy limb from limb.

Prerequisite: Flesh golem

Benefit: When the flesh golem hits one creature with two slam attacks, it can spend a bonus action and a Hit Die to do an additional 13 (2d8+4) bludgeoning damage against the target.

GORGON

OVERPOWERING CHARGE

The gorgon barrels its way through one creature in its mad charge towards another.

Prerequisite: Gorgon

Benefit: When using its Trampling Charge ability, the gorgon can spend a Hit Die and a bonus action to make a shove attack against one creature standing between it and its intended target. If the shove attack succeeds, the gorgon knocks that creature prone.

GRELL

SHOCKING GRASP

Using its ability to manipulate electricity, the grell delivers a jolt through one of its tentacles.

Prerequisite: Grell

Benefit: As a bonus action when the grell hits a creature with a tentacle attack, it can spend a Hit Die as a bonus action to deliver a shock to the target for 4 (1d8) lightning damage. In addition, the target creature can't take reactions until the start of its next turn.

GRICK

BARBED TENTACLES

The grick wraps its prey with one of its barbed tentacles.

Prerequisite: Grick

Benefit: If the grick hits with a tentacle attack, it can spend a Hit Die to grapple the target. The target is grappled (escape DC 10). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the grick can't use the same tentacle on another target. The grick can only grapple one creature at a time.

GRIFFON

FLYBY ATTACKS

The griffon effortlessly weaves through the air, striking at its enemies.

Prerequisite: Griffon

Benefit: The griffon can spend a Hit Die to prevent enemies from making opportunity attacks against it for the rest of the round. The griffon can only make use of this ability if it is flying and still provokes opportunity attacks if it is using its walking speed.

GRIMLOCK

ENHANCED BLINDSIGHT

When necessary, the grimlock's perceptions sharpen beyond their normal range.

Prerequisite: Grimlock

Benefit: As a reaction, a grimlock can spend a Hit Die to extend its blindsight out to 60 feet.

H

HAG

BRINGER OF NIGHTMARES

The night hag peers into the minds of her victims to reveal and exploit their fears.

Prerequisite: Night hag

Benefit: As an action, the hag can spend a Hit Die to cast *detect thoughts*. If the target of this spell fails its Wisdom saving throw when the hag probes deeper for more information, the hag learns that creature's greatest fear. Any time in the next 24 hours, the hag can spend another Hit Die as a bonus action to make a creature that failed the Wisdom saving throw against the hag's *detect thoughts* frightened of it. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself

on a success. If there are multiple such creatures, the hag can spend one Hit Die per creature in order to cause more than one to be frightened of her with the same bonus action.



FICKLE GIFT

The sea hag offers the ability to breathe underwater, only to withdraw it as a trap.

Prerequisite: Sea hag

Benefit: As a standard action, the hag can spend a Hit Die to grant one willing creature within 30 feet the ability

to breathe underwater for 1 hour. While the creature can breathe underwater due to this ability, it can no longer breathe air. At any point, the hag can withdraw this gift as a bonus action. When the hag does this, the affected creature must succeed a DC 11 Charisma saving throw or be stunned for 1 round.

VERMINOUS ESCAPE

The green hag cackles as its body melts away into a cluster of insects.

Prerequisite: Green hag

Benefit: As a reaction when the hag is hit with an attack but before damage is dealt, the hag can spend a Hit Die in order to transform into a swarm of insects of its choice. The hag's statistics are replaced with the statistics of the insect swarm, but it retains its alignment, personality, hit points, and Intelligence, Wisdom, and Charisma scores. The hag cannot attack in this form. This transformation lasts for one minute, but the hag can end it early by transforming back to her base form as a bonus action. The hag automatically reverts to its normal form if it falls unconscious, drops to 0 hit points, or dies.

HALF-DRAGON

ANCESTRAL MIGHT

The half-dragon is able to utilize a breath weapon unique to its lineage.

Prerequisite: Half-dragon, metallic dragon heritage

Benefit: When the half-dragon uses its breath weapon, it can spend a Hit Die to instead use the unique breath weapon possessed by their dragon half. Brass half-dragons can choose to use sleep breath. Bronze half-dragons can choose to use repulsion breath. Copper half-dragons can choose to use slowing breath. Gold half-dragons can choose to use weakening breath. Silver half-dragons can choose to use paralyzing breath. The half-dragon's size determines how this breath weapon functions.

SIZE	BREATH WEAPON	PREREQUISITE
Large or smaller	As a wyrmling	Challenge 2 or higher
Huge	As a young dragon	Challenge 7 or higher
Gargantuan	As an adult dragon	Challenge 8 or higher

DRACONIC RESILIENCE

The half-dragon briefly taps into the elemental immunities of their dragon heritage.

Prerequisite: Half-dragon

Benefit: As a reaction, a half-dragon can spend a Hit Die in order to gain immunity to the type of damage it normally has resistance to due to its draconic heritage. This immunity lasts until the start of the half-dragon's next turn.

PRIMAL MOVEMENT

The half-dragon's form transforms in order to allow it to maneuver like their draconic parent.

Prerequisite: Half-dragon, chromatic dragon heritage

Benefit: As a bonus action, the half-dragon can spend a Hit Die to reshape its body to gain a movement type based on their draconic ancestry. Black and green half-dragons gain a swim speed equal to their walking speed. Blue half-dragons gain a burrow speed equal to half their walking speed (minimum 5 feet). Red half-dragons gain a climb speed equal to their walking speed. White half-dragons gain a fly speed equal to half their walking speed (minimum 5 feet). This movement type lasts until the beginning of the half-dragon's next turn. However, it can be maintained if the half-dragon spends a Hit Die as a bonus action each turn.

HARPY

ENCORE

The harpy's beautiful song quickly recaptures the minds of any who managed to break free.

Prerequisite: Harpy

Benefit: As a reaction to a creature succeeding its saving throw against the harpy's Luring Song ability, the harpy can spend a Hit Die to ignore the creature's immunity to that harpy's song and force the creature to make a DC 11 Wisdom saving throw or once again be affected by the Luring Song. This ability can only affect a creature once every 24 hours.

SONG OF BETRAYAL

A verse of deceit and treachery is sung, causing strife to those who can hear it.

Prerequisite: Harpy

Benefit: As an action, the harpy can spend a Hit Die to force a single creature affected by its Luring Song to immediately move up to its speed towards the nearest creature and make an Attack action against it. Once the Attack action is resolved, the creature can immediately attempt a Wisdom saving throw to end the Luring Song's effect. If two creatures are equally close to the affected creature, the harpy can choose which is attacked.

HELL HOUND

BREATH OF BRIMSTONE

A miasma of poisonous gas billows from the hell hound's jaws and covers the battlefield.

Prerequisite: Hell hound

Benefit: Whenever the hell hound uses its Fire Breath, it can spend a Hit Die in order to release poisonous gas into the air around it. All creatures within 15 feet of the hell hound must make a DC 12 Constitution saving throw, or be poisoned for one minute.

HELLACIOUS BITE

The pain from the hell hound's bite lingers, freezing the muscles for a brief moment.

Prerequisite: Hell hound

Benefit: When the hell hound successfully attacks a creature with its bite attack, it may expend a Hit Die in order to enhance its attack with painful hellfire. The attacked creature must attempt a DC 12 Constitution saving throw or be restrained until the start of the hell hound's next turn.

HELMED HORROR

RECONFIGURE IMMUNITIES

The helmed horror adapts to changing situations, altering its defenses to better protect itself.

Prerequisite: Helmed horror

Benefit: As a bonus action, a helmed horror can spend a Hit Die in order to switch one of the spells that it is immune to for a spell that it has observed being cast within the past 24 hours. This effect lasts for one minute, after which it regains its original spell immunities. The helmed horror can only switch one of its spell immunities at a time.

HIPPOGRIFF

FLYBY ATTACKS

Gracefully navigating through the air, the hippogriff deftly avoids attacks.

Prerequisite: Hippogriff

Benefit: The hippogriff can spend a Hit Die to prevent enemies from making opportunity attacks against it for the rest of the round. The hippogriff can only make use of this ability if it is flying and still provokes opportunity attacks if it is using its walking speed.

HOBGOBLIN

ALLY SHIELD

The hobgoblin positions itself in such a way that it could best use nearby allies as cover.

Prerequisite: Hobgoblin

Benefit: Whenever the hobgoblin would be hit with an attack, it can spend a Hit Die in order to redirect that attack towards an ally of its choice. The attack roll remains the same; however the ally's Armor Class may cause the attack to miss if it is high enough. Alternatively, if the hobgoblin is adjacent to an ally and would take damage from an area effect such as from a *fireball* spell, the hobgoblin can spend a Hit Die in order to take no damage from the area effect. The chosen adjacent ally, however, automatically fails its saving throw against the area effect.

TACTICAL SUPERIORITY

The hobgoblin carefully supervises its allies in battle, barking orders to gain an advantage.

Prerequisite: Hobgoblin

Benefit: Whenever one of the hobgoblin's allies within 60 feet makes an attack roll or a saving throw, the

hobgoblin can roll one of its Hit Dice and add the result to the roll. The hobgoblin can wait until after learning the result of the roll to use this ability.

HOMUNCULUS

FORTIFIED FRAME

The homunculus uses a small bit of the magic used to create it to prevent death.

Prerequisite: Homunculus

Benefit: As a bonus action, the homunculus can roll a Hit Die in order to gain a number of temporary hit points equal to the result. These temporary hit points last for 1 minute.

HOOK HORROR

BLEEDING STRIKE

The hook horror's wicked weapons cause wounds that cause their targets to bleed profusely.

Prerequisite: Hook horror

Benefit: If the hook horror successfully hits a living creature with its hook attack, it can spend a Hit Die in order to leave a lasting wound on that creature. The damaged creature takes 1 damage at the beginning of its turn for the next 1d4 turns unless it is affected by magical healing. A creature that is targeted by Bleeding Strike while still taking damage from this effect has the duration extended by 1d4 rounds.

HYDRA

ENHANCED REGENERATION

The hydra's regenerative abilities allow it to overwhelm enemies with its multiplying heads.

Prerequisite: Hydra

Benefit: Whenever a hydra would grow heads with its Multiple Heads ability, it can spend two Hit Dice in order to grow an additional head.

RAPID REGROWTH

Upon the death of one of its heads, the hydra immediately grows two more.



Prerequisite: Hydra

Benefit: If one of the hydra's heads has been killed since its last turn, it can use its reaction to spend two Hit Dice in order to instantly grow two heads instead of waiting until the end of its next turn. The hydra can spend two Hit Dice per head that died in order to grow an appropriate amount of additional heads. The hydra cannot spend Hit Dice in this way, if it has taken fire damage since its last turn.

I

INTELLECT DEVOURER

NOT HERE

The intellect devourer clouds the mind of its prey, rendering itself invisible to that creature.

Prerequisite: Intellect devourer

Benefit: As a bonus action, the intellect devourer can spend a Hit Die to target a creature within 60 feet of it. The creature must make a DC 11 Wisdom saving throw. If the target fails this save, the intellect devourer is invisible to that creature until the end of the devourer's next turn.

INVISIBLE STALKER

FIRST STRIKE

As the invisible stalker closes in on its quarry, it moves with supernatural speed.

Prerequisite: Invisible stalker

Benefit: When the invisible stalker is within 300 feet of its quarry, it can spend a Hit Die to roll initiative with advantage. If the stalker spends a second Hit Die, it can add its proficiency bonus to its initiative roll.

INCORPOREAL MOVEMENT

The invisible stalker disincorporates for a moment, flowing around an obstacle before reforming again.

Prerequisite: Invisible stalker

Benefit: The invisible stalker can spend a Hit Die to move through other creatures and objects as if they were difficult terrain. It cannot end its turn inside an object or creature.

J

JACKALWERE

CUNNING ACTION

The jackalwere takes advantage of its speed and agility.

Prerequisite: Jackalwere

Benefit: On its turn, the jackalwere can use a bonus action and spend a Hit Die to take the Dash, Disengage, or Hide action.

K

KENKU

EXCEPTIONAL MIMICRY

The kenku's mimics a sound almost impossible to discern from the real thing.

Prerequisite: Kenku

Benefit: When using its mimicry ability, the kenku can spend a Hit Die to impose disadvantage on the Wisdom (Insight) check made by creatures hearing its Mimicry sound imitations.

SNEAK ATTACK

The kenku slinks out of the shadows and delivers a nasty strike.

Prerequisite: Kenku

Benefit: Once per turn, the kenku can spend a bonus action and a Hit Die to deal an extra 3 (1d6) weapon 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 kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.



KOBOLD

PRECISE THROW

The kobold has a keen eye for striking its target, especially when its own life is endangered.

Prerequisite: Kobold

Benefit: When the kobold makes a ranged weapon attack against a target within 30 feet, it can spend a Hit Die to gain advantage on the roll. This option can also be used to cancel the disadvantage on attack rolls the kobold suffers due to its sunlight sensitivity.

QUICK SHIFT

The kobold slips in and out of combat, deftly avoiding enemy attacks.

Prerequisite: Kobold

Benefit: When leaving an enemy's threatened area, the kobold can spend its bonus action and a Hit Die to avoid provoking an opportunity attack.

KRAKEN

OBSCURING FOG

A thick, wet fog billows out around the kraken's great bulk.

Prerequisite: Kraken

Benefit: As a bonus action, when the kraken spends a Hit Die, it creates a 120-foot-radius sphere of fog centered on its space. The fog spreads around corners, and everything within it is heavily obscured. The fog dissipates at the end of the kraken's next turn unless it spends another Hit Die to maintain it. A moderate wind (10 mph or greater) disperses the fog.

WILL OF THE TITAN

The kraken's powerful will makes it difficult to control for long.

Prerequisite: Kraken

Benefit: If the kraken fails a saving throw that would cause it to become charmed, as a reaction, it can spend a Hit Die and reroll the save. It must accept the second roll.

KUO-TOA

EXCEPTIONAL HEARING

The kuo-toa hears even the slightest of noise.

Prerequisite: Kuo-toa

Benefit: As a reaction, the kuo-toa can spend a Hit Die to gain keen hearing for 1 minute, granting it advantage on Wisdom (Perception) checks that rely on hearing.

L

LAMIA

KNOW THY THOUGHTS

With a smile of delight, the lamia peers into your mind and reads your thoughts.

Prerequisite: Lamia

Benefit: As an action, the lamia can spend a Hit Die to cast *detect thoughts*. The effect lasts until the end of its turn. The lamia can continue the spell each round thereafter, for up to 1 minute, by either maintaining concentration on the spell or by spending a Hit Die at the start of its turn. The lamia can switch back-and-forth each round, but if it uses concentration to maintain the *detect thoughts*, it cannot concentrate on any other spell.

LICH

ARCANE LORE

The lich possesses a vast array of magical knowledge.

Prerequisite: Lich

Benefit: The lich can spend a Hit Die to cast any cantrip from the wizard spell list without having prepared it.

SPECTRAL HAND

The lich transmits its paralyzing touch through a ghostly floating hand.

Prerequisite: Lich

Benefit: As a bonus action, the lich can spend a Hit Die

to conjure a spectral, floating hand in any unoccupied space it can see within 90 feet. The lich can deliver its paralyzing touch attack through this ghostly hand. The hand lasts until the end of the lich's turn. The hand cannot be attacked or harmed, but *dispel magic* automatically dispels it. The lich can also use this hand through which it can deliver spells of 4th level or lower with a range of touch.

LEGENDARY SPELLCASTER

The lich casts spells with inhuman speed.

Prerequisite: Lich

Benefit: The lich can cast a 1st-level spell as a legendary action by spending a Hit Die.

LIZARDFOLK

SHIELD SLAM

The lizardfolk follows its attack up with a blow from its spiked shield.

Prerequisite: Lizardfolk

Benefit: When the lizardfolk uses Multiattack and hits a creature at least once with a melee weapon attack, as a bonus action it can spend a Hit Die to make a shield attack against that same target.

LYCANTHROPE

BLOOD FRENZY

The smell of blood drives the werewolf into a feeding frenzy.

Prerequisite: Werewolf

Benefit: The werewolf can spend a Hit Die as a bonus action to gain advantage on melee attack rolls against any creature that doesn't have all its hit points.

BOAR FRENZY

The wereboar shrugs off mortal blows and keeps fighting.

Prerequisite: Wereboar

Benefit: The wereboar can spend a Hit Die to use its Relentless ability a second time without needing a short or long rest for it to recharge. This ability can only be used once per long rest.

GO FOR THE JUGULAR

The weretiger tears open the throat of its prey.

Prerequisite: Weretiger

Benefit: If the weretiger hits with a claw attack while in tiger or hybrid form, it can spend a bonus action and a Hit Die to reduce the target's maximum hit points by the amount of damage inflicted by the claw attack.

RAPID TRANSFORMATION

The lycanthrope shifts form with surprising swiftness.

Prerequisite: Lycanthrope (any)

Benefit: The lycanthrope can spend a Hit Die to polymorph one of its forms to another (e.g., true form to hybrid form) as a bonus action instead of an action.

RAT SWARM

The wererat calls a swarm of rats to fight alongside it.

Prerequisite: Wererat

Benefit: Once per combat, the wererat can spend a bonus action and a Hit Die to summon a swarm of rats.



The swarm appears at the end of its turn in a space within 20 feet of the wererat. Each round thereafter, the wererat can spend its bonus action to either order the rat swarm to attack a creature the wererat can see or to move up to 30 feet.

URSINE WARRIOR

In a terrifying display, the werebear fights with tooth and ax at the same time.

Prerequisite: Werebear, bear form

Benefit: While in bear form and using its Multiattack, the werebear can spend a Hit Die to allow it to make two greataxe attacks and one bite attack instead of two claw attacks.

M

MAGMIN

RESTORING FLAMES

The magmin steps into a fire to rejuvenate its inner heat.

Prerequisite: Magmin

Benefit: When the magmin occupies the same space as a source of flame the size of a bonfire or larger, it can spend a bonus action to roll a Hit Die, regaining the number of hit points rolled. This also extinguishes the flames in that space.

MANTICORE

FLYBY ATTACKS

The mantichore slashes and bites as it weaves between foes.

Prerequisite: Manticore

Benefit: As a bonus action, the mantichore can spend a Hit Die to prevent enemies from making opportunity attacks against it until the end of its next turn. The mantichore can only make use of this ability if it is flying and still provokes opportunity attacks if using its walking speed.

REGENERATING TAIL SPIKES

The mantichore regrows a cluster of tail spikes.

Prerequisite: Manticore

Benefit: As a bonus action, the mantichore spends a Hit Die to regrow three tail spikes. It cannot use this option on consecutive turns.

MEDUSA

HYPNOTIC ALLURE

In spite of its horrific appearance, the medusa exudes a powerful allure that is difficult to ignore.

Prerequisite: Medusa

Benefit: As an action, the medusa can spend a Hit Die to cast *suggestion* on one creature it can see within 30 feet. The target creature must succeed at a DC 13 Wisdom saving throw or become charmed. Creatures that can't be charmed are immune to this effect. The suggestion lasts until the end of the medusa's next turn. For purposes of this effect, the charmed creature does not consider opening its eyes to be an obviously harmful act.

MEPHIT

ELEMENTAL MAGIC

The mephit can summon its innate magic more than once a day.

Prerequisite: Mephit, innate spellcasting ability

Benefit: The mephit can spend a Hit Die to regain the use of its Innate Spellcasting ability.

MERFOLK

AGILE SWIMMER

The merfolk moves with grace and speed while in the water.

Prerequisite: Merfolk

Benefit: While in the water, the merfolk can spend a Hit Die to increase its swim speed by 10 feet until the end of its turn. Alternatively, when in the water, the merfolk can spend a Hit Die as a bonus action to gain proficiency in Dexterity (Acrobatics) checks, and to make those checks with advantage for the next 1 minute.

MERROW

BLOOD HUNGER

The sight of blood sends the merrow into a ravenous frenzy.

Prerequisite: Merrow

Benefit: The merrow can spend a Hit Die to gain advantage on a melee attack roll against a creature that doesn't have all its hit points.

MIMIC

QUICK CHANGE

The mimic transforms from its natural form to that of an object almost instantaneously.

Prerequisite: Mimic

Benefit: The mimic can polymorph into an object or back into its true form with only a bonus action when it expends a Hit Die.

MINOTAUR

BATTLE CRY

The minotaur bellows a blood-curdling roar.

Prerequisite: Minotaur

Benefit: As part of a charge, the minotaur can spend a bonus action and a Hit Die to first unleash a roar directed at its intended target. If the minotaur hits with its gore attack after the charge, the target suffers disadvantage on its Strength saving throw to avoid being pushed away and knocked prone.

MODRON

ABSOLUTE ORDER

The modron can shrug off an effect contrary to its dedication to law and order.

Prerequisite: Modron

Benefit: When the modron fails a saving throw that would cause it to suffer the charmed or frightened condition, as a reaction, it can spend a Hit Die to reroll the saving throw.

RIGID COMMAND

Success at its task is the modron's dominant thought.

Prerequisite: Modron

Benefit: If the modron fails at an ability check, as a bonus action, it can spend a Hit Die to reroll the check. If it spends two Hit Dice, it makes this reroll with advantage.

MUMMY

LIFE DRAIN

The mummy's touch putrifies flesh while infusing it with rejuvenating energies.

Prerequisite: Mummy

Benefit: When the mummy strikes a creature with its rotting fist attack, it can spend one or more Hit Dice as a bonus action. For each Hit Die it expends, it regains 1d6 hit points.

THE MUMMY'S CURSE

In a dry, whispered voice, the mummy curses you.

Prerequisite: Mummy

Benefit: As an action, the mummy can spend one or more Hit Dice to cast bestow curse against one creature it can see within 20 feet. The mummy chooses the curse's effects. The length of time the curse persists depends on how many Hit Dice the mummy spends, as indicated in the table below. The mummy can only maintain one curse at a time.

HIT DICE SPENT	CURSE DURATION
1	Concentration, up to 1 minute
3	10 minutes (no concentration required)
5	8 hours (no concentration required)
7	24 hours (no concentration required)

MYCONID

CHOKING SPORES

The myconid ejects a cloud of noxious spores.

Prerequisite: Myconid

Benefit: As an action, the myconid can spend two Hit Dice to eject spores at one creature it can see within 5 feet of it. The target must succeed on a Constitution saving throw (DC = 8 + the myconid's proficiency bonus + its Constitution modifier) or be poisoned for 1 minute. The poisoned target cannot breathe and coughs uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it remains conscious, an affected creature can repeat the saving throw at the end of each of its turns, ending the effect on it, with a success. The myconid can only use this ability once per combat.

FEAR SPORES

The myconid ejects a cloud of fear-inducing spores.

Prerequisite: Myconid

Benefit: As an action, the myconid can spend a Hit Die to eject spores at one creature it can see within 5 feet of it. The target must succeed on a Constitution saving throw (DC = 8 + the myconid's proficiency bonus + its Constitution modifier) or be poisoned for 1 minute. The poisoned target becomes frightened of the myconid. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

N

NAGA

BLINDING SPITTLE

The naga sprays a burst of poison into its target's eyes.

Prerequisite: Naga

Benefit: As an action, the naga can spend a Hit Die to gain an acid spray attack against a creature it can see within 15 feet. The target must succeed at a DC 13

Dexterity saving throw or become blinded for 1 minute. The affected creature can make a new saving throw at the end of each of its turns, ending the blindness with a success.

SILENT SPELLCASTER

The naga needs no verbal component to cast one of its spells.

Prerequisite: Naga

Benefit: If a spell requires a verbal component, the naga can spend a Hit Die to cast that spell without it.

NIGHTMARE

UNWILLING TRAVELER

As the nightmare slides between dimensions, it can sometimes take an unwilling victim with it.

Prerequisite: Nightmare

Benefit: When the nightmare uses its Ethereal Stride ability, it can spend a bonus action, and a Hit Die to attempt to take an unwilling creature with it. The target creature must be within 5 feet of the nightmare and must make a DC 12 Wisdom saving throw. If it fails the save, it travels with the nightmare to wherever the nightmare goes (i.e., either the Ethereal Plane or the Material Plane, depending on its current location). The nightmare cannot use this option if it is already transporting one or more willing creatures with its Ethereal Stride ability.

NOTHIC

GLIMPSE INTO THE FUTURE

The nothic gains a quick look at a moment in the future, allowing it to change its luck.

Prerequisite: Nothic

Benefit: If the nothic fails a saving throw or ability check or misses with an attack, it can spend its reaction and a Hit Die to reroll the result. It must accept this reroll.

TEMPTING SECRETS

A creature caught in the nothic's gaze finds themselves mesmerized by strange visions.

Prerequisite: Nothic

Benefit: When the nothic uses its Rotting Gaze, as a bonus action, it can spend a Hit Die to enhance the effect. If the target fails its Constitution saving throw against the gaze, it must also make a DC 12 Wisdom saving throw or become charmed and restrained until the end of its next turn. A creature immune to charm automatically succeeds on this Wisdom saving throw.

NON-PLAYER CHARACTERS

Assassins, bandit captains, mages, necromancers, and other NPCs work well with Hit Dice options. When deciding which options to give an NPC, start with those described in the Monster Role-Based Recovery Dice Options section, above, picking the ones that best fit the NPC's abilities and role in the encounter. An assassin, for example, would benefit from options for a skirmisher or a spoiler, whereas a necromancer might best benefit from a role as a mastermind.

O

OGRE

GLUTTONOUS HUNGER

Desperate to ease its gnawing hunger, the ogre bites its enemy.

Prerequisite: Ogre

Benefit: As a bonus action, the ogre can spend a Hit Die to make bite attack. The bite attack is a melee weapon attack with a reach of 5 feet that inflicts 1d4 damage plus the ogre's Strength modifier in piercing damage.

GROWING RAGE

Each time the ogre misses an enemy, its fury grows worse.

Prerequisite: Ogre

Benefit: Each time the ogre misses an enemy creature with a melee weapon attack, it can spend a Hit Die to a maximum number equal to its proficiency bonus. The next time it hits a target with a melee weapon attack, it adds a bonus 7 (2d6) weapon damage for each Hit Die expended.

ONI

CLEAVING GLAIVE

The oni's glaive cuts through everything in its path.

Prerequisite: Oni

Benefit: When making a melee weapon attack, the oni can spend a bonus action and a Hit Die to make an extra attack against one creature adjacent to the original target.

SHATTER STRIKE

The oni follows up its cone of cold with a devastating attack.

Prerequisite: Oni

Benefit: The next round after the oni damages a creature with *cone of cold*, it can spend an action, and a Hit Die to make a melee weapon attack against that same target. If the attack hits, it inflicts normal damage plus a bonus die of weapon damage.

ORC

BRUTAL CRITICAL

The orc's attack brings an enemy to its knees.

Prerequisite: Orc

Benefit: When the orc lands a critical hit with a melee weapon attack, it can spend a Hit Die. The target must succeed at a Constitution saving throw (DC = 8 + the orc's Strength modifier) or gain a level of exhaustion for the next minute.

SAVAGE INTIMIDATION

The blood of its enemies brings out the orc's cruel savagery like nothing else.

Prerequisite: Orc

Benefit: Once an orc suffers at least 1 point of damage, it can spend a reaction and a Hit Die to make a Charisma (Intimidate) check against a creature it can see within 30 feet. The target creature must succeed at a Charisma saving throw contested by the orc's Charisma (Intimidate) check. If it fails, the target suffers disadvantage on its next melee or ranged attack against the orc.

OTYUGH

STENCH

The otyugh belches forth a cloud of choking, nauseating stench.

Prerequisite: Otyugh

Benefit: As an action, the otyugh can spend a Hit Die to emit a 20-foot-radius sphere of greenish, stench-ridden gas. The cloud spreads around corners, and its area is heavily obscured. The cloud lasts until the start of the otyugh's next turn.

Each creature within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison. On a failed save, the creature spends its action that turn vomiting and choking. Creatures that don't need to breath or that are immune to poison automatically succeed on this save.

OWLBEAR

POUNCE

With a ferocious howl, the owlbear pounces towards its prey.

Prerequisite: Owlbear

Benefit: If the owlbear moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, it can spend a Hit Die. The target creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the owlbear can then spend one Hit Die to make one claw attack and one bite attack as a bonus action.

RELENTLESS

The owlbear continues to fight savagely, despite mortal wounds.

Prerequisite: Owlbear

Benefit: When the owlbear drops to 0 hit points but is not killed outright, it can spend a Hit Die as a reaction and drop to 1 hit point instead. It can then make one claw or bite attack against an adjacent target.



P

PEGASUS

FLYBY

The nimble pegasus avoids drawing opportunity attacks.

Prerequisite: Pegasus

Benefit: As part of its movement, the pegasus can spend a Hit Die to avoid provoking an opportunity attack when it flies out of an enemy's reach. The pegasus must spend a Hit Die for each creature from which it wishes to avoid provoking opportunity attacks.

PERYTON

FORCEFUL FLIGHT

The force of the peryton's flyby attack knocks its prey to the ground.

Prerequisite: Peryton

Benefit: When the peryton hits a creature with its Dive Attack, it can spend a bonus action and a Hit Die to attempt to knock the target back and prone. The target must make a DC 13 Strength saving throw. If the target fails this save, the peryton knocks it 10 feet straight back, where it lands prone.

PHASE SPIDER

PHASE SHIFT

The phase spider leaps in and out of this dimension.

Prerequisite: Phase spider

Benefit: As a reaction, the phase spider can spend a Hit Die to use its Ethereal Jaunt ability. It can use this ability to avoid taking damage.

PIERCER

PATIENT HUNTER

The piercer descends on its prey with unerring accuracy.

Prerequisite: Piercer

Benefit: When the piercer uses its drop attack, it can spend a Hit Die to gain advantage on the attack roll.

PIXIE

YOU CAN'T SEE ME

The pixie maintains its invisibility effortlessly.

Prerequisite: Pixie

Benefit: When the pixie uses its Superior Invisibility ability, it can spend a Hit Die to maintain the invisibility without concentration until the end of its next turn.

PSEUDODRAGON

SEE INVISIBLE

The pseudodragon's highly tuned senses allow it to see things outside of normal perception.

Prerequisite: Pseudodragon

Benefit: As a bonus action, the pseudodragon can spend a Hit Die to be able to see invisible creatures and objects out to a range of 60 feet. This ability lasts until the start of its next turn.

PURPLE WORM

ACID SPRAY

The purple worm vomits a cloud of acid into the air.

Prerequisite: Purple worm

Benefit: As an attack, the purple worm can spend a Hit Die to disgorge an acidic cloud. The cloud fills a 10-foot-radius sphere around the worm. A creature inside the cloud must make a DC 19 Dexterity saving throw or suffer 21 (6d6) acid damage or half as much damage on a successful save. The worm cannot make this attack on consecutive rounds, and it cannot make this attack if it has swallowed another creature.

ENHANCED SENSES

The purple worm can hear and feel movement from a greater distance.

Prerequisite: Purple worm

Benefit: The worm can spend a Hit Die as a bonus reaction to double the range of its blindsight, to a distance of 60 feet. If the worm spends two Hit Dice, it also doubles the range of its tremorsense, out to 120 feet. This enhancement lasts for 1 minute.

Q

QUAGGOTH

HUNTER IN DARKNESS

The quaggoth has become adept at hiding and hunting in the darkness of the underground.

Prerequisite: Quaggoth

Benefit: The quaggoth can spend a Hit Die to gain advantage on its next Dexterity (Stealth) check and also adds its proficiency bonus to the roll (+2 for a typical quaggoth).

REND

The quaggoth shreds its prey with its vicious claws.

Prerequisite: Quaggoth

Benefit: When the quaggoth hits a target with both claw attacks, as a bonus action, it can spend a Hit Die to rend the target for an additional 6 (1d6+3) slashing damage. If the quaggoth hits with this rend attack while in its Wounded Fury (i.e., at 10 or fewer hit points), the attack inflicts an extra 7 (2d6) damage.

R

RAKSHASA

EFFORTLESS ILLUSION

The rakshasa can move or alter its illusions with minimal effort.

Prerequisite: Rakshasa

Benefit: When the rakshasa casts an illusion spell that requires concentration to maintain, it can spend a Hit Die. Thereafter, each round, the rakshasa can move the illusion or change its details with a bonus action rather than an action.

LINGERING ILLUSION

The rakshasa's illusions function without need for its concentration.

Prerequisite: Rakshasa

Benefit: When the rakshasa casts an illusion spell, it can spend a Hit Die as a bonus action. Thereafter, the illusion continues as long as the rakshasa wishes, up to the spell's duration, without the need for the rakshasa to maintain concentration. This allows the rakshasa to maintain an illusion and still concentrate on another spell. However, the rakshasa cannot, however, use this feature on more than one illusion at a time; if it wishes to have a second illusion spell, it must maintain concentration on it.

TACTICAL BRILLIANCE

The rakshasa can draw upon centuries of experience for almost any challenge.

Prerequisite: Rakshasa

Benefit: As a reaction, the rakshasa can spend a Hit Die to gain the benefits of a *bless* spell, but only for itself for up to 1 minute. Alternatively, as a reaction, the rakshasa can spend two Hit Dice and affect up to three creatures it can see within 30 feet with the *bane* spell. A target receives a Charisma saving throw to avoid this effect. Maintaining either *bless* or *bane* requires the rakshasa's concentration.

UNREAL REALITY

The rakshasa's illusions are so believable as to be almost real.

Prerequisite: Rakshasa

Benefit: When the rakshasa casts an illusion spell, it can spend a Hit Die as a bonus action to infuse the illusion with greater verisimilitude. When a creature uses its action to examine an illusion, it suffers disadvantage on its Intelligence (Investigation) check to do so.

REMORHAZ

ACID SPRAY

The remorhaz disgorges a spray of acid at its prey.

Prerequisite: Remorhaz

Benefit: When the remorhaz uses the attack action, it can spend a Hit Die to spit a line of acid 30 feet long by 5 feet wide, but only if it does not have a swallowed creature inside it. Each creature in the line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

REVENANT

DISDAINFUL SPITE

With a surge of strength, the revenant shoves aside anyone who stands between it and the target of its undying vengeance.

Prerequisite: Revenant

Benefit: When the target of the revenant's vengeance is in sight, it can spend a Hit Die to gain advantage on a melee weapon attack against a creature standing between the revenant and its target. Alternatively, if the revenant makes a shove attack against the interposing creature, it can spend a Hit Die to gain advantage on a Strength (Athletics) check made to shove the creature. If the shove

attack wins the contested roll, the revenant can either knock the target prone or push it 10 feet away from it.

ROC

CRUSHING TALON

The roc tightens its talons around, crushing the life from its prey.

Prerequisite: Roc

Benefit: As a bonus action, the roc can spend a Hit Die to crush a creature it has grappled with its talons. The grappled target automatically takes 21 (4d6+9) bludgeoning damage.

ROPER

EXTRA TENDRIL

When necessary, a roper extrudes another tendril.

Prerequisite: Roper

Benefit: As a bonus action, the roper can spend a Hit Die to extrude another tendril, allowing it to have up to seven tendrils at a time. If it spends two Hit Dice, the roper can have up to eight tendrils at once, but it still must expend a bonus action to extrude each new tendril.

RUST MONSTER

ACCELERATED CORROSION

Metal that strikes the rust monster corrodes twice as fast.

Prerequisite: Rust monster

Benefit: As a reaction, the rust monster can spend a Hit Die so that a weapon or other metal object that strikes it takes a permanent and cumulative -2 penalty to damage rolls, instead of the standard -1 penalty.

S

SAHUAGIN

SKEWER

The sahuagin skewers its prey with its barbed spear.

Prerequisite: Sahuagin

Benefit: When the sahuagin hits a creature with its spear attack, it can spend a bonus action and a Hit Die to skewer the target. The target becomes grappled (escape DC 8 + the sahuagin's Strength modifier + its proficiency bonus). The sahuagin cannot use its spear on another target as long as it maintains this grapple. Each round as a bonus action, the sahuagin can spend a Hit Die to inflict spear damage against the grappled target automatically.

SALAMANDER

HEAT METAL

The salamander causes a piece of metal to glow red-hot.

Prerequisite: Salamander

Benefit: As an action, the salamander can spend a Hit Die to cast *heat metal*. The spell affects one manufactured metal object that the salamander can see within 60 feet and lasts until the start of its next turn. The salamander can continue the effect by spending a bonus action and another Hit Die for each additional round, to a maximum of 1 minute (or until it rounds out of Hit Dice to spend).

STOKE THE FIRE

The salamander's internal fire burns nearby creatures.

Prerequisite: Salamander

Benefit: As a bonus action, the salamander can spend a Hit Die to create a fiery aura until the start of its next turn. A creature that ends its turn within 10 feet of the salamander takes 5 fire damage.

SATYR

POISON TOLERANCE

The satyr can, when necessary, heighten its tolerance to drugs, alcohol, and poison.

Prerequisite: Satyr

Benefit: As a reaction, the satyr can spend a Hit Die to gain advantage on saving throws against poison and against poison damage for the next minute. If the satyr spends 2 Hit Dice, it also gains resistance to poison damage for the next minute.

SCARECROW

HORRIFYING GLARE

The scarecrow can frighten more than one creature at a time with its gaze.

Prerequisite: Scarecrow

Benefit: When the scarecrow uses its Terrifying Glare ability, it can spend a Hit Die to target a second creature simultaneously. The second target must also be within 30 feet of the scarecrow and no more than 10 feet from the primary target.



UNEARTHLY TERROR

The scarecrow's mere presence evokes a sense of dread.

Prerequisite: Scarecrow

Benefit: As a bonus action, the scarecrow can spend a Hit Die. The DC of the saving throw against its fear effects, whether from its claw attack or from its Terrifying Glare, increases by 2.

SERPENTFOLK

Potent Venom

The serpentfolk is able to create a dose of exceptionally strong venom.

Prerequisite: Serpentfolk, poisonous bite

Benefit: By spending a Hit Die as a bonus action, when the serpentfolk deals damage with poison through a bite or envenoming a weapon, the poison's damage is increased by the serpentfolk's Constitution modifier.

RAPID POLYMORPH

The serpentfolk quickly changes forms.

Prerequisite: Serpentfolk, Shapechanger ability

Benefit: The serpentfolk can expend a Hit Die to use its Shapechanger ability as a bonus action instead of a normal action.

SERPENTIA

The pureblooded serpentfolk is powerful, and can manifest its spellcasting a greater number of times per day.

Prerequisite: Pureblooded serpentfolk

Benefit: The pureblooded serpentfolk may expend a Hit Die as part of an action to use their poison spray or suggestion abilities when they run out of normal daily uses.

SHADOW

INFUSION OF LIFE

The shadow's fell energies increase even as it drains the strength from its prey.

Prerequisite: Shadow

Benefit: When the shadow uses its strength drain

attack, it can spend a Hit Die and a bonus action. For each point of Strength drained from the target, the shadow gains 2 temporary hit points.

SHIFTING SHADOWS

The shadow disappears into darkness, only to strike from darkness nearby.

Prerequisite: Shadow

Benefit: As a move, the shadow can spend a Hit Die to teleport to a space within 30 feet. The space must be in dim light or darkness, and the shadow must have a line of effect to the target space.

SHAMBLING MOUND

ENTRAPMENT

The shambling mound's mass absorbs and surrounds an incoming melee attack.

Prerequisite: Shambling mound

Benefit: As a reaction to a melee weapon attack made against it, the mound can spend a Hit Die to engulf the attacking creature's limb. The mound makes a slam attack against the creature. If the attack hits, the mound suffers no damage from the attack, and the target creature becomes restrained, unable to use that limb until the start of the shambling mound's next turn.

GRASPING TENDRILS

The shambling mound extends its vines and tendrils to strike its prey.

Prerequisite: Shambling mound

Benefit: As a bonus action, the shambling mound can spend a Hit Die to gain a reach of 10 feet with one of its slam attacks until the start of its next turn. If the

shambling mound spends two Hit Dice, both of its slam attacks gain a 10-foot reach.

RISE UP

The shambling mound sinks into the ground, only to rise from the muck nearby.

Prerequisite: Shambling mound

Benefit: As a bonus action, the shambling mound can spend a Hit Die to sink into the ground and reappear in an empty space it can see within 30 feet.

SHIELD GUARDIAN

RESIDUAL MAGIC

The shield guardian is able to cast a stored spell twice.

Prerequisite: Shield guardian

Benefit: After the shield guardian casts the spell stored within it by its master, it can spend a Hit Die to recast that spell a second time. This option can only be used once per combat.

SKELETON

BONE STRIKE

The skeleton uses its own body as a weapon.

Prerequisite: Skeleton

Benefit: As a bonus action, the skeleton can expend a Hit Die to make a slam attack against an adjacent target. The slam attack inflicts bludgeoning damage equal to its primary weapon attack.



SLAADI

DEATH AURA

The slaad exudes an aura of death.

Prerequisite: Slaad

Benefit: The slaad can spend a Hit Die and a bonus action to activate an aura of death. While active, this aura deals 5 necrotic damage to any creature that ends its turn



within 20 feet of the slaad. Undead and fiends ignore this effect.

PSYCHIC REFLECTION

The slaad's alien mind reflects psychic attacks.

Prerequisite: Slaad

Benefit: As a reaction, the slaad can spend one or more Hit Dice when targeted by a spell that inflicts psychic damage. The slaad must spend one Hit Die per level of the spell targeting it. If the slaad fails its saving throw against this spell, it suffers half damage and the original spellcaster suffers half damage (but no other effects, if any, from the spell). If, however, the slaad succeeds at its spell save, then it suffers no ill effects while the caster suffers the spell's full effects.

SPECTER

DRAW THE DARKNESS

The specter uses its undying hatred to create shadows and subdue light.

Prerequisite: Specter

Benefit: As an action, the specter can spend a Hit Die to cast darkness, centered on itself, until the end of its next turn. If the specter spends two Hit Dice, the darkness fills a 30-foot-radius sphere centered on its space.

SENSE LIFE

The specter is drawn to the presence of the living.

Prerequisite: Specter

Benefit: The specter can spend a Hit Die as a bonus action to sense the location of any creature within 60 feet of it, except for constructs or undead, until the start of its next turn. The specter can use this option to overcome the penalties associated with its sunlight sensitivity, except with regard to constructs or undead.

SPHINXES

DISCERN WEAKNESS

The sphinx instinctively understands a creature's weaknesses.

Prerequisite: Sphinx

Benefit: As a bonus action, the sphinx can spend a Hit Die to study a creature it can see. The creature must succeed at a Wisdom saving throw against the sphinx's spell save DC, or else the sphinx learns what conditions the target currently has and the creature's vulnerabilities, if any.

PEER INTO THE MIND

The sphinx gazes deep into the mind of another creature.

Prerequisite: Sphinx

Benefit: The sphinx can, as an action, spend a Hit Die to cast detect thoughts without using one of its spell slots. If it spends two Hit Dice, the target of this spell suffers disadvantage on its Wisdom saving throw to resist the effects.

SPRITE

LINGERING INVISIBILITY

The sprite's magical invisibility persists for a moment longer.

Prerequisite: Sprite

Benefit: If the sprite spends a bonus action and a Hit Die while invisible, it remains invisible until the end of its next turn even if it attacks, casts a spell, or ends its concentration.

STIRGE

ARTERIAL PUNCTURE

The stirge stabs its needle-like proboscis deep into an artery.

Prerequisite: Stirge

Benefit: As part of its initial attack against a creature, the stirge can spend a Hit Die to drive its proboscis deep into its quarry. Thereafter, detaching the stirge inflicts 1 point of piercing damage to its prey. This damage also occurs when the stirge detaches itself from the creature.

SUCCUBUS/INCUBUS

LOVE'S SACRIFICE

The succubus draws upon the life force of its charmed subject to rejuvenate its own energies.

Prerequisite: Succubus or incubus

Benefit: The succubus can use its charmed subject as a bank of healing. As an action, the succubus can spend an action and a number of Hit Dice up to its proficiency bonus, healing the amount rolled on the dice. At the same time, the charmed creature loses that many hit points, at which time the charm automatically ends. The succubus/incubus can use this ability as long as it and its charmed subject occupy the same plane.

SECRET SPY

With a whispered word, the succubus sees and hears whatever its charmed subject sees and hears.

Prerequisite: Succubus or incubus

Benefit: As an action, the succubus can spend a Hit Die to cast *clairvoyance*, using its charmed subject as its sensor.

The distance between the succubus and its charmed subject does not matter, but the two must occupy the same plane to use this ability. The effect lasts up to 10 minutes and requires concentration on the succubus's part. If the succubus spends two Hit Dice, it can both see and hear through its charmed subject.

T

TARRASQUE

DESTRUCTION UNLEASHED

The massive bulk of the tarrasque shatters and destroys everything in its path.

Prerequisite: Tarrasque

Benefit: When the tarrasque attacks an object or structure, it can spend a Hit Die to inflict triple damage instead of double as described in its Siege Monster ability. If the tarrasque spends two Hit Dice, it inflicts quadruple damage to objects and structures.

QUAKE THE EARTH

The tarrasque pounds its bulk into the ground, trigger a series of earth tremors.

Prerequisite: Tarrasque

Benefit: As an action, the tarrasque can spend two or more Hit Dice to create the effects of an earthquake spell emanating from its space out to a distance of 100 feet. By spending two Hit Dice, the earthquake lasts until the start of the tarrasque's next turn. For each additional two Hit Dice it expends, the earthquake lasts another round, up to 1 minute. The DC is 20 for any Dexterity saving throw involved with the tremors.

STORM BREATH

With a mighty exhalation, the tarrasque unleashes a windstorm from its gigantic maw.

Prerequisite: Tarrasque

Benefit: As an action, the tarrasque can spend three Hit Dice to unleash a windstorm attack. The windstorm starts in the tarrasque's space and fills a 120-foot cone.

Each creature in the cone's area of effect must make a DC 27 Strength saving throw. On a failure, a target takes 24 (4d8+10) bludgeoning damage and is flung up to 60 feet away from the tarrasque in a random direction and knocked prone. If a flung creature strikes an object, such as a building, it takes 7 (2d6) bludgeoning damage for every 10 feet it was thrown before impact. If the flung creature strikes another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

The tarrasque cannot use this option on two consecutive rounds. The GM can decide whether to include this special attack as one of the tarrasque's legendary actions. If allowed, the Storm Breath ability uses all 3 legendary actions for the round.

THUNDEROUS ROAR

The tarrasque issues an ear-shattering roar that echoes for miles.

Prerequisite: Tarrasque

Benefit: As an action, the tarrasque can spend two Hit Dice and unleash a powerful roar. Each creature within 1 mile of the tarrasque becomes deafened until the end of their next turn. This roar automatically shatters thin or fragile glass within the area of effect. Glass or crystal items carried or held are unaffected, however.

THRI-KREEN

ACROBATIC ASSAULT

The thri-kreen launches an attack while somersaulting through the air.

Prerequisite: Thri-Kreen

Benefit: As part of its Standing Leap, thri-kreen can spend a Hit Die as a bonus action to make one melee weapon attack against one target along the path of its trajectory. If it spends two Hit Dice, it gains advantage on this attack.

TELEPATHY

In an emergency, a thri-kreen can communicate telepathically with others of its kind.

Prerequisite: Thri-Kreen

Benefit: The thri-kreen can, as a bonus action, spend a Hit Die to gain telepathy with a range of 100 feet, but only with other thri-kreen. This telepathic communication lasts for 1 minute. Another thri-kreen that has not used this option can receive but not respond to telepathic communications from other thri-kreen.

TREANT

CRUSHING BLOW

The treant's branches collide, squishing the poor fool caught between them.

Prerequisite: Treant

Benefit: If the treant hits the same creature with two slam attacks, it can spend a Hit Die to inflict an additional 16 (3d6+6) bludgeoning damage.

ENTANGLING GROUND

Roots and vines crawl along the ground, grasping at the treant's enemies.

Prerequisite: Treant

Benefit: As an action, the treant can spend a Hit Die to cast *entangle*. It can only have one entangle effect going at a time.

FORCE OF NATURE

The force of impact from the treant's branch sends enemies flying.

Prerequisite: Treant

Benefit: When the treant makes a slam attack, it can spend a Hit Die as a bonus action. A Large or smaller creature struck by the slam attack must succeed at a DC 18 Strength check or be knocked straight back 20 feet, landing prone and taking 7 (2d6) bludgeoning damage.

NATURE'S SACRIFICE

When things become desperate, the forest sacrifices lesser trees so that the treant may survive.

Prerequisite: Treant

Benefit: When the treant has animated a tree, as an action, it can spend one or more Hit Dice to drain life from that tree to heal its own injuries. For each Hit Die as

the treant expends, it rolls the die and regains that many hit points, but the animated tree loses twice as many. If the animated tree loses all its hit points in this manner, it shrivels and dies.

TROGLODYTE

BURNING STENCH

The troglodyte's horrific stench burns the eyes.

Prerequisite: Troglodyte

Benefit: As a bonus action, the troglodyte can spend a Hit Die to acidify its Stench ability. For the next minute, any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte and fails its Constitution saving throw suffers the normal effects of the stench and becomes blinded until the start of its next turn. Creatures with immunity to acid are immune to this effect.

TROLL

MUTATION

The troll undergoes an abrupt, grotesque metamorphosis.

Prerequisite: Troll

Benefit: As a bonus action, the troll can spend one or more Hit Dice to mutate its body. The extent of the mutation depends on the number of Hit Dice spent, as described in the table below. The troll can only use each mutation once during a combat. The troll reverts to its normal form after 1 hour. (see *Mutation* table below)

RELENTLESS HUNTER

Once the troll has your scent, there is no escape.

Prerequisite: Troll

Benefit: When the troll hits a living creature with a claw or bite attack, it can spend a Hit Die as a bonus action. For the next 24 hours, the troll gains a +4 bonus and advantage on any Perception check made to pursue, track, or otherwise locate the creature, regardless of distance, so long as the troll and its prey remain on the same plane.

HIT DICE	MUTATION	RESULT
1	Second Head	The troll grows a second head, giving it an extra bite attack each round
2	Additional Limb	The troll gains another claw attack each round
3	Tentacles	The troll's arms morph into a pair of rubbery tentacles. Its claw attacks become slam attacks with 10-ft. reach that inflict bludgeoning damage. If the troll hits a creature with both tentacles, it automatically grapples the target
4	Armored hide	The troll grows a carapace and gains resistance to fire or acid damage. These damage types still impede its regeneration

U

UNICORN

TELEPORTING CHARGE

The unicorn charges into its target and teleports away with them.

Prerequisite: Unicorn

Benefit: As part of its move action, a unicorn can spend a Hit Die as a bonus action. If the charge hits, the target creature suffers no damage and is not knocked prone, but instead must succeed on a DC 15 Wisdom saving throw. If the creature fails this save, the unicorn, its target, and anything worn or carried by the target are teleported up to 1 mile away to a location the unicorn is familiar with. This counts as the unicorn's use of the Teleport ability for the day.



V

VAMPIRES

IMPROVED REGENERATION

The vampire's regeneration is particularly strong.

Prerequisite: Vampire or vampire spawn

Benefit: By spending a Hit Die as a bonus action, the vampire may roll 1d8 + its Constitution bonus modifier and add the resulting amount to its total hit points regenerated in a round.

W

WATER WEIRD

RESIST FLAME

The water weird can quench flames.

Prerequisite: Water weird

Benefit: By spending a Hit Die as a reaction to being attacked by a fire source, the water weird instead gains immunity to that fire attack.

WIGHT

BLACK CHARMS

The wight can control more zombies than normal.

Prerequisite: Wight

Benefit: By spending one or more Hit Die as an action, the wight may increase the total number of zombies it is capable of controlling by +1 per Hit Die spent for 24 hours.

WILL-O'-WISP

CONSUME HEAT

The will-o'-wisp drains the heat from everything around it.

Prerequisite: Will-o'-wisp

Benefit: By spending a Hit Die as a bonus action, the will-o'-wisp drastically lowers the temperature in a 20-foot-radius from its space. Each creature in the area of effect must succeed on a DC 10 Constitution saving throw or take 3 (1d6) cold damage.

PHASED ATTACK

The will-o'-wisp phases inside its intended victim and attacks.

Prerequisite: Will-o'-wisp

Benefit: The will-o'-wisp can use its Incorporeal Movement to phase inside a creature. The will-o'-wisp can then spend a Hit Die to make a shock attack against

that creature, gaining advantage on the attack and ending its turn. The will-o'-wisp still suffers 5 (1d10) force damage for ending its turn inside a creature.

WINTER WOLF

HOARFROST BREATH

The winter wolf's breath freezes into tiny shards of ice.

Prerequisite: Winter wolf

Benefit: By spending a Hit Die as a bonus action, when the winter wolf uses its Cold Breath ability, it deals 22 (4d10) points of cold and piercing damage instead.

WORG

RENDING BITE

The worg's bite deals vicious wounds.

Prerequisite: Worg

Benefit: As part of an attack action, a worg can spend a Hit Die to reroll their damage, taking the greater result.

WRAITH

FORMLESS SHADOW

The wraith is able to become completely insubstantial for a brief moment.

Prerequisite: Wraith

Benefit: By spending a Hit Die as a reaction, when the wraith is subject to an attack from acid, cold, fire, lightning, thunder, bludgeoning, piercing, or slashing from nonmagical weapons that aren't silvered, it instead takes no damage.

OPPRESSIVE DARKNESS

The wraith can wrap itself with darkness and overcome its aversion to sunlight temporarily.

Prerequisite: Wraith

Benefit: By spending a Hit Die as a reaction to being caught in sunlight, the wraith may ignore the debilitating effects of sunlight for 1 round.



WYVERN

DARTING TAIL

The wyvern's tail is capable of dangerous darting strikes.

Prerequisite: Wyvern

Benefit: By spending a Hit Die when the wyvern makes a stinger attack, it can instead make a darting stinger strike, making three attacks with its stinger, but suffering disadvantage on all three attacks.

X

XORN

STONE GLIDE

The xorn burrows its way through worked stone.

Prerequisite: Xorn

Benefit: By spending a Hit Die as part of its move, the xorn can use its Earth Glide ability to burrow through worked earth and stone, even if the materials are magical in nature.

Y

YETI

GLACIAL GALE

The abominable yeti's cold breath is nearly limitless.

Prerequisite: Abominable yeti

Benefit: By spending a number of Hit Dice as a bonus action, when the abominable yeti attempts to recharge its Cold Breath ability, it rolls an additional number of d6s equal to the Hit Dice spent. If any of the d6s are a 6, its Cold Breath ability is recharged.

HOARFROST EYES

The yeti's chilling gaze is particularly effective.

Prerequisite: Yeti

Benefit: By spending a number of Hit Dice (1 or 2) as a bonus action, when the yeti performs its Chilling Gaze ability, it may increase the DC by 1 if a single Hit Die was expended or cause disadvantage on the roll if two were expended.

YUGOLOTH

BLOOD OF THE ENEMY

The yugoloth draws strength from the pain and suffering of its enemies.

Prerequisite: Yugoloth

Benefit: When an enemy creature the yugoloth can see within 30 feet suffers damage, as an action, the yugoloth can spend one or two Hit Dice. The target suffers necrotic damage equal to the amount rolled.

CHITIN BARBS

Jagged barbs erupt from the yugoloth's chitinous hide.

Prerequisite: Yugoloth

Benefit: As a bonus action, the yugoloth can spend a Hit Die to sprout sharp barbs across its armored shell. Until the start of its next turn, if a creature hits the yugoloth

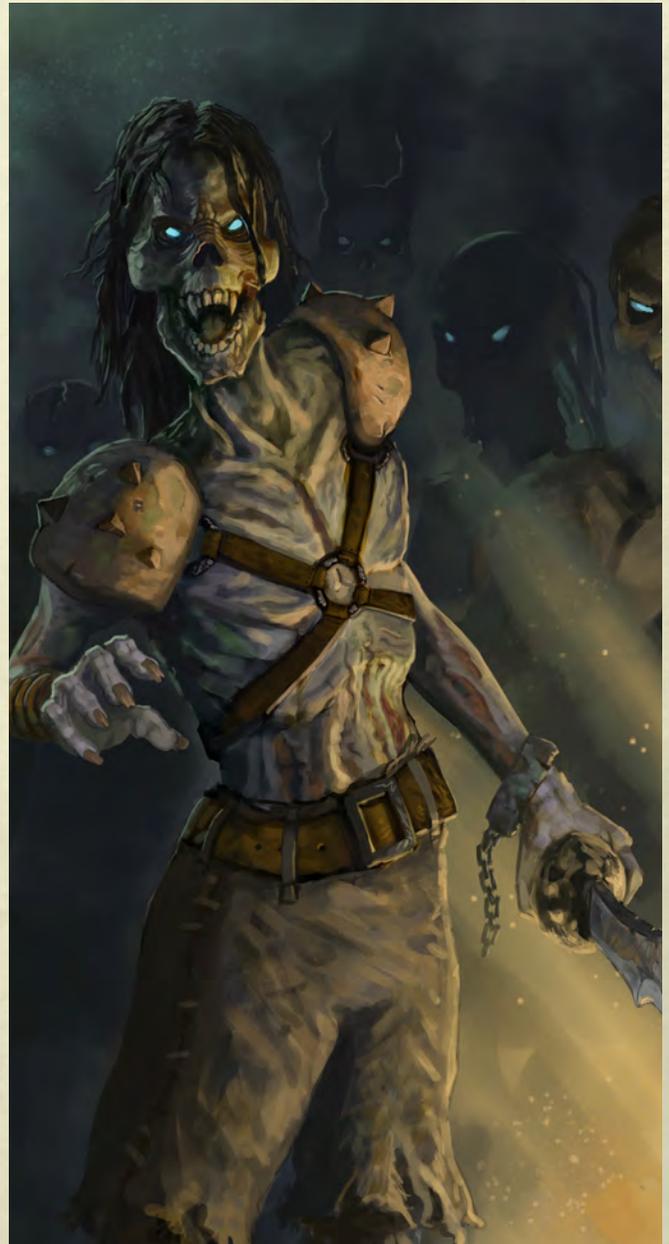
with a melee weapon attack, that creature takes 4 (1d8) slashing damage if the yugoloth is Medium-sized, or 5 (1d10) slashing damage if the yugoloth is Large-sized or larger.

DESPERATE TELEPORT

The yugoloth teleports away just in time to avoid harm.

Prerequisite: Yugoloth, Teleport ability

Benefit: By spending a Hit Die, the yugoloth can use its Teleport ability as a reaction. The yugoloth cannot use this option more than twice between long rests.



Z

ZERTHINIAN MONKS

BLUR

The Zerthinian monk blurs and wavers as it moves.

Prerequisite: Zerthinian monk

Benefit: As an action, the Zerthinian monk can spend a Hit Die to cast *blur*. The effect lasts until the start of its next turn.

TELEKINETIC PARRY

The Zerthinian monk blocks an incoming attack with a blade of psionic force.

Prerequisite: Zerthinian monk

Benefit: As a reaction, the Zerthinian monk can spend a Hit Die to cast *blade ward*.

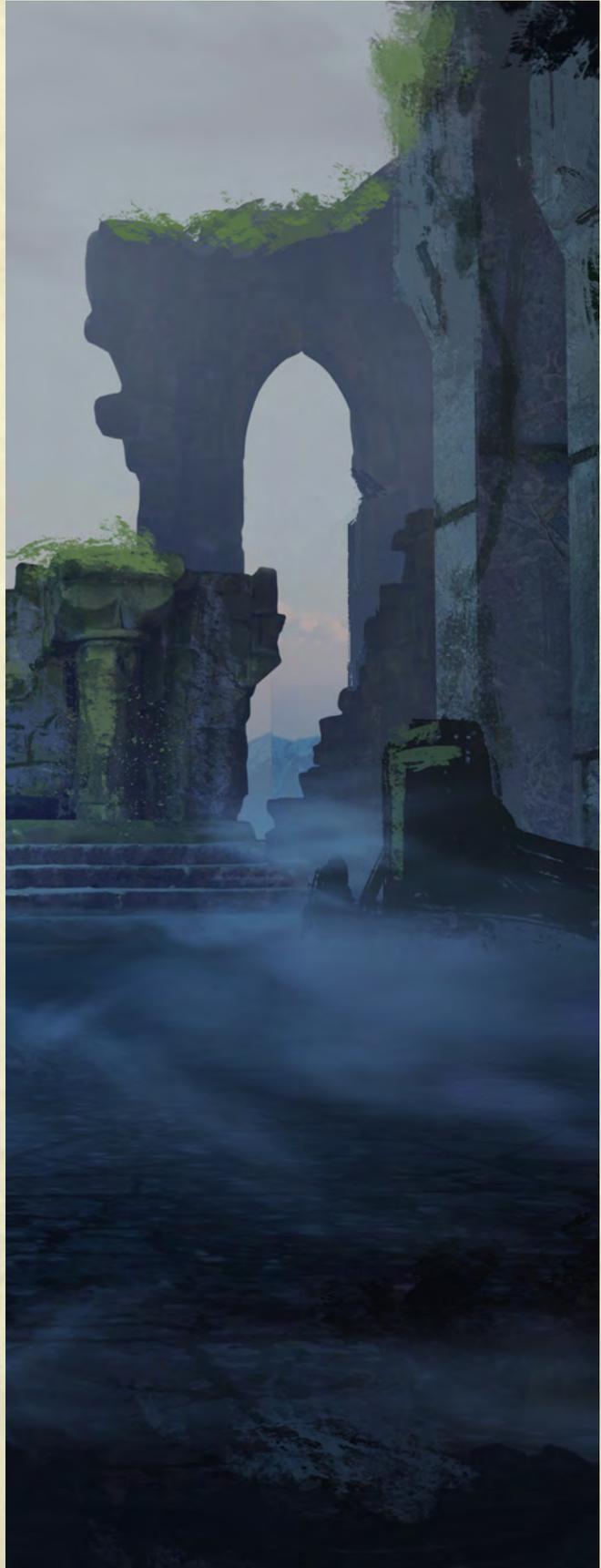
ZOMBIE

DEATHLY RESILIENCE

A connection to dark energies strengthens the zombie.

Prerequisite: Zombie

Benefit: When the zombie makes a Constitution saving throw to avoid being destroyed, it may expend a Hit Die and add that number to its saving throw result.



GAME MASTER TACTICS

Historically, the world's oldest fantasy role playing game has been focused on combat, conquest, and looting. The PCs have kicked in dungeon doors, thrown magic missiles around, and stealing anything that wasn't nailed down. Once all the monsters were dead, they smashed the rest.

The monsters would senselessly fight to the death, for some mysterious reason, throwing their bodies into the party's spears and swords with reckless abandon. They'd square off one-to-one against superior heroes and die within moments.

If there is no thought behind combat tactics, no idea where the enemy will be, or what they might do, you're just rolling dice and hoping for the best. Fifth edition math is overwhelmingly in favor of the PCs the monsters cannot win—or even mount a serious challenge for the PCs.

There is nothing logical about a goblin that chooses to die, an ogre who lets himself be surrounded, or a manticore that lands and simply waits for the PCs' weapons to pierce its hide. No combats should be this boring, and no two combats should ever be the same. The PCs could fight six goblins in one encounter and six more goblins in another and have very different experiences or outcomes.

The tactics presented here are intended to offer suggestions on how to make those changes and create a richer experience for your players and their characters.

- jim pinto

GM TIPS & TRICKS

ABERRATION TACTICS

Aberrations cover a wide range of weird things that just don't fit any other category: chaos beasts, floating eyes, tentacled horrors, and so on. Since each encounter with these creatures is unique, they present a special opportunity to keep the PCs off balance and confused about the proper approach in dealing with them. Adding bizarre details to your description can do a lot to create the proper atmosphere.

Horrid noises might make casting spells difficult. Disgusting odors can force Constitution checks versus nausea. Acid or fungus can increase damage to those who contact it.

With these unusual foes, it's critical to hide their abilities and resist the urge to name them directly. Mix it up by borrowing abilities from other creatures to give your well-read and expert players a new and unexpected thrill.

You might place a pair of cloakers in a wardrobe: one appearing as a luxurious fur-lined robe, and another a drab canvas cloak, utilitarian and unremarkable. The characters may be surprised when the fancy cloak attacks, but doubly so when attacked by its plainclothes companion. There is little better than the old one-two punch to put players on their heels.

Aberrations have bizarre abilities, and you should use them to their greatest effect. They might have alien minds, but that doesn't mean they don't have understandable motivations as well. If an eye tyrant has existed for centuries or even millennia, it understands its abilities and has honed them to deadly precision.

It knows how to debilitate that front-line fighter with charm effects.

- Spellcasters are going to get special attention with that paralyzation ray.
- Rogues make an excellent target for telekinesis since it robs them of mobility and positioning for maximum effect.
- Should these tactics prove too weak just layer more on as a special ability usable once per encounter.

Aberrations tip every assumption on its head. Feel free to add extra creepiness and descriptively warp your aberrations beyond what the players might recognize.

- Skeeter Green

THE HORROR OF ABERRATIONS

One aspect of making aberration horrific and creepy is to withhold what creature the players are actually facing. As bizarre and alien creatures, you can feel free to add extra creep factors and warp your aberrations beyond what the players might recognize.

Allow terror to seep into the minds of the players by adding grotesque details to their lairs. Have them make



bizarre threats if they are capable of speech. You'll quickly see how the players' tactics change when they don't know for certain what they are facing. They'll keep guessing, but with only trial and error to guide their attacks, they will be stumbling around cluelessly.

- Brian Berg

GM TIPS & TRICKS

BEAST TACTICS

Wild animals and magical beasts are unpredictable, and most operate with a fight or flight response and have no concept of mortality. Magical beasts like manticores or satyrs are an exception; they have individual traits and

natures. Even a magical bear with its base instincts intact might have moved on from honey and salmon to magical potions or elves as a favorite treat.

Most natural beasts are much easier to use tactically, based on their instincts. Big carnivorous mammals are a serious threat even when facing a group of magic-wielding characters with a slew of advanced powers at their disposal. The sheer size, speed, and staggering number of hit points make them a worthy foe.

Don't forget that nearly every predator in nature attacks from stealth. They sneak up on their prey and attack while they are at their most vulnerable. That might mean that a predator has been following the players for hours, waiting for them to rest or remove their armor. Feel free to drop clues to ratchet the tension up, and don't let the players ever see the creatures.

Big cats are excellent hit-and-run hunters and should be played with all the cunning you can manage. Allow them to retreat and return when the situation favors them, possibly when the party is dealing with another foe or a difficult challenge like crossing a gorge.

Do not fight fair! Use animals' natural abilities as they would. Fight with instinctual animal cunning that's been honed and evolved over hundreds of thousands of years.

PACK ATTACKS

The pack mentality of wolves deserves a special mention. Wolves attack as a pack, never one-on-one. They may each take a portion of the damage dealt by the adventurers, but none of them will become a focus. This can become an exercise in accounting for the DM, keeping track of multiple attackers, but that's just the price of providing a solid encounter.

Despite the lack of real-world attacks on humans by wolves, we often sic a pack of ravenous wolves on an unwary party to usher them along more quickly or to directly threaten them. Add in a vampire or werewolf ally behind the scenes controlling them, and they advance from a nagging threat to four-legged shock troopers.

Wolves might be granted advantage when an ally is within 5 feet. Just be certain you always position an ally within 5 feet! And don't attack immediately; use the first actions to flank the group and assess the soft underbelly of the party (lightly armored PCs and weak wizards). Maybe give them a cumulative fear or frightening effect when they are in pack formation and howling.

Do not fight fair! Use animals' natural abilities as they would. Fight with instinctual animal cunning that's been honed and evolved over hundreds of thousands of years.

-Skeeter Green

USE DISTRACTIONS

Dire wolves are more than just bigger, more horrific wolves. They can have monstrous motivations beyond simple survival, including terrorizing and demoralizing the party.

Dire wolves can work together, gaining advantage on their pack attacks as written, but dragging fallen characters into the woods to be devoured is genuinely terrifying. With the other characters are distracted, it's easier to pull this off; it's pretty hard to succeed at Perception checks in the middle of combat.

When their friends' bodies went missing, and the wolves started retreating, the players' paranoia was at an all-time high and their adrenaline pumping.

-Brian Berg

GM TIPS & TRICKS

CELESTIAL TACTICS

As beings of power from higher planes of existence, Celestials possess knowledge of many wondrous and mysterious things far beyond the knowledge of the characters. As guardians of the greater Good, Celestials must often act in ways that run counter to those of the PCs, or even require greater sacrifice from them.

This gives you the option to create great role-playing opportunities where the alignment between their goals and those of the party are not perfect. These types of opportunities are the stuff of heady adventure and create lasting memories for your players.

- What may seem like a minor act by the party could have ramifications years, decades, or millennia down the road. Play this up during interactions to create a sense of grandeur and timeless wisdom.
- Hint that cooperation with these majestic beings might offer unusual rewards in terms of insight into past or future events. Why make rewards or penalties boring and by the book?
- Offer an opportunity to visit a famous or infamous moment in the past, temporarily.
- Make it possible for the characters to affect the outcome of a local event in some small way.
- Use a celestial's sense of cosmic superiority to put pressure on the party to act. Be careful to allow these pronouncements to include a healthy dose of player agency.

One basic rule might be that the Celestial can act with broad power, they cannot act against mortals without their permission or acquiescence. Similar to the devil's bargain no agreements can be entered into without the characters' assent.

Dramatic entrances also make a lasting impression. Extraplanar beings may appear suddenly, surprising the characters during the course of events. Make these appearances memorable with a full sensory description,



including sounds and smells and a more subtle magical ambiance. Make a show of it; it's not every day you meet an angel.

Most celestials can fly, have resistances, and have ability scores that are supernatural as compared to the standard races. They wield magic weapons and divine magic as well. Rather than using celestials as an opponent, they would make magnificent challenges in social combats when their motives cross with those of the player characters. Not every challenge should be faced with a blade.

OFFER ASSISTANCE

For characters whose outlook matches the celestials, closely consider bestowing additional powers or tools if they show proper deference. The details can be left to the moment, but the act itself impresses the characters with the actual power at work and offers some real assistance to counter whatever is being asked of them. It has a lot to do with reading the room understanding what motivates your players.

Play into the character's need at the moment. If the party is fighting off a band of challenging nasties, have the Celestial arrive from the heavens with a thunderous wallop crushing the last of the enemies. Helping the party proactively can soften any resistance when asked to perform a holy quest.

Despite understanding that a little help up front is a good incentive for future cooperation, celestials are highly intelligent, powerful beings worthy of the greatest respect. Arrogance often accompanies such power. They expect their words to be heeded and may forgo aid or information if not treated properly.

Tread lightly with this approach unless the characters have called for help. If the celestial arrives with its own agenda and demonstrates controlling or withholding behavior, it's likely to backfire with a reticent group of adventurers. There is little worse than a powerful being's threats to be met with indifference.

DON'T BULLY THE PARTY

Celestials should be loath to directly work against the PCs, even if they are evil. Their power might be enormous, but mortals are a big part of the equation, and their participation is often necessary to reach a goal. Celestials should be open to bargaining and horse-trading or they become little more than a threat dangling over the characters' heads. Making deals, taking vows, and swearing oaths is good fun and provides a solid framework for understanding motivations on both sides.

Along the same lines, use punishment sparingly. If the characters ignore the Celestial's advice, guidance, or direct orders, have the Celestial simply remove themselves from the scene.

Perhaps they leave with a passing remark about missed opportunities or the decreased likelihood of future assistance. As with any hierarchy, celestials often send lieutenants and vassals to communicate with mere mortals. Exiting the field might simply mean that an Asgardian returns to Odin to report the characters' behavior. This can lead to a more interesting encounter in the future.

- Skeeter Green

GM TIPS & TRICKS

CONSTRUCT TACTICS

Constructs are programmed opponents designed to follow a preset routine for their entire existence, with little to no variation. While most functioning constructs will follow their original programmer's orders to the letter, sometimes those orders can be rather open-ended or undefined.

If a creator programs their golem to "guard this passage and let none pass," it can be dangerous to assume that there are no base-level instructions at work to cover situations other than the strictest commands. We might wave this away by assuming that the magic needed to create the construct includes things like walking, jumping, and punching. Still, it might be a good idea to list the limitations of each construct explicitly to better judge the attempts by the party to deal with the challenge.

Use bludgeoning weapons against brittle, bony, or fragile opponents.

- Use slashing weapons against humanoids, beasts, and other mortal foes.
- Use ranged weapons against fast or distant attackers.
- Use a special sense magic ability to isolate and target spellcasters or magically invisible enemies.

You can also play it fast and loose. If the party comes up with a particularly clever plan, simply allow the construct to act in a confused or looped manner and alter the checks needed to fight or circumvent it.

Some might tie up the players with grappling while others attack weaker targets. Imagine being grabbed by a golem, slammed to the ground in a prone position, and then stomped on, with advantage!

PROGRAMMED RESPONSES

Encounters with programmed constructs may allow for some interesting combinations of tactics as well. Provide instructions for multiple constructs to fight in unison or to combine powers in unique ways which multiply the threat to the party. Special rules do exist for death by massive damage.

Breath weapons can be used in unison against particularly strong individuals. Imagine multiple iron golems belching forth clouds of flammable gas and following up with a finger snap of their flint-infused gauntlets! This tactic allows them to heal while their enemies are barbecued.

Basic constructs are almost always stronger and larger than their opponents, and this alone gives them a tremendous advantage. But don't stop there; consider adding a grappling ability for constructs that rely on melee attacks. This can be particularly useful when using multiple constructs.

Constructs with weaknesses should be programmed to avoid things that expose them to greater harm. They should immediately remove themselves from such situations, preferring easier targets. You can check stat blocks to determine vulnerabilities to utilize.

- Skeeter Green

HOW DO CONSTRUCTS LEARN TO FIGHT?

Nefarious wizards have long imbued golems and other constructs with a programmed semblance of life. But where do their anger and combat abilities come from?

One possibility is these creations being imbued with the spirits of fallen warriors, possibly even tied to the type of golem; given these assumptions, it's not hard to imagine a stone golem fueled by the soul of a fallen dwarven hero. Or an iron golem containing the spirit of an armor-clad knight.

Adding this flavor and a means for the characters to discover it can make memorable moments but might also lead to adventures for their own sake.

Side quests might include discovering the plight of a hero from a distraught relative, who sends the players on their way to hunt down a secretive wizard's tower with vengeance as their motivation. Perhaps they then discover the wizard has taken his plans to another level and is actively luring warriors to their demise to take advantage of their fleeing spirits in his experiments.

- Brian Berg

GM TIPS & TRICKS DRAGON TACTICS

Dragons should rarely be a single creature encounter. The base mechanics of most games already provide advantages to the characters, don't compound this by pitting multiple characters against a single dragon. Try adding some dragonborn allies or even some other avian species that have reverence for or enslaved to the dragon. Red drakes are a great choice as well.

When directly engaged, most dragons know to stay away from fighters' swords and archers' arrows. By moving carefully and using intervening terrain, the dragon achieves partial cover or higher ground advantages. Dragons are rarely surprised. Their longevity, various abilities, and general paranoia make them keenly curious about everything going on around them.

While they may not know characters' names, they might well sense magic items and abilities and be able to accurately judge class abilities based on observations of previous battles and mundane choices like armor or

specific weapons. All of these observations will allow the dragon to prepare traps and tactics to the maximum advantage.

When forced into direct conflict, dragons are acutely aware of their abilities and will bring them to bear in unusual combinations. Make that dread palpable with dramatic description.

Tail swipes near the edge of a cliff or raging fire can quickly escalate from blunt force trauma to instant death.

- Myriad claws, bites, and kicks can allow the dragon to attack the entire party at once or result in knockdown effects.
- Breath weapons funneled into a rock cul-de-sac are force multiplier as the flames concentrate to explosive levels.
- Never forget that simply gazing upon a dragon is terrifying. Assign additional penalties, other than fleeing, for failure against the dragon's fear aura.

The point here is that creative combination can allow for anything from stalling tactics to outright annihilation.

Flying dragons present unique challenges to characters who are bound to the ground. Use flyby attacks to reduce exposure to missiles, and whenever possible, grab a character or two in the dragon's claws. A successful grapple check will reduce the affected character's ability to attack, and the dragon only needs to fly up and release them. Gravity will take care of the rest. If confronted with characters that can take to the air, consider giving the dragon abilities or spells that reverse gravity or otherwise impede or reduce their airborne tactics.

If spellcasters can target a dragon at a distance, so too can the dragon target that spellcaster. Much will depend on the situation and terrain, but targeting spellcasters is always a solid idea.

You might also compose a shortlist of alternate or additional powers and abilities to assign to a particular dragon. In these cases, avoid changing the iconic abilities, such as a red dragon's breath weapon. There is such a thing as going too far. But nothing is stopping you from creating an ability that increases claw damage two-fold and naming it Claws of Steel. Or allowing a wing buffet attack, Winds of Death, to daze or stun characters beyond the normal knockdown effects.

IS THE DRAGON AT HOME?

When dragons are in their lairs, they sacrifice mobility for traps and cunning. They might not be able to keep their distance as easily, but they can compensate by not allowing themselves to be approached directly. The simplest deterrent might be a gigantic boulder blocking the entrance to their horde that only the dragon is strong enough to move. While the characters scratch their heads, the dragon has time to put other defenses into play. Again, allies can play a tremendous role here. They can divert and defend while the dragon uses spells or breath weapons on selected targets. Come up with your own list of potential allies that goes beyond kobolds, dragonborn, and the more obvious choices.

-Skeeter Green

GUARDIAN DRAKES

When the opportunity arises, add some red guard drakes to a dungeon or map and be sure there's an elevated area that they can pounce down from, creating an opportunity for the monster's natural abilities. Place them in groups of three to support one another and create more dangerous scenarios in combat. All of this is great to soften up the party before the main event gets underway.

-Nyrnfang

GM TIPS & TRICKS

ELEMENTAL TACTICS

Elementals are most often encountered as a result of an enforced bargain between themselves and a dominating spellcaster. If the elemental summoner has seriously dangerous and destructive intentions, feel free to play the elemental as extremely violent and chaotic, unleashing its heaviest attacks immediately and with little regard for any allies or destructible objects in the vicinity. These situations can apply on the Prime or any plane.

Suppose the summoner is simply defending an object or location; you might move that object in a programmed guardian routine and use its ability to buffet, cajole or usher the players out of the area. Taking either approach can allow characters to gain insight into the motivations of the summoner. What might these clues lead the party to? Try it and see.

Elementals are often out of their element and forced to perform tasks that are against their nature. Such beings are strongly motivated to escape or lash out against their summoner if given the opportunity.

With that in mind, any offer the party might make to hasten these outcomes might be met with optimism or curiosity, assuming the party can communicate effectively. What might an elemental do if the party offers to break a curse, erase a summoning circle or present a captive summoner to it? These scenarios might lead to interesting outcomes depending on the elemental's circumstances.



EXPLOSIVE REACTIONS

While they are often forced to serve a narrow task, there is nothing stopping you from allowing other aspects of the elemental to be loosed with extreme violence. Elementals cannot truly die, so there is little fear of death, as such combat should simply be an all-in affair.

One only needs to consider the raging inferno, a devastating earthquake, flash flood, or powerful cyclone to appreciate the power of the elements unchecked.

When a fire elemental engages in a fight, it should be seeking to burn EVERYTHING in sight. Air elementals want to pick up and throw things, including opponents or objects that may harm their opponents. Don't just make rote attacks; use loose objects, collapsing terrain, and rules for drowning or being buried to cement the terrifying power of the elemental.

-Brian Berg

GM TIPS & TRICKS

FEY TACTICS

Do yourself a favor and re-read the fairytales of your youth, and you will find that dwarves are often synonymous with trolls. Elves, pixies, sprites are often mischievous malcontents, abducting human children, or waylaying the unwary. Fey come in many varieties, and we often skip the more devious and decadent varieties in lieu of those that perch on buttercups or sing melodies to the sun and moon.

Don't hesitate to unleash more malevolent types on the party and remember that appearances are easy for the fey to take on for the sake of confounding mortals. Consider applying some nefarious purposes to the more innocent fey with some motivation or reasoning that has moved them past their more pleasant nature.

Folklore from African, Asian, or Native cultures references spirit entities that have the same breadth and range of depictions and motivations as their traditional counterparts, but they won't act or appear familiar to the characters.

Remember to dive beneath the surface and learn as much as you can to present a full depiction.

-Brian Berg

QUICKLINGS

Quicklings are an excellent example of the potential for plumbing the depths of fey dirty tricks. Incredibly fast and allowed special movement rules, they can be very challenging when they arrive in numbers. The best fighter or wizard will be challenged to track them and attack. Consider adding some roguelike abilities which allow better hiding or climbing, and they become an awesome threat that picks apart the party while allowing very few successful reprisals.

-Doug "Dhomal" Raas

GM TIPS & TRICKS

FIEND TACTICS

Fiends are the ultimate enemy, the very definition of evil, and willing to do anything to achieve their aims. You need to be very careful bringing such creatures into your games. If you have younger players or people who are sensitive to overly wicked portrayals, be mindful that when fiends enter the fray, everything is fair game. Each campaign should be different, so the gamemaster needs to know the players well enough to take them to the brink of what is comfortable.

WICKED GAMES

Entering into any fiendish bargain requires certain knowledge that the party has what it takes to decimate the foul creature if necessary. Anything less is just a foolish step closer to a dismal end.

- Cheating to win should be a standard operating procedure for any fiend. They will lie, cheat, steal, bully, torture, or kill to get what they want.
- Weapons should be barbed or poisoned. While destroying the party outright is always an option, anything that causes pain and suffering is open for consideration.
- Opportunities to burn or crush the players could be introduced with traps or terrain effects.
- Being savaged by dire animal companions adds another dimension to encounters, keeping the party busy with minions while the fiends focus on making an example of a wizard or priest.

- Capturing foes for later interrogation and torture is another great way to impress upon the party the truly capricious evil of these beings.

Bearing in mind, fiends are not simply powerful monsters; they have goals to destroy all that is good and heroic in the world. They want to infest the mortal plane with their own depraved wickedness. “I want to see the sun blotted out from the sky” is a sentiment that many fiends would find intriguing.

CASUAL CRUELTY

Play them with a sense of carefree evil and with no regrets for those they grind up in their wicked ambitions. They laugh at the piteous cries of their captives and spit in the face of any who attempt to parley or derail them from their goals.

Depending on the fiend’s sphere of interest, they may:

Use psychological warfare to confuse opponents or attack loved ones or important NPCs in the character’s life.

- Conceive intricate plans and ways to lead the PCs around, testing, provoking, and mentally grinding the heroes down.
- Harry a weaker character constantly in the sure knowledge that their victim can do little to respond.
- Wait patiently until a particular character is on watch and make a lightning attack only to disappear while the rest of the party is rousing from slumber.

They might do this for nights on end if the party cannot find a way to secure their camp against it. Consider having the affected character make checks as the fear takes hold and their sanity begins to erode.

Physical attacks should conclude with horrifying results. Tearing and rending, wounds that heal with grotesque scars, punctures that constantly itch, and diseases or secondary effects that cause the skin to crawl, or quiver, or have some other reaction are all excellent ways of separating fiends from other tough, supernatural foes. A fiend’s touch bears the vileness of the infernal and diabolic realms they come from.

-Brian Berg

GM TIPS & TRICKS

GIANT TACTICS

Creatures larger than the characters may worry less about complex tactics and just bring sheer force to bear. With this in mind, consider that the massive damage of these attacks might go beyond simple hit points and may damage or destroy armor, shields, weapons, and other objects.

If you want to up the ante, you might offer the player the option of taking the damage or losing one or more of these items. This approach can lead to interesting battlefield scenarios where the characters are huddled under their destroyed items trying to survive the attack or retreat.

Giant weapons may also disrupt the battlefield. Swords the size of trees and hammers the size of boulders can easily cut furrows into the ground or crush intervening terrain. Even simple physical attacks like pounding and stomping might collapse structures or shake the characters off their feet. Navigating a roiling battlefield while being showered with damaging debris will doubtless earn the respect of those suffering such an onslaught.

Smaller, lighter weapons like daggers and javelins might not have the heft needed to penetrate the hide of a giant. Consider reducing or nullifying the damage against giants to only the largest and heaviest weapons. You might simply consider damage reduction for your giants.

-Skeeter Green

BRAINIER THAN EXPECTED

Hill giants have a reputation for being stupid, but nothing stops you from increasing their intelligence, making them capable of strategy, surprise guerilla tactics, and using sophisticated traps. One idea that comes to mind is dousing the party with something flammable and then raining down large flint rocks on them for explosive results.

-Rebecca Winters



GAME MASTER TACTICS

GM TIPS & TRICKS

HUMANOID TACTICS

Most humanoids should avoid toe-to-toe encounters with larger and stronger foes. This is especially true with smaller humanoids like goblins and their ilk.

Attacking from a distance or from hiding or cover should be the standard approach, as well as using terrain to their advantage.

- Swarming, mobility, greater numbers, and limiting visibility are all useful approaches to gaining advantage or other bonuses in potentially lopsided encounters.
- An organized mindset promotes practice fighting and develops coordinated tactics to overcome their natural disadvantages.
- Ambushes and raiding rely heavily on stealth and choosing to encounter foes in locations that serve them well.
- Those burdened with slipshod equipment will harrow and maneuver, keeping the PCs at arm's length and wearing them down.
- Surprise tactics, poisoned arrows, painful razor-cuts, pit traps, and uncommon demonstrations of violence that further even the odds.
- Create unique warriors and spellcasters for various humanoid species.

These approaches may not achieve an outright tactical victory, but for creatures whose lives are nasty, brutal, and short victory, might amount to not being eradicated.

Outdoors, they may climb or use rough terrain to their advantage. Crumbling cliff edges, rickety bridges, quicksand patches are all excellent choices for lighter, more mobile humanoids to mount an ambush from.

Indoors, they find tight crevices and shadows to make situational defense points or attack from hiding. Couple this advantage with surprise tactics, poisoned arrows, barbed stakes, or pit traps, and you can send the party running or dragging them to their doom.

TAKE KOBOLDS, PLEASE

Kobolds can easily employ complex tactics and be most effective in harassing characters without directly risking their own scaly hides. They know the importance of setting a trap that will cut an opponent's speed in half by trapping a limb or poisoning them. This has the potential of slowing the entire party—or forces them to free comrades while under attack. If your kobolds manage to slow down a character or two, focus the attacks there for maximum effect.

They may not be the strongest, but their greater number, advanced tool use, and trap-making skills make them a serious challenge for any party that prefers a standup fight.

A dozen of the frightful buggers might ambush the party from cover using arrows dipped in a paralytic poison. Lying motionless on the ground, with a kobold warband hooting and hollering all around you, is a terrible position to be in, but it also might be the beginning of an interesting new arc in your adventure or campaign.

-Dan Sudkamp

READ THE FLUFF

A careful reading of your monsters' description can yield some great clues as to how they can be played more effectively. This can be as simple as seeing cold-blooded creatures like lizardfolk as cruel, calculating, and emotionless. Each decision you make in the game should be considered in this light: attacks, tactics, damage, descriptions should all be shaded with this knowledge.

Tactics like capturing prisoners might not occur to those with an implacable and ruthless motivation to eradicate their foes. Taking this one step further, if presented as extremely pragmatic, they might exclusively use deadly traps and ambushes to avoid combat while decimating their foes or have an increased save versus social checks. This can even be extended to and certain emotion or illusion-based spells.

-Jeremy

GNOLLS ARE ASSHOLES.

Born bullies, gnolls enjoy cajoling weaker creatures such as goblins or pets like starving hyenas to serve as shock troops while they stay out of the initial waves of combat

They will rush wounded opponents to finish them off and then use their rampage ability to its fullest extent. Expand this idea to a frenzy where multiple gnolls all



focus on the same opponent, not intending to get the flanking bonus, but because each seeks to be the one who slays their foe first.

-Brian Berg

COLD & CALCULATING

Some races have very distinctive natures, and that can drive the options available to a clever game master. Lizardfolk have an alien mindset that is coldly pragmatic. Focusing on this aspect can provide an interesting change of pace for players who are overly familiar with these creatures. Consider allowing them to:

Utilize clever traps and stealthy ambushes to soften enemies and preserve their enemies.

- Resist Diplomacy with an increased save.
- Have immunity to emotional or illusion-based spells.
- Embracing the minds of these beasts and begin to think like them.

-Jeremy

GM TIPS & TRICKS

MONSTROSITY TACTICS

Most monstrosities have a simple motivation to kill their prey, eat their fill and survive to do it again. Being left alone to indulge in these grisly pursuits satisfies their primary function. Deviating too far from these ideas is potentially confusing to players' expectations, so you need to take care with changes.

A careful reading of the monsters' backgrounds will reveal clues to potential tactics. Be creative with these creatures, and look for the aspects that do not stand out. Find a "hidden option" and use that to surprise your players.

It's easy to assume an owlbear's wicked claws and enormous beak allow it to bite and rend its foes much like a bear. You might play up the creature's "owl mind" and the keen instincts of a silent and deadly hunter. An owlbear that patiently stalks and observes the party and attacks from overhead cliffs or trees can yield interesting encounters. Adding the subtle tactics of an owl removes character foreknowledge and ratchets up the stakes.

A minotaur encounter almost demands the inclusion of a puzzling labyrinth. Try expanding that trope to a winding hedgerow, sewer tunnels, or series of twisting caves and giving the brute a love of puzzles and traps. Take a simple idea and complicate or multiply it.

Or consider combining similar monsters to increase the variety of options. Give a roper the ability to climb, and you have added a dangerous and deadly "living stalactite" that would put any piercer to shame. Not only can it attack from above, but it might drag the unwary character into the cavern shadows silently like a cave fisher. By combining the roper, the piercer, and the cave fisher, you will leave the party scratching their' collective heads.

-Skeeter Green

A MEDUSAS' LAIR

Medusa encounters are always interesting and deadly, not least because they are often set in the monster's lair. While typically solitary creatures, go ahead and mix it up with several medusae forming a collective lair or under a power of a high-level spellcaster. Include other writhing creatures such as snakes or snakefolk, or simple basilisk and cockatrice pets. Employ these allies and minions to

free up the medusa for deadlier attacks. Increase the fear factor with surreal statues and other bizarre sculptural artwork near the entryway in the initial encounters. Deeper still, the statues might be fused with other statues or simply fused into the walls and floor of the lair itself.

These touches of body horror need to be used sparingly, and consideration should be made for young players or those that may be sensitive to such depictions.

-Chymarson Nicose

CHOKEHOLDS

Deadly encounters are the norm in most fantasy RPG encounters, but a balanced playstyle benefits from incapacitating options in lieu of killing characters or NPCs outright. Providing novel ways for monsters to use incapacitating attacks and extend the story in new directions. Ettercaps and dark stalkers are both examples, but many newer tentacled horrors could also benefit from this option.

To initiate an optional chokehold:

- The attacker makes a grapple action, using the attacker's Strength (Athletics) roll vs. the target's Strength (Athletics) or Dexterity (Acrobatics). The defender chooses the defense option.
- Each subsequent round, the attacker and defender make opposed rolls, but the defender may now only choose to use Dexterity (Acrobatics) to resist.
- The attacker causes 1 + Strength modifier damage for every successful round of strangling after the initial grapple.
- After a number of rounds equal to the defender's Constitution modifier (minimum of 1 round,) the defender falls unconscious and must make a Constitution saving throw (with a DC based on the Strength of the strangler) or drop to 0 hit points and begin dying.
- Continued strangulation will cause further damage and require additional saving throws. If at any point the chokehold is removed while the character is only unconscious, the character will remain unconscious for 1d4 rounds and awaken with one level of exhaustion.
- The defender cannot regain hit points or be stabilized until it can breathe again.

Special: If the attacker employs any type of makeshift cord or garotte, it functions as follows: Simple melee

weapon 1d4 bludgeoning, finesse, two-handed.

When you successfully grapple a creature from an unseen position, you may take your bonus action to try to initiate a chokehold with a garotte. To do so, make a strangle check as above. If you succeed, the creature immediately begins choking, as per the rules for Suffocation. A garotte automatically inflicts 1d4 bludgeoning damage per turn to a creature who is choking.

- Roger Jones

CHILDREN OF THE MOON

Lycanthropes are typically played one-dimensionally as werewolves that lose control and shred their victims. The rules are there, but they're just guidelines. You can always shake things up for new players and veterans alike.

Feel free to apply a were template to any creature or use established options:

- Werebears might act as guardians of the woods, ready to punish those who abuse or desecrate Mother Nature.
- Weretigers can act as efficient hired assassins or be encountered in the wild as solitary hunters.
- Wererats might have roles running a thieves guild, infecting the homeless to bolster their ranks.
- Wereboars can live as plains tribesfolk brutally raiding other nomads and spreading the curse.
- Perhaps a coven of werewolves have accepted their fate and live as cooperative witches or druids.
- You can also try something more radical and apply the were template to giants, transforming them into a much larger bestial monster.

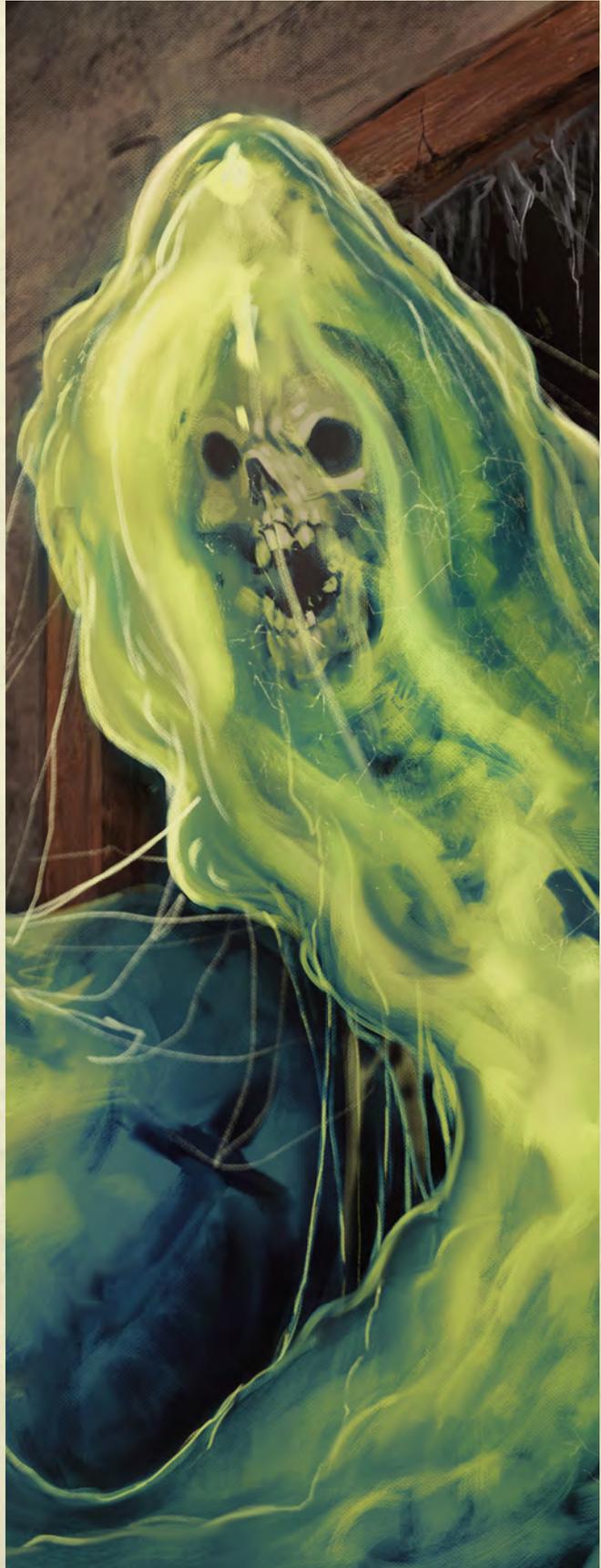
-Magnus Rock

GM TIPS & TRICKS

OOZE TACTICS

Oozes' lack of intelligence might lead some to think that the only tactics available are mindless roaming and seeking to consume anything in their path. However, what they lack in brains, they make up in other ways.

Taking cues from the natural world suggests some clever tactics. Jellyfish, for example, demonstrate a cohesive, almost hivemind-like symbiosis; they can sense their



surroundings and gather together in groups. Use this to make attacks from multiple directions or unexpected angles.

A group of ochre jellies living deep underground might congeal together to into a supercolony for sustenance, survival, or as a method to make an unusual attack. And when that trick has been played, they can divide again in a surprise action, suddenly giving the party more targets to worry about.

One of the abilities shared by all oozes (except gelatinous cubes) is Amorphous. The ability to move through a space down to 1 inch wide is a huge tactical advantage in a dungeon environment. Use this advantage to strike at characters from cracks in walls or under doors and around corners. It can also provide an excellent avenue of escape under a locked door or into a pile of loose rock.

If controlled by a devious opponent, oozes might travel the dungeon and work together, combining their advantages in clever ways. Placing an ooze vulnerable to heat and fire in an area covered in brown mold works due to their ability to cool their immediate surroundings and reduce heat. A gelatinous cube that has devoured a breakable container of green slime can be a nasty surprise just when the party thinks it has destroyed the cube. You can mix and match tactics for truly nasty threats.

- Skeeter Green

GM TIPS & TRICKS

PLANT TACTICS

Plants can make particularly dangerous and surprising threats due to the ubiquity and a natural assumption of passivity. Who expects a fern to be a deadly assassin? Or a potted plant to be plotting against you?

Plants seem to lack clear motivations other than nutrition and need to expand in a given area. Their lack of innate intelligence means they cannot betray their masters or take independent actions that might upset plans. Given their passive nature, it's up to a clever foe to take advantage of the benefits they provide:

- Arrange plants to restrict access to or prevent retreat from certain areas. Screen traps or hiding spots from perceptive rogues or wizards.

- Plants with tendrils might move about and use their arms to fling characters into pits or over cliffs, allowing gravity to act as an ally.
- Monstrous plants can be granted lures of a visual, olfactory or auditory nature. Have the characters succeed at a reasonable saving throw or be drawn near against their better judgment.
- Scattered treasure of previous kills is often an effective lure to greedy characters. Don't hesitate to make mention of gleaming magical armor half-buried in the loam nearby or a half-filled potion bottle or moldy old scroll. No save is necessary when personal gain is the motivator.

The possibilities for fungus are wide and varied, and the reputation of poison and rot might also be played up.

- Maybe that shrieker developed a spore attack and can spray toxic particles with its screech?
- Perhaps that violet fungi emanates an aura of sedating vibes that distracts from the decomposition surrounding it.
- Black mold in the real world is both toxic and terrifying, but as far as we know, unintelligent. What if it began to demonstrate a sort of low-level cunning and chose key areas to spread into to maximize its effects.

Skeeter Green

GM TIPS & TRICKS

UNDEAD TACTICS

The range of undead tactics is difficult to express quickly, and a comprehensive approach goes far beyond the scope of this book. Here are some quick notes to keep in mind when considering deploying undead:

- The mindless undead follow whatever orders they are given and cannot fathom their own "mortality," as it were. They literally will not stop coming at you and always fight to victory or utter destruction.
- Purposeful undead may or may not be aware of their role in the world, or their ability to "die," but they are also motivated by a controlling order or at their master's whims. They will not abandon their purpose to simply attack and thus cannot be easily led away from a valuable objective or treasure to make life easier for the characters.



- Intelligent undead are independent in most cases and will pursue their own agendas or follow their basic instincts with knowledge and forethought. They are aware they can be destroyed or commanded by holy power and will seek to even the odds if presented with obvious threats, retreating when necessary or manipulating lesser minions to take the brunt of attacks.

GM TIPS & TRICKS

SPELLCASTERS

Regardless of species, monstrous spellcasters have limited resources that must be used quickly before the combat turns against them. Good leaders do not always consider the potential of losing because they need to keep those thoughts far from their minds in a battle. But they can be pragmatic and understand conserving their resources and power. Since spells are often “fire and forget” in D&D, a

good spellcaster uses her best spells first. She also knows to use the spell that is most helpful in the moment.

- Which character is the greatest threat? Debilitate them with spells that do significant damage.
- Which party member is hiding away and tormenting the monsters from a distance? Consider cursing them to reduce their effectiveness.
- Which opponent is clearly closest to death? Riddle them with low-level spells dealing quick damage.
- What threat is inside the spellcaster’s personal space? Repulse them or use shielding magic to avoid their attacks.

But this advice is obvious. Rather than spellcasters being reactive, gamemasters should build encounters from the ground up that takes into account the spellcaster’s strength. If she can fly or levitate, make the dungeon room tall, so the fighters can’t get to her. If she has too few hit points, give her spells that increase her armor class, like *stoneskin*, even if the power level is a little outside the normal range of the encounter.

Challenge the PCs by combining random spells together into one effect. Try *invisibility* and *teleport* effects as a unique ability. Combined, it could result in a character disappearing and reappearing in a remote location far from the battle.

Suppose the monsters have foreknowledge of their arrival. In that case, illusions can be used ahead of time to place troublesome terrain on the battlefield, forcing the characters in a position advantageous to the monsters. Webs and force walls can serve a similar function. Summoned undead can form a mobile obstacle or be used as shock troops.

SPELLCASTERS SIMPLE FIX

Whatever monsters I choose to include in my campaigns Give spellcasters different spells from those listed in their stat block entry. Take care these spells fit into the general theme of the monster or NPC and that the level and effects are not disruptive to the overall scenario.

The same goes for magic items and allies. By making these unexpected moves, you can thrill newer players who have no frame of reference and introduce some head-scratching to the more experienced gamers at your table. Remember to resist explaining too much to the experience players should they inquire. Let them learn just like everyone else.

-Sam Goldfinch

GM TIPS & TRICKS

SWARMS

Swarms are difficult to control and harm as they envelop characters and restrict the ability to use area of effect spells without putting their companions at risk.

The writhing, overwhelming and disturbing nature of a swarm should not be dismissed. Simple descriptions cannot suffice. Try something more narrative:

"A brown wave of mottled fur, a cacophony of squeaking and chittering pours forth from every crack, crevice, and hole in the floor. Menacing faces, lashing tails, and tiny claws whirl and churn in a nauseating cluster, exuding a revolting stench."

Swarms don't use extravagant tactics, but present as large "creatures," even though their individual components are tiny. Play up the claustrophobic effect and the hopeless feelings of no avenue of escape.

Swarms attack for three basic reasons: hunger, invasion of their habitat, or as a result of external control. In the case of simple hunger, the swarm just wants to kill and eat prey. Swarms instinctively understand danger and preserve their territory, and might be capable of driving characters toward another creature or dangerous location. Controlled swarms may have directions they must follow, and these will be situational.

GM TIPS & TRICKS

SPECIAL TACTICS

These tactics don't fit into any specific category and are listed here to be applied as the GM sees fit. They can be employed individually or in conjunction with other tactics presented previously.

MINOR CHANGE, MAJOR EFFECT

Tribes of orcs, gnolls, flinds, ogres develop fighting styles unique to their nature. Leaping, jumping, crawling, or charging is possible. By keeping this flexible and surprising, the adventurers can't possibly prepare for every situation.

An ogre squad that has been fighting together for years could gain AC bonuses for maintaining their ranks or morale bonuses when one of their comrades goes down.

The leader of an orc squad might have a horn, shield, weapon, or other specialty items to distinguish his rank. This item might also benefit the group in a specific way.

- The horn might give commands without having to shout them.
- The shield could be large enough to protect two soldiers.
- The orcs hammer might be designed with a unique handle that doesn't work in anyone else's hand and grants him a sizable bonus to damage. Or there's a hidden compartment for a poisoned dagger.

These bonuses hardly break the game, but they divide the monotonous encounters from one another. The PCs aren't meant to lose. They are supposed to remember these fights, perhaps fondly.

"Remember that ogre with the ruby-head skull dagger that could move really fast and spear-tackled you to the ground. Damn. That was a good fight."

CLEVER FOES

A strategy I like to use applies less to an individual monster but to the category of large and strong monsters. Have them destroy their surroundings and use the detritus in multiple ways:

- **Plan**- Use destruction as a move to help the creature in its current goal. Collapse a roof to slow adventures or break ledges to make them fall. It helps show a creature's cunning and gives the players more immersion as the environment becomes part of the fight.
- **Brute force** - Smash players through walls, floors, or their own caravan wagons. This is great to emphasize a creature's strength and ferocity more than just high damage numbers. I mean, why wouldn't you be sent flying by an ancient dragon's claw hit or wing buffet (or breath weapon)?
- **Accidental** - This is great for truly massive creatures or misunderstood creatures. It can create a sense of dread when the creature's simple act of moving knocks down trees and establishes a fighting hazard beyond the creature's attacks.
- **Sentimental** - Consider a monstrosity simply trying to feed its children as a way to create interesting character moments and questions of morality.

-Kevin Meier

PLAYER ASSUMPTIONS

Player knowledge can be a double-edged sword. When they step up with a useful rule to speed play along, there is little better. When they argue endlessly or seem to have memorized every stat block in the Monster Manual, it can be disruptive or problematic.

The GM, even those that adopt an open table mentality and encourage players to help the game along, is ultimately responsible for creating the world and making the story move along expeditiously.

The GM is privy to information that the players, and certainly their characters, do not have access to. The plans and machinations of the NPCs in the world should be as mysterious as that random treasure map.

The ultimate aims of the royal family could be very clear or as hidden as an underground vine, writhing its way out of just out of sight. These considerations make it possible to tie a multi-game campaign together cohesively.

Campaign-level connections aside, long-time players and those that devour RPG books and commit them to memory, are difficult to surprise. And exploration is all about surprise.

Now, too frequently, that situation devolves into "you break down the door, and an (insert familiar opponent) lurches towards you!" Still scary, but with our greater knowledge of the game, we lose some of what makes it so special. So take that agency back, make the game a little less defined, and try some of these tactics out!

- Populate your dungeon with monsters solely from other sources: fantasy, horror, or even science fiction are all ideal. Ignore the official books and especially the most common monsters like orcs, dragons, and giants.
- Provide weapons laid out in an obvious array for the characters to use. Perhaps the weapons are cursed, or blunt, or magically enhanced to introduce disadvantages to the characters against specific foes.
- Place traps in corners or places that rogues or wizards are likely to hang out in. While the players are transfixed on their opponents, they are less likely to search for other perils.
- Never reveal the names of monsters and consider changing skin tones, relative size, and special abilities as needed to keep the players guessing.

-Brian Lamb

EXPANDING EXPOSITION

There are at least three ways to describe encounters to your players, from simple factual recitation to a full-on cinematic description. Setting the scene can be critical to getting this process on track.

The stat block description is the basic tool to handle this and might serve in basic encounters, a simple listing of traits and appearances, and the number of opponents being faced.

Behind the door is a small room with four armored warriors who start to stand up. Then you notice they are moving strangely and realize they are zombies."

While this meets the minimum, I think we can do better. Expanding the basic description with additional details is a good place to start.

“The creaking door slowly opens to reveal a small, cool chamber containing four seated warriors around a rickety table, the dim light making them difficult to identify. As they begin to rise, in a herky-jerky fashion, a stench of decay hits your nose. They are zombies armed with rusty swords and axes at the ready.”

This level of description is perfectly fine in most cases. It offers a more detailed description, involves senses in addition to sight, but we can go further.

“The creaking door opens slowly, revealing a dimly lit room. A wave of cold air carries a powerful stench of death. You notice shadowy figures, outlines of armored men, surrounding a table covered in rotting food. The figures begin rising slowly and turning your way, their limbs bent and broken, their heads lolling over to one side. Their low groaning turns your guts to water, and as they approach, you can see the exposed bone and rotted muscles hanging in a loose array.”

This last description is subjectively the most powerful, provides interesting details, and does not openly identify the monsters. This is critical to creating meaningful questions in the minds of your players.

Offering a detailed description without revealing your monster is a powerful tool.

“The dwindling darkness reveals an orb, floating eight feet off the ground, its large central eye gazing down on you, shadowy arms or tendrils erupting from its top, each turning a red, bulbous eyeball-sized sphere towards you.”

Is it an eye tyrant, or a gas spore, or something else? Who knows? Leaving things open-ended or requiring more questions is a good way to increase player engagement.

-Skeeter Green

THE POWER OF PARANOIA

“The floor ahead is tiled with a checkerboard stone pattern. You can see three metal levers on the opposite wall.”

“The cavern floor ahead disappears beneath the still, black water, and the ceiling slopes downward, reducing your standing height.”

“The walls in the next 30 feet or so are punctuated with 2-inch holes from the floor to the ceiling.”

Did you feel anxious reading that? Good, we're on the right track. The fear of traps or flooding or simply the hint of hidden mechanisms can really put your players on edge.

Anything that arouses your players' sense of caution can be used to the adversaries' advantage. Kobolds are well known as low-level pests that are killed off easily. But they are also clever trap masters capable of fashioning dangerous snares from ad hoc materials. Take full advantage of this ability to slow the party or cripple them for future encounters where the little guys might have more advantage.

On the other hand, the mere presence of mysterious situations or set pieces can serve to unnerve the players even in the absence of monsters.

Example: the characters investigate mine tunnels rumored to be infested with kobold scum. With torches lit, the party delves down to root them out. As they go deeper into the tunnels, their scout sees a pile of stones stacked in the middle of the tunnel.

So what do the characters do? Knock the pile over, and move along? Skirt it carefully to avoid an obvious trap? Or, do they spend 30 minutes of real-time trying to decide if it's a trap? If the kobolds are clever enough to observe this encounter, there is a lot they can learn: the party's names, their roles, and classes, perhaps even a display of their specific talents as they wrestle with the mystery of the stone pile.

-Brian Berg



CHAPTER THREE

MONSTROUS RACES

With the addition of Monstrous Race options, we have not only expanded the races available for inclusion in your game but expanded new and old races with additional recovery dice options.

We've also changed how some core abilities work, modernizing their mechanics to fit well with our Recovery Hit Dice system. Instead of single-use abilities, you will be able to use your innate powers more effectively, but at a cost of your own personal energy. That may mean you use the abilities less and rest to regain those lost hit dice, effectively the exact same power level as in the core rules. You may decide to wield those powers more frequently but at the cost of less healing. Keeping in mind, you only regain half your Hit Dice on a long rest.

Lastly, many of our racial options allow you to mix your races and ancestries to make characters with greater depth. Think of a race's core racial traits as a beginning framework for you to work with. You'll then bolt on an ancestry or subrace. For example, a player that wishes to play an elven tiefling can easily do so. You will simply take the elven core racial traits, and instead of gaining a subrace, you'll add the tiefling ancestry in its place. The tiefling ancestry becomes the spice, and whatever subrace you might have come from is watered down to a point where it is merely flavor.

This system also allows for some other unique characters. Perhaps you are a half-human, half-dwarf, raised among dwarves. You can simply choose human as a base racial framework and then slap a dwarven subrace on to represent your dwarven heritage.

CREATING A HYBRID RACE

This chapter is chock full of new playable character races, with fun and surprising abilities that follow in the spirit of our hit dice mechanics. However, we couldn't simply produce a plethora of new races with powers and flexibility greater than those of the core races. Instead, we took it upon ourselves to grant the core races those same sorts of abilities. You'll notice that some of the abilities you are familiar with

have been changed slightly, fueled now by expending hit dice. For those revised core races, we only note what has changed.

- Choose a base race and record their core abilities. Combine a second race's subrace or secondary abilities.
- Compare each race's alignments and create a combination thereof or choose your own.
- Optionally, choose one granted ability score bonus and change it to one granted by either race.
- If you are granted Darkvision, add the two totals together and then halve them. A race without Darkvision counts as 0.
- Add your age statistics for both races together and halve the results.

BLOODLINES

A bloodline is a special familial tie or throwback to a supernatural creature. Notably, creatures from the upper and lower planes that mix with creatures from native planes can leave their bloodlines behind in the races they mix with.

Mechanically, bloodlines take the place of a given subrace. For instance, an elf character may now choose the archaon bloodline instead of being a wood elf. Their core elven traits remain, but their subrace abilities are lost, replaced by the bloodline abilities.

VARIANT RACIAL OPTIONS

Some races may also have variant racial abilities to choose from. These abilities are optional, and your DM may allow you to exchange the listed existing racial ability for a variant ability. If you choose the variant ability, you no longer have the core ability it replaces. Choose one or the other.

ANCESTRIES

Ancestries are races with mixed heritages, such as half-elves, where we have expanded the race to account for the wider variety of ancestral possibilities. Half-elf remains the race, but there are ancestral options like dark elf, high elf, etc. These ancestries grant more unique and flavorful abilities than the standard race in the player's guide.

SECONDARY TRAITS

We have also introduced the concept of secondary traits with our races. You might be asking, “What the heck are secondary traits?” They are abilities that are part of the core race that are lost should you add a bloodline. For instance, Flight is completely integral to the aarakocra race, but if you add the Tiefling bloodline, it waters down their core race’s abilities and adds some new ones from the tiefling instead.

Some races do not have subraces to allow for an easy swap of the bloodlines, and thus these secondary traits are removed instead.

MONSTROUS BLOODLINES

ARCHAEON

The archaeon can trace their heritage back to powerful good outsiders. Angelic blood flows through the veins of each and every archaeon and grants them power. Archaeons tend to have golden or handsome features.

Ability Score Increase: Your Charisma increases by 1.

Skill: Gain proficiency in Performance.

Age: Archaeon mature similarly to their parent race, and tend to live slightly longer than them.

Alignment: Archaeons tend towards Lawfulness and Good but are not immune to selfishness and evil thoughts.

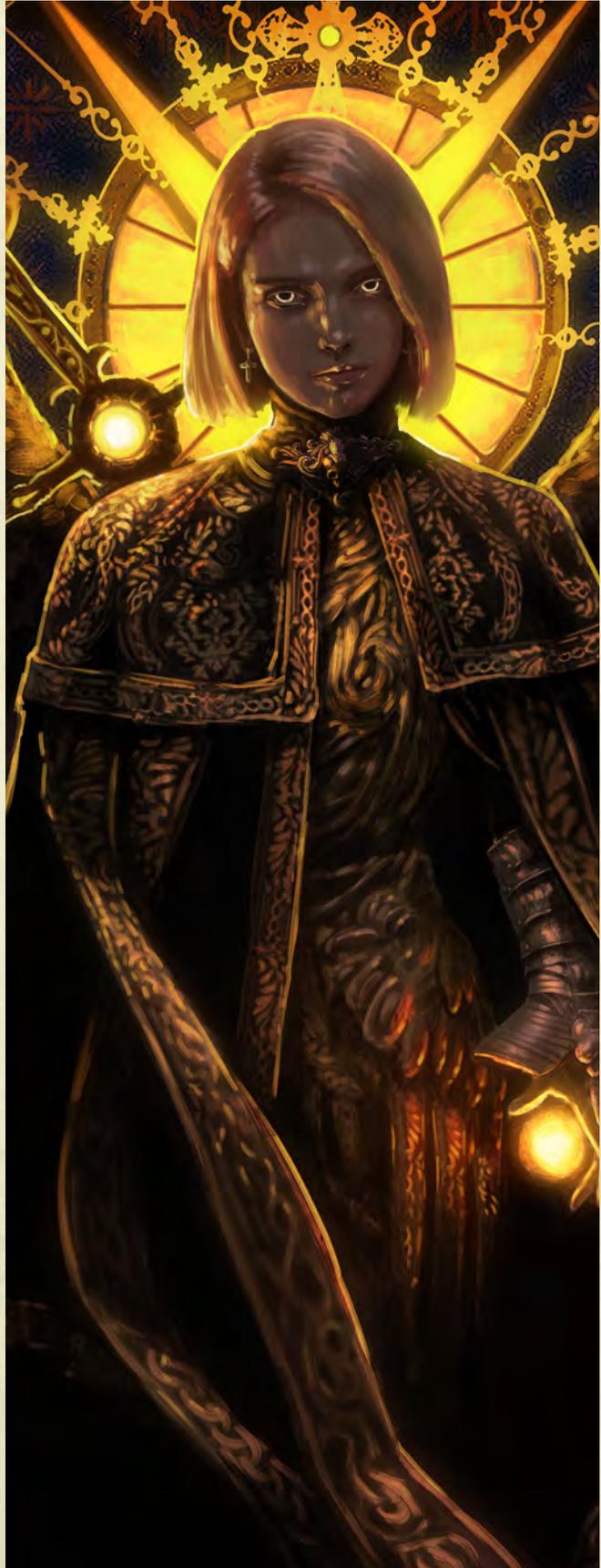
Size: Archaeons have roughly the same height and weight ranges as their parent races.

Speed: Your base walking speed is 30 feet.

Languages: Archaeons also speak Celestial.

Darkvision. You gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Celestine. You have resistance to necrotic damage and radiant damage.



Lightbringer. You know the *light* cantrip. Spellcasting ability is based on Charisma.

Healing Hands. At 5th level, as an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this ability, you can't use it again until you finish a long rest.

FEATS

MEMORY OF A THOUSAND LIFETIMES

You can call on your heritage to seek guidance.

Requirements: Archaeon Ancestry

Benefit: Once per day, gain advantage on a single skill roll and add your proficiency modifier to a skill check even if you are not proficient in the skill. This increases to twice per day at the seventh level and three times per day at fourteenth level, but you must take a short rest between uses.

In addition, your Wisdom score increases by 1. You may not increase this ability score beyond 20.

NECROTIC SHROUD

You unleash divine energy, cloaking yourself in terrifying shadows.

Requirements: Archaeon Ancestry

Benefit: You can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During this effect, you deal extra necrotic damage, based on your level, to one creature per turn when you deal damage with an attack or spell. You may use this trait once per long rest.

In addition, your Charisma score increases by 1. You may not increase this ability score beyond 20.

RADIANT SOUL

You can channel divine energy to unleash powerful radiant wings.

Requirements: Archaeon Ancestry

Benefit: You can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

RADIANT CONSUMPTION

You can channel divine energy to cause a searing light to radiate from you.

Requirements: Archaeon Ancestry

Benefit: Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot-radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

TIEFLING

Ability Score Increase: Your Intelligence score increases by 1.

Skill: Gain proficiency in Intimidation.

Age: Tiefling mature similarly to their parent race and tend to live slightly longer than them.

Alignment: Tieflings tend towards Chaos and Evil.

Size: Tieflings have roughly the same height and weight ranges as their parent races.

Speed: Your base walking speed is 30 feet.

Languages: Tieflings also speak Infernal.

Darkvision. You gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Resistance. You have resistance to fire or acid damage.

Spells. You know the *mage hand* cantrip. Charisma is your spellcasting ability for it.

Push Your Luck. Confidence is key in the life of a tiefling. Take advantage on any one saving throw per short rest. At 6th level this ability can be bestowed on another creature once per short rest.

Diabolic Resistance. You have resistance to charm spells and effects for a number of rounds equal to your current level. This ability can be used once per short rest.

Flaming Crown. You can create a brilliant crown of flame-like light atop your head at will. The flaming crown sheds bright light in a 15-foot-radius and dim light for an additional 15 feet.

FEATS

SHOUT AT THE DEVIL

You can curse a target with but a single word.

Requirements: Tiefling Ancestry

Benefit: As a reaction, you can call on the powers of the lower planes to draw attention to a single creature within 30 feet. They suffer disadvantage on a single skill roll and may not add their proficiency modifier if they have one. This can be used once per short rest. This increases to twice per day at the seventh level and three times per day at fourteenth level.

In addition, your Charisma score increases by 1. You may not increase this ability score beyond 20.

DARKFIRE DASH

You can shroud yourself in hot roiling smoke, confounding your enemies.

Requirements: Tiefling Ancestry

Benefit: You can use your action to shroud yourself in flames and smoke. This allows you to use dash as a bonus action without exposing yourself to attacks of opportunity. Additionally, any melee attacks made against you make while in this state inflict 1d6 points of fire damage to the attacker. Your transformation lasts for a number of rounds equal to your proficiency bonus. You may use this ability once per long rest.

PIERCE THE VEIL

You embrace diabolic energy within yourself, easily seeing through falsehoods and lies.

Requirements: Tiefling Ancestry

Benefit: You can use your action to unleash the diabolic energy within yourself, causing your eyes to flare with orange fire. This transformation lasts for a number of minutes equal to your proficiency modifier or until you end it as a bonus action. During which, you have advantage on any checks to detect illusions, deception, or lies. The exact nature of the deception may not be revealed; only that something is being hidden.

In addition, your Intelligence score increases by 1. You may not increase this ability score beyond 20.





MONSTROUS ANCESTRIES



CENTAUR

We kept traveling. The entire tribe faced hardships along the way, but we also grew and matured on the journey. Before the biting colds of the northern winters could come, we simply packed up everything we owned and galloped south for warmer pastures. The plains are situated such that we can run free, away from the dangers that come to face us whenever they come, whether from nature itself or whether they come in the form of hostile creatures or even peoples. Our nomadic lifestyle suits us well, and I am proud to have contributed in some small way to my people's safety and comfort over the years.

—Tikilabi, Ranger of the Plains

Centaurians are a proud people with humanoid upper bodies and the lower bodies of a horse. They tend the open plains to their liking, leading lives that may seem simple to outsiders. Above all else, centaurians loathe confrontation and would simply like to be left alone by other people, whether they be from different centaur tribes or different races altogether. Centaur history is, unfortunately, filled with them being enslaved, a history they would rather not repeat.

WARY NOMADS

In the tales of the centaur peoples, it has long been said that they were once made up of only a single tribe, one that was created by a cruel and vicious god to be put to work as slaves. After hundreds of years of servitude, this tribe grew into countless others, only for each to be enslaved by a new race of people. The spirits of the centaur people hadn't been crushed so much as they never had a chance to grow in the first place. This terrible state ended when a lone hero arose and rallied the enslaved, starting a rebellion that resulted in freedom for all centaurians.

Since that day, centaurians have remained in tribes, traveling the plains as nomads, never sticking around in one place for too long for fear of having an invading force steal everything from them.

EXCELLENCE EMBODIED

Many centaurians claim their bodies share the best of both of the species that comprise them. Not only do they have the powerful and swift lower halves of equines, but they are also able to manipulate objects and tools using their humanoid upper halves. Their humanoid halves tend to resemble highly muscular humans for the most part, save for their ears, which are pointed like an elf's.

On the other hand, their lower halves tend to come in a variety of different shapes and sizes, resembling many different breeds of equines. Though most resemble horses, others appear to be zebra-like in their stripes and coloration. The range of sizes is also highly variable, ranging from large and powerful to sleek and lean.

EXPERT WARRIORS

Because of the history of rebellion that the centaur people have undergone, they train their young from an early age to handle weaponry to avoid being captured. The young usually stick to pikes and lances, using their ability to make powerful charges at high speeds. Meanwhile, those who reach adulthood learn how to use the bow so that when they reach old age, they can still defend themselves without putting their bodies at risk in melee combat.

CENTAUR NAMES

The centaurs have names dependent on their tribal tradition. Some focus on names found in nature, while others describe outstanding physical attributes. Centaur names are gender-neutral.

Gender Neutral Names—Akicitian, Anokini, Capano, Chetawaka, Dumanni, Ehawa, Hotan, Ishtapa, Mapaw, Nahimen, Patahi, Skana, Tatana, Wikipan

LEGENDARY LOCALES

HOME ON THE RANGE

Centaur are nomadic by nature, traveling the open plains throughout the year to find the perfect spot to settle down. Once a tribe finds a spot that they are comfortable with, they settle down for no more than a few months at a time. These temporary cities are made up of anywhere between 50 and 100 centaurs, only building what they can afford to leave behind in a hurry. The most common reason for a tribe leaving is a change in weather, but sometimes new threats emerge, and the tribe must leave for their own safety.

SOCIETY & LANDS

Centaur are nomads who do not take to towns and cities well and avoid them whenever they can, preferring to dwell with their tribes. Whenever a centaur must enter a city, they never enter it alone and only trade for necessary items. While there, they may be unusually wary and suspicious.

Instead, centaurs make temporary cities of their own in the open plains, usually setting up many tents to gather under for warmth and protection against the elements. These tents are large enough for multiple centaurs to stand in and made from skins of animals the centaurs hunt for food while the bones are used to craft weapons and tools. As they are nomadic, the centaurs rarely have to worry about running out of game to hunt.

RELIGION

Centaur are wary of worshipping most gods, as it was a god that created them for slavery, and a mortal that freed them without any divine aid whatsoever. Because of this, many centaurs believe that they are not loved by the gods and prefer to worship none in particular. Those who worship gods worship either gods associated with freedom as they value that more than anything, or gods associated with nature as it is nature that feeds and clothes them, keeping them safe from threats.

ADVENTURERS

Because of their constant martial training since childhood, centaurs are prepared and ready for just about any martial situation, often wielding both a bow and a lance and alternating between the two when necessary. Because of this, most centaurs become fighters, while other centaurs with a drive for the natural world would become rangers.

D4

CENTAUR ADVENTURE HOOKS

- | | |
|---|---|
| 1 | You were exiled for a misunderstanding with the elders. You wanted to walk your own path, however, they saw it as disrespecting the traditions of the tribe. |
| 2 | You are a liberator in the style of Akicitian, going from slaver to slaver, freeing those that you can. |
| 3 | The tribe sent you on a quest to retrieve a legendary artifact that may or may not exist from a location which may or may not be real. |
| 4 | You never were part of a centaur tribe, having been adopted by elves when you were very young. You decided that you wanted to find your birth parents and left the forest to search for them. |

CENTAUR RELATIONS

The centaurs have shaky relations with members of other races, as so many have once held them as slaves in the past. Humans and orcs, in particular, were the cruelest masters, though city elves have also used them as slaves at one point in history. They share a kinship with halflings, who not only were one of the few races not to keep them as slaves in the past, but are frequently used as slaves themselves, and so the centaurs find an obligation to help slave revolts in the present just as they were aided by their hero Akicitian in the past.

Aasimar [Indifferent]

The aasimars did nothing to help us in our plight while we fought for our freedom a few hundred years ago. Now, they pretend to be friends, but we know the words to come from those angelic lips to be false. Clearly, being Good is not always good for us.

Centaur [Indifferent]

We support our kin's rights to live as they wish. However, when we come to a new location and find it already inhabited by another tribe of centaurs, we quickly move on to one that is unoccupied; that way, there is no competition for resources.

Dwarves [Indifferent]

They hold themselves up in their underground cities, not caring a bit for our struggles. That said, because of where they live, they tend to leave us alone and therefore are not a threat, which is good enough for us, all things considered.

Elves [Indifferent]

They allow us to venture through their forests while we travel in search of a prime location to set up camp but do not let us stay for long. It is alright, as we have no business in their lands, such as they have no business in our own lands once we establish a community.

Dragonborn [Unfriendly]

The dragonborn are smug and cruel, just like the dragons they are named after. Though they did not actively use us for labor, they acted as slave traders, keeping us like cattle under their thumb.

Gnomes [Indifferent]

Their trinkets and gadgets are interesting, to be sure, but they are not essential to our daily lives. We sometimes trade with them. However, we do not let them stay in our encampments for too long, in case they have ulterior motives.

Half-Elves [Unfriendly]

While it is true that they are only half-human, that still means that the blood of our oppressors runs through their veins, and they share the same temperament as those who would own us. They have not acted against us but have no doubt that they would given the chance.

Halflings [Friendly]

The one race of humanoids we can deal fairly with, for our struggles are much the same. They have had to struggle under the chains of slavery just as we have, and they understand our plights. Now, we help free them wherever they are enslaved.

Half-Orcs [Unfriendly]

They have the blood of both our mortal foes running through their veins. Undoubtedly, they combine the worst of both races and are vicious, cruel, and manipulative creatures that we will have no dealings with if our lives depend on it. A group of half-orcs approaching our encampment is a group of people searching for a fight.

Humans [Unfriendly]

They were cunning masters; instead of using brutality and an iron fist, they used trickery and charm to make sure we remained enslaved, promoting fighting between our own people before Akicitian taught us that fighting against one another was pointless and that we should be focused on our true enemy.

Orcs [Unfriendly]

They ruled our people through fear and intimidation and proved crueler masters than the humans. Because of this, we often fight whenever we encounter them, especially when we roam into a new territory already home to orcs. We send out a messenger, bidding them to leave, and if they do not, we send out a war party to "escort" them far away from us.

Tieflings [Indifferent]

They say that tieflings are evil; however, we have not seen it for ourselves. Perhaps it is because they rarely hold power for themselves, but we do not see them as any different than any other race that has not been given a chance at the seat of power. Only time will tell whether or not they prove to be as cruel as their reputation and appearance suggest, but we will be wary until then.

CENTAUR TRAITS

Centaur are physically capable warriors that know much about the ways of warfare and stratagems, particularly when it comes to fighting with lances or bows. Their love of the open places and the song of the wind temper their serious nature, and they often speak poetically about their families and freedom.

Ability Score Increase. Your Constitution score increases by 2.

Age. Most centaurs reach maturity by age 40, and can live up to age 450.

Alignment. Most centaurs are Neutral Good, though many more lean towards Chaotic Good.

Size. Most centaurs are 8 to 9 feet tall and weigh anywhere from 1,250 to 2,000 lbs. Your size is Large.

Speed. Your base walking speed is 50 feet.

Languages. You can speak, read, and write Common, and Sylvan.

ABILITIES

Hooves. Your hooves are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Lance Wielder. You count as being mounted for the purposes of wielding a lance.

Light Armor Warrior. Your base walking speed is reduced to 40 feet if you are wearing medium or heavy armor.

Nature's Ally. You have proficiency on Intelligence (Nature) ability checks.

VARIANTS

CHARGER CENTAUR

Ability Score Increase. Your Strength score increases by 1.

Mighty Charge. If you move at least 20 feet straight toward a target and then hit it with a melee weapon attack on the same turn, the target takes an extra 7 (2d6) damage of the same type as the melee weapon attack.

PUREBRED CENTAUR

Ability Score Increase. Your Wisdom score increases by 1.

Earthshaker. As a bonus action, you can slam down your hooves and send out a magical shockwave that knocks all creatures adjacent to you prone unless they succeed a Strength saving throw. The DC for this saving throw equals 8 + your Wisdom modifier + your proficiency bonus.

RACER CENTAUR

Ability Score Increase. Your Dexterity score increases by 1.

Expert Shot. You are proficient with longbows and shortbows. As a bonus action, if you choose not to move that turn, you gain advantage on ranged weapon attack rolls using bows. On this turn, other creatures have advantage on melee and ranged attack rolls against you.

NEW FEATS

IMPALING CHARGE

These centaurs have been trained from birth to wield pikes and lances and can use them to ensure that their charges are amongst the most brutal that their opponents have ever seen.

Prerequisites: Centaur

Benefits: If you move at least 20 feet straight toward a target and then hit it with a melee weapon attack with a pike or a lance on the same turn, the target must make a Dexterity saving throw or be impaled by your weapon. When impaled by your weapon, the creature must remain within 10 feet of you. At the end of each of its turns, an impaled creature must attempt a Strength saving throw

to free itself. The DC for these saving throws are 8 + your Strength modifier + your proficiency bonus. Your Strength score increases by 1, to a maximum of 20.

MASTERFUL ARCHER

These centaurs can gallop at top speed and still hit their targets with pinpoint accuracy, proving themselves to be archery experts.

Prerequisites: Centaur

Benefits: Whenever you make a Dash action, you can immediately select one creature within 30 feet of you and make a ranged weapon attack against them with a bow that you wield.

Your Dexterity score increases by 1, to a maximum of 20.

NATURE'S BOUNTY

Some centaurs are blessed with gifts from nature itself and can use them during a battle to protect themselves and their allies.

Prerequisites: Centaur

Benefits: As an action, can cause vines to spring from the ground to grasp at the feet of one target within 60 feet, causing it to become restrained unless it succeeds at a Dexterity saving throw. The creature must make another saving throw at the end of each of its turns in order to attempt to end this effect. The DC for this saving throw is equal to 8 + your Wisdom modifier + your proficiency bonus.

Your Wisdom score increases by 1, to a maximum of 20.

D4	CENTAUR QUIRKS
1	You are claustrophobic, and whenever inside a building, you feel an overwhelming sense of dread that you cannot explain; natural structures seem to be fine, but not constructed ones.
2	Speaking with people of other races, particularly those of human or orcish descent makes you more than just a bit uncomfortable.
3	You do not waste anything from the creatures that you kill.
4	You sleep standing up by locking your joints.

HIT DICE RECOVERY OPTIONS

BLADES-LIKE-WIND

When charging through combat, opponents find striking you as futile as striking the wind.

Prerequisites: Centaur

Benefit: As a bonus action, the centaur can spend two Hit Dice to gain the ability to charge through combat without provoking attacks of opportunity.

ELF, UMBRAL

The Northmen speak of dusky elves of the shadows, tireless hunters of the dark ones.

They sweep out of the forests and mercilessly eradicate their ancient foes wherever they are found. Despite their hatred for the evil shadowfolk, they view the mortal folk of the north dispassionately. They are umbral elves, and their true history is tangled in antiquity.

PALE AND COLD

Umbral elves are pale, thin, and have nearly colorless blue or grey sunken eyes as well as white or grey hair. Their faces are more aged than their timeless brethren and often devoid of any emotion. Unlike others of their kind, the umbral elves shy from the warmth of sunlight, more comfortable in shaded forests and in dark caverns—sometimes causing the misinformed to mistake them as dark elves.

FOREST GUERILLAS

The magic of the their adopted shadow realm has altered the elves, aiding in their ability to move unnoticed under cover of starlight. They have adopted small unit tactics and guerilla hit-and-run maneuvers to keep their foes from assessing their strength.

SHADOW SUFFUSED

The umbral elves are now inextricably linked to Tenebrous. The shadow has left an indelible mark upon them, forever staining their once light hearts.



Suffused with the magic of the shadow realm, the umbral elves are masters of stealth and shadow. They can bend shadow to their will, wear it as a cloak and even wield it as a weapon. They can also travel through tears in the shadow veil, seemingly disappearing. For these reasons, they are incredibly difficult to follow or ambush.

UMBRAL ELF NAMES

The umbral elves use names similar to those of other elves, notably the high elves from which they are descended.

Male Names—Andaerean, Baerithryn, Delsaran, Eriladar, Gaelin, Hatharal, Jharak, Lianthorn, Melandrach

Female Names—Amaranthaë, Delshana, Elvandaruil, Ilyrana, Lyraesel, Maeralya, Rathiaian, Seldanna

LEGENDARY LOCALES

THANATOU, CITY OF SHADOWS

Thanatou is called the city beyond the veil, as it exists in the mysterious gateway between the Tenebrous realm and this earthly realm. This city is the primary steading of the umbral elves, who are seemingly unwilling to fully return to the material plane and their brethren, whom they feel betrayed and cost them their connection to nature and the fey.

Instead, they remain in-between realms, torn between duty against the incursions of undead and Dark Ones and their wish to seek revenge against their own kin. For now, they infiltrate the mortal plane and disguise themselves as normal elves, seeking out the undead and Dark Ones wherever they can.

SOCIETY & LANDS

The umbral elves' journey through the Dreaming Realm, though long and arduous, offered glimpses of other realms, some bright and shining and others dark and strange, lying just out of sight.

One particularly mysterious vision aroused the curiosity of those who would eventually break from the rest and journey into its dark depths. This company of elves soon regretted their decision to leave the larger host, becoming lost among the dark woodlands and twisting byways of Tenebrous, the realm of Shadows.

Lost and forlorn, they eventually discovered the City of Oblivion, and its inhabitants, the Dark Ones.

With hope waning and their spirits depleted, the once proud elves beseeched the Dark Ones for aid. Their pleas were met with betrayal and treachery. The Dark Ones offered a secluded homeland in the depths of Tenebrous, failing to disclose the presence of shadowy horrors capable of leeching their spirits and placing them in bondage. Realizing this too late, the umbral elves live in deep seclusion and constant fear of the Dark Ones.

On the prime material plane, the umbral elves now mix with the other races of the realms, constantly searching out the Dark Ones and waging a shadow war unknown to those they live among.

RELIGION

The umbral elves worship the gods of the moon and the moon itself. They revere her pale light to navigate by her dappled shadows to cloak their movements. They recognize that the moon shines in both Tenebrous and the mortal realm, and this connection holds a mystical and existential fascination for them.

Some few may follow the cults of assassins or holy orders of vengeance. These individuals are the most hateful and unforgiving of the elves and are feared by friend and foe alike. To be an umbral elf is to walk a fine line of balance.

LEGENDARY CREATURES

THE DARK ONES

The Dark Ones are dread beings inhabiting a shadowy realm known as Tenebrous. For millennia they have stalked the umbral elves seeking their living spirits and bodies to enslave.

With great efforts and many sacrifices, the umbral elves were able to breach the barrier between worlds and escape. Their exit, however, could not be fully sealed, and under certain circumstances, the Dark Ones have entered this world to continue their hunt.

The Dark Ones are not detailed here, so feel free to create these masters of dark spirit and enslavement to fit your game. Keep in mind their power and cunning are sufficient to corrupt an entire host of elves and forever change their destiny. They take a long view and settle for nothing less than total domination of their foes.

Few umbral elves become adventurers as their sense of duty is too strong to engage in selfish pursuits. They serve to avenge their race against the Dark Ones. The rare few who leave the dark homelands serve as scouts, spies, and assassins when others have failed.

ADVENTURE SEED

Umbral elves waylay the party for the purpose of explaining a dark conspiracy. The individual who hired the party is a Dark One tasked with throwing the adventurers off another trail, exposing the Dark One's plots in the mortal realm. The umbral elves explain

this is a common tactic and enlist the party to turn this conspiracy back against the Dark Ones. Wheels within wheels.

D4

UMBRAL ELF ADVENTURE HOOKS

1

You have ennui and are weary of the world. You know that the fight against the darkness is inevitable doom. You do not seek death, but know that its time is at hand.

2

You care for the innocent and wish to allow them to keep that precious gift you no longer hold. You'll fight evil wherever it rises to protect those who still hold dear to the light.

3

You are an outcast and pariah in your native land, unwelcomed by even your own elvenkind. You seek solace through friendship with other misfit adventurers.

4

A dark terror grips your mind, and you know something incomprehensible lies just beyond the veil, itching to claw its way through. You'll need allies to fight it when it comes.

UMBRAL ELF RELATIONS

The umbral elves have few formal relations. They seem to appreciate the dwarves' efficiency for war but care little for humans. They despise the Dark Ones and will slay them on sight, no questions asked or quarter given. However, they shy from their own elven brethren, feeling that the separation has grown too wide for reconciliation long ago.

Aasimar [Helpful]

Those beings of angelic light are truly blessed, gifted with the powers of the heavens themselves. They are an ally to our cause and easily convinced.

Dwarves [Indifferent]

The dwarves are efficient warriors; I will give them that much. We should direct their axes towards the Dark Ones as well as giants and goblins.

Drow [Unfriendly]

The umbral elves remember the treachery of the dark elves, and it's easier to slay them on sight rather than ask questions and sift through their webs of lies.

Dhampir [Unfriendly]

The umbral elves find the dhampir dangerous and unpredictable. They are born of darkness and undeath but sometimes fight against it. Those that serve the dead are wicked wretches, and no quarter is to be given.

Elves [Indifferent]

The sylvan elves are most worthy of our admiration, though they are slaves to ancient traditions. Where were those traditions when we were trapped in the Shadow Realm?

Dragonborn [Indifferent]

The might of the dragonborn is something to be awed by, but their bloodlines are tainted by the evil of chromatic dragons and not to be trusted. Avoid them if you can.

Gnomes [Indifferent]

The fey and their kin did nothing to aid the umbral elves when they were trapped in the shadow realm. We care little for their plight.

Half-Elves [Helpful]

Any half-elf born of our blood is a warrior born to fight the Dark Ones. They must be shown the way and taught to master their gifts.

Halflings [Indifferent]

Halflings are a weak race, one incapable of helping us in the war against the shadow. They are, however, a valuable source of information.

Half-Orcs [Unfriendly]

We have little time to adjudicate good from evil. Orcs are vile creatures, and those with orc blood are likely just as bad. While this may be unfair to those few good souls, we care little.

Humans [Unfriendly]

The Dark Ones have heavily infiltrated these fools. If we do not aid them, the Dark Ones will wipe them out or turn them against us all.

UMBRAL ELF TRAITS

Umbral elves have had to survive in a secretive shadow war for ages, and as such, have developed techniques and weapons to help them survive.

Ability Score Increase. Your Wisdom score increases by 1.

Alignment. Neutral

Languages. You can speak, read, and write Common, Elven, and Shadowtongue.

ABILITIES

Superior Darkvision. Your Darkvision has a radius of 120 feet.

Severed Connection. The time spent in the Tenebrous realm severed the umbral elf's ties to the Dreaming Realm. They do not gain the trance ability.

Light Sensitivity. You temporarily have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. After 10 minutes of being in direct light, this penalty is negated.

Stealthy. You gain proficiency in Stealth.

Shadow Step. As a bonus action and through the expenditure of a Hit Die, you can magically teleport from one shadow to another (up to 10 feet per level) to an unoccupied space you can see.

Necrotic Resistance. You have resistance to necrotic damage.

Cold Resistance. You have resistance to cold damage.

NEW FEATS**SHADOW POWER**

Shadows seemingly cling to the umbral elves and move with a semblance of life around them, wrapping them in a cloak of darkness.

Prerequisites: Umbral elf

Benefits: You do not suffer disadvantage on Stealth checks when running. You can see through magical darkness. Shadows (including your own) bend to protect you, granting you a +1 armor class.

BORN OF SHADOW AND LIGHT

The umbral elves are indeed creatures born of two worlds. The moon is truly their symbol, a reflection of the sun, visible fully only at night.

Prerequisites: Umbral elf

Benefits: You gain the Trance ability. You no longer suffer the Light Sensitivity flaw. You gain advantage on Intelligence (Deception) checks to disguise yourself as a high elf.

BLESSINGS OF THE MOON GODDESS

The Moon Goddess watches over the umbral elves, ever their only champion. Those who embrace her love gain gifts of luck and magic.

Prerequisites: Umbral elf

Benefits: When in dim or no light, you gain advantage on Dexterity (Stealth) checks made to hide. As a reaction (and with the expenditure of a Hit Die), you can choose to gain advantage on a saving throw when you are in dim light or no light. Your Charisma score increases by 1, to a maximum of 20.

D4

UMBRAL ELF QUIRKS

- 1 You never display emotion. Ever. It's been permanently drained from you.
- 2 You have absolutely no sense of humor, or your humor is incredibly dark and macabre.
- 3 You are a creature of ludicrous ritual and habit, cleaning and preparing your equipment for the inevitable battle to come daily.
- 4 You like to leave troves of weapons and wealth in every place you visit—just in case.

HIT DICE RECOVERY OPTIONS

MISDIRECTING RICOCHET

When attacking from a hidden position, the umbral elf can ricochet missile attacks to deceive opponents into thinking attacks are coming from other directions.

Prerequisites: Umbral Elf

Benefit: As a free action, umbral elves can spend three Hit Dice to direct missile attacks to ricochet from a solid surface

and strike their opponent from an unexpected angle. A surface capable of producing a ricochet must be available for this ability to function. All attacks for the combat round can be made with this ability.



ELFLINGS

I thought perhaps that my mind had snapped, that the apparitions of elves were dancing in my peripheral vision: Nay, no dwarf daydreams of elves. Magic then? No! I saw him again and again curiously observing me. But when I turned, he was gone again.

He had the stature of a halfling, coupled with the slender body of an elf. My kinsmen laughed when I told them and said I was lucky to still have my valuables. What's that now? Pay for my drinks? Of course, I'll pay for my drinks—now wait a minute, where is my gold? Son-of-a-motherless-troglodyte!!!

- Wylin the Rednosed

Elflings, or luathaigh, are often perceived as dark fey due to their curiosity and capriciousness—but they are neither. They do maintain a deep connection to the fey, praying to the Seelie and Unseelie courts for guidance and strength. Most races call them elflings due to their diminutive size, thinking they are merely hybrid elves and halflings. The truth is more complex in that the so-called elflings are a melting pot of fey races.

DECEPTIVE APPEARANCE

The luathaigh appear to be diminutive elves, with exaggerated ears and vulpine features. They stand three to four feet tall and are sometimes mistaken for thin halflings, a point of contention for these proud fey-blooded elves. They often contend they are much taller, though, in truth, they are roughly the same size or slightly smaller than halflings. They have a definite advantage when impersonating halflings.

FEYBORN AND FAIR

Some bear the beauty of the elves and their grace. Others enjoy the charisma and luck of the halflings. Others have more pronounced fey features, such as mouths that seem to be perpetually smirking or smiling at some joke only they know about or eyes that seem to twinkle visibly.

But it is well known that the Luathaigh are deeply connected to the fey, and despite their capricious nature, loved and respected deeply by the elves overall.

KEEN-EYED AND FLEET OF FOOT

Elflings tend to serve the elves as spies and scouts. Few opponents ever know the elflings are watching them, and rumors of forest spirits are often attributed to the silent watchers. The fastest among them serve as runners, communicating from outpost to outpost, rapidly outpacing intruders and allowing the elves to prepare for any intruders.

ELFLING NAMES

The elflings are named similarly to elves and other fey, but they are free to take common names in the communities where they live.

Male Names—Arcill, Baíthín, Colbán, Eachann, Feradach, Giric, Íomhar, Léod, Pilip, Ruadhán, Trálin

Female Names—Maeve, Orla, Eimear, Laoise, Aoi bhe, Fiadh, Aoi bheann, Sadhbh, Arin, Arleane, Enya, Neilina

SOCIETY & LANDS

Elfling settlements are almost mythical in their rarity. Few outsiders, meaning non-elves, halflings, or fey are ever allowed to see such a thing. Most elflings live as citizens within other races' cities, and most of those on wild frontiers and pastoral societies.

The elflings live in seclusion, hidden away from most of the world's prying eyes. They tend to know little of the outside world, and many mistake their "curiosity" as an innate desire for thievery. They often see intriguing objects within a person's belongings, pick them up and inspect them. The elfling merely stows them away to safely return later. Sometimes, after these "secured" items have been thoroughly inspected, they may be discarded or "lost." If the luathaigh had lost interest in it, surely so has everyone else. Had the owner really prized them, they would have been there to protect them! Or at least would have hidden them better.

These "little elves" are also notoriously protective of their kind and territory. Rumors persist of harmful intruders being hamstringed and left to bleed to death when nearing their lands. They also view some of the more wild creatures of the forest, including other fey, as their kin, not just other humanoids.

While there are likely small thorps of elflings deep within great forests, it is much more probable to find them at home intermixed within other nature-oriented societies. Some, however, have terrible bouts of wanderlust and curiosity, causing them to visit all the strange cities of the world, even those teeming with humans.

RELIGION

The luathaigh are born of a mysterious pairing between the chaotic fey, halflings, and elves. Chaos runs in their blood, and they rarely, if ever, deviate from its grip. An introspective or foresighted luathaigh would be extremely rare. They are also typically neutral, preferring their lives to maintain their current balance. They care little for the concerns of mankind, though some who leave their world behind can become Good or Evil, depending on how they are received in the world at large.

The luathaigh are a spiritual people. They recognize the world in ancient ways, giving names and attributes to forest spirits thought foolish by more civilized folk. They know the names of ancient beings that dwell hidden from the eyes of most mortals and dance in the shadows. Those

few luathaigh that do choose to become adherents of gods; often take to gods of nature.

ADVENTURERS

The very name adventurer is ironic to a luathaigh, is not all of life an adventure? Therefore those that are alive are adventurers. Do the humans truly live? Most luathaigh have adventurer levels early in their lives, having explored their world and found adventure long before most would consider the risk. To the luathaigh, the real risk is not to live.

ADVENTURE SEED

The characters are asked to escort an elven diplomat to a nearby elven village, and paid handsomely for their trouble. When they agree, it is revealed that the diplomat is an elfling. He is insufferable and problematic, needing to be herded like a cat lest he misses his meeting with the elven elders. The elves that hired the players will not let the characters off the hook and feign great offense if they try to bring him back.

D4	ELFLING ADVENTURE HOOKS
1	You have offended the elders of your village, but they are elves and do not understand you.
2	An elder god sent you a vision, and who are you to ignore it?
3	You are seeking a gem or jewelry of tremendous value to give to your latest love interest.
4	You are said to be born of an ancient elven hero's lineage.

ELFLING RELATIONS

The “elflings,” as they are commonly known, are generally good-natured and likable. Some of the more dour races find their hijinks and chaotic natures entirely too much to handle. Those that do befriend them find an eternal friend, despite their capricious natures.

Briarborn [Friendly]

Elfings find the briarborn fascinating. As creatures truly of the sylvan world, they have a deep respect for these “tree men.” The briarborn, in return, see them as innocent creatures of nature to be protected.

Catfolk [Friendly]

Catfolk are explorers and filled with good-natured curiosity. They are naturally tolerant and understanding which suits elflings just fine.

Dwarves [Unfriendly]

Dwarves find elflings detestable since they choose to ignore nearly everything a dwarf stands for. Elfings also love to pester grumpy people incessantly, and this often brings violence unwittingly.

Drow [Hated]

The drow are purely evil and have a deep hatred for both elves and sylvanfolk. Dark elves are known to capture elflings, torturing and imprisoning them until they are willing to be spies.

Elves [Helpful]

The elves feel a paternal or maternal need to protect their kin. The sylvan elves more so than most, but all elves (aside from the drow) love and respect their elfling cousins. Elfings revere their sylvan kin and dote on most elves as though they were angelic creatures.

Gnomes [Helpful]

The gnomes see the elflings as a curiosity of sorts and also a fellow feyborn creature and natural part of the world. Elfings feel the same way.

Goblinoids [Hostile]

Elfings have long been enemies of the goblinoids. The elflings do their best to destroy any goblins and their ilk from their forests upon sight. The goblins would do no less.

Half-Elves [Indifferent]

Inexplicably, half-elves seem to have a natural distrust of elflings, and the feeling is reciprocated. The rare friendships which form are the stuff of legend.

Halflings [Friendly]

The halfling way of life is a bit too slow-paced and dull for most elflings tastes, but they are viewed as equals and near family. The halflings themselves enjoy the company of the elflings even when they can't always support their

brash nature. The potential to get into trouble increases when halflings and elflings come together.

Half-Orcs [Unfriendly]

As a member of both goblinoid and human bloodlines, the luathaigh find half-orcs to be dangerous and contemptible. Half-orcs generally find the luathaigh's stinging words and blades laughable until their heads are removed from their bodies.

Humans [Indifferent]

Even creatures seemingly infused with fey chaos cannot fathom the myriad of humans. They have many nations, cultures, and laws and seem to contradict as many laws and beliefs as they create. The humans range from amusement to hostility when encountering them, often treating the elflings as a circus curiosity.

ELFLING TRAITS

No elfling is alike, each carrying often-distinct traits and abilities of other numerous elven or more surprising fey bloodlines. Elfplings do not have variants; their ancestry is so diverse and mixed that no two are similar enough.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma by 1.

Alignment. Neutral

Speed. Elfplings have a movement rate of 30 feet.

Languages. You can speak, read, and write Common, Elven, and Sylvan.

Type. Elfplings are fey with the elf and halfling subtypes. You are considered elf, fey, and halfling for the purpose of qualifying for abilities regarding race.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. Elfplings are proficient in the Perception skill.

Shifty. Elfplings have a reputation for larceny and guile—and sometimes it's well deserved. Elfplings gain proficiency in the Deception and Sleight of Hand skills.

Fey Ancestry. Luathaigh elves are immune to magic sleep effects and have advantage on all saves against enchantment magic.

Fey Luck. Once per long rest, the elfling may reroll any failed attack, save or skill check.

NEW FEATS

FEY MAGIC

Capricious magicks come easy to you, seemingly sprouting forth untaught like a sapling stretching for the sunlight.

Prerequisites: Elfpling

Benefits: You learn two cantrips and one 1st-level spell of your choice from the druid class's spell list. Once you cast your 1st-level spell, you must finish a long rest before you can cast it again using this feat. Your spellcasting ability for these spells is Wisdom.

QUICKLING ANCESTRY

You are told to be born with the ancestry of the swift-running quicklings. You have a natural gift when it comes to running and quick action.

Prerequisites: Elfpling

Benefits: You gain a +2 bonus to initiative rolls. Your movement increases to 50 feet. You can take the Dash action as a bonus action on your turn.

UNDERFOOT

The Luathaigh know their limitations in combat and use their size as an asset, not a hindrance.

Prerequisites: Elfpling

Benefits: You gain a +1 bonus to AC against attacks from opponents larger than you.

When making any Strength (Athletics) check to avoid an opponent or resist a combat maneuver, you may instead use Dexterity.

You gain a +1 bonus to Dexterity. This cannot improve your ability score to greater than 20.

D4

ELFLING QUIRKS

- 1 You hold great superstitions of the forests and warn your friends of the great dangers whenever you see those lands.
- 2 You leave offerings for hags, whom you respect and treat as keepers of ancient wisdom.
- 3 You speak an odd sylvan dialect of tongue clicking that others find bizarre.
- 4 You have a new hobby every week. It seems to consume your life until you get bored and pick up the next one.

HIT DICE RECOVERY OPTIONS

MIRROR EYES

When sleep, charm, or fear based spells are cast on elflings, they can reflect them with their eyes back on the caster or attacker.

Prerequisites: Elfing

Benefit: As a reaction, the elfling can spend two Hit Dice to reflect sleep, charm, or fear-based spells back upon the opponent caster. The elfling must be able to see the opponent, and the opponent must be able to see the elfling for this ability to function correctly. The range, saves, and other spell attributes are assumed to originate from the targeted elfling for the purposes of resolving the spell's effects. For example, if a spell is cast on the elfling from cover, then the reflected spell will take the cover into account when applying its effects.

GARGOYLES

To be a child of stone means to embrace not only the cold solidity of stone but also the heat and mutability of molten lava. We channel both deep within our souls and temper them with divine purpose. For it is we who are entrusted with the holy places of the world. For it is we who ensure they shall not fall. For it is we who have the privilege of standing at the threshold. Since long before the advent of priests to sing the praises of the almighty powers, we were here. We shall be here long after the priests cease to be.

-Creve, Elder of the Agalma



Clergy of many denominations share common stories of the Gargoyles of yore. Not the twisted monsters most have come to know and loathe, but their parent race, known as the Agalma. These are creatures of elemental earth and divine spark, conjoined in a species dedicated to protecting the holy places of this world.

SCIONS OF STONE

In the dark days of the Primordial Epoch, a conclave of divinities reached an accord that their temples and places of worship should be protected by guardians of more than merely mortal stature. To this end, each offered up a divine spark to animate beings of the purest elemental earth. Cleaving to their creators in both spirit and philosophy, these creatures of newly minted stonelike flesh were the first of the Agalma, or gargoyle as they have come to be known in the present day.

Throughout the millennia, gargoyles have been the hidden guardians of the world's holy places, often without the knowledge of the resident clergy. As religions

splintered into sects, even more tribes differentiated themselves, both good and dastardly evil.

Rarely accepted by mortals, most gargoyles never leave the grounds of their temples. They are there, rarely moving, lying in wait for those who would desecrate their charge.

ANIMALS AND GROTESQUES

Gargoyles are possessed of flesh, not unlike mortals, but possessed of a rock-like visual aspect, often resembling speckled granite but rarely with the aspect of purest alabaster.

Stocky in appearance and usually possessed of horns and wings, they are differentiated by their heads. The majority of gargoyles present a human face, albeit usually graced with horns. There are tribes of gargoyle with the heads or faces of animals, often blended with other bestial aspects. There are still others whose aspect is so completely non-human as to give them their name—The Grotesque.

It is said that no two gargoyles are exactly alike; even those spawned by the same temple have small differences.

PUREST SPIRIT, PUREST SUBSTANCE

Gargoyles are inextricably linked to the plane of elemental earth, the very quintessence of substance. Injected with raw divine energy, this substance lightens and assumes the qualities of flesh but is incorruptible by the passage of time. This is why gargoyles never age. Of course, like most guards and guardians, they usually die in battle.

THE LONG VIEW

Gargoyles are creatures of fearsome aspect and are used to being judged unfairly for it. That, combined with their long view of eternity as effective immortals, leads most of them to judge entities by their merits and actions rather than race and appearance.

GARGOYLE NAMES

Gargoyles carry names that are rooted in their elemental heritage.

Male Names—Akka, Binro, Creve, Froj, Gannam, Ibrid, Juluk, Karrak, Lim, Moxo, Nev, Ok, Qis, Rebek

Female Names—Asara, Berika, Cedda, Darkala, Eppa, Frabara, Gista, Haridda, Ibbas, Jocent, Karrida

SOCIETY & LANDS

Gargoyles all have ancestral lands, the holy ground of the temple their individual bloodline was born into. The vast majority of their race never leave these grounds, their endless lives spent looming from the cornices, eyes peeled for threats to their charges.

A few venture beyond their birth temples, often fighting opposing ideologies in the wildlands, neither holy nor unholy.

LEGENDARY LOCALES

ANKALIA

MOTHER OF SPARK AND STONE

Ankalia is an eclectic city populated by outcast harpies and eostrix, who make up most of the population. This mountain city is accommodate winged creatures, and those without the power of flight may find it difficult to get around easily. Streets terminate abruptly with sheer drops or impassable walls.

Violence is rare between the eostrix and their harpy cousins. The city itself has no laws regarding the theft of private property. This pleases both the eostrix, who can pick up whatever they desire guilt-free, and the harpies, who often like to collect, and then recollect baubles that are stolen from them

RELIGION

Gargoyles as a species do not embrace a single religion or cult but rather adhere to the faith they are born into. Family lines originate in the service of many faiths, and so they tend to adopt the faith and religion of the temples they grow up guarding.

ADVENTURERS

Gargoyles rarely become adventurers, their ties to their native temples being too close and ingrained. Those who do are often on missions for their temple, survivors of destroyed temples, or heretics.

ADVENTURE SEED

The characters are hired out on their latest mission and have just begun their trek. That night they are abducted by gargoyles who do not seek to harm them but hold them as prisoners. When the gargoyles have ascertained that the party is genuine, they reveal that the person who sent them on their quest is a dark one transformed, having pushed the players away to keep them from discovering its plans and getting in the way. The gargoyles seek to use the players as a way of striking at the dark one.

D4

GARGOYLE ADVENTURE HOOKS

- 1 You are the survivor of a demolished temple, driven to redeem yourself for failing to guard it in its moment of need.
- 2 You dared to question the tenets of the tribe's faith or the temple's god and were cast out as a heretic.
- 3 You have been chosen to do that which you least desire. You are being sent forth into the outer world on a mission for the faith. Whether sent by the elders or by the gods themselves, your trepidation at the outside world is palpable.
- 4 You have rejected all gods and powers. Your tie to forces holy or unholy is more a matter of magical biology than belief.

RELATIONS

Gargoyles have little formal relations, and the ones that they do have are oriented around belief. They relate best to dwarves, gnomes, and creatures who have a kinship with stone. Their allies and enemies tend to be the same as those of the faith that spawned them. For instance, good aligned gargoyles get along well with aasimar, and evil ones relate better to tieflings.

The following are presented assuming a gargoyle of Good or Neutral alignment. For evil gargoyles swap all Friendly / Unfriendly and Helpful / Unhelpful labels.

Aasimar [Helpful]

Emissaries of the gods themselves, these beings of celestial radiance, are our allies and our kindred in faith.

Dwarves [Helpful]

The only ones who understand the stone in our heritage, dwarves, and gnomes are our only allies not put off by our fearsome appearance. They have done many kindnesses to our race over the centuries and are closer to us than any other mortal race.

Drow [Unfriendly]

Defilers of holy ground, these deceitful creatures cannot be trusted. Their appearance in a temple is cause to prepare for violence and trickery.

Dhampir [Unfriendly]

Born of the undead and often (although not always) ensnared in the tentacles of evil, dhampirs cannot be trusted.

Elves [Indifferent]

The aloof and haughty elves can sometimes make powerful allies against the darkness, but just as easily, they can refuse to get involved. Where our long lives have made us hardy, it has made the elves unreliable.

Dragonborn [Indifferent]

Legendary for their physical might, the dragonborn are tied to the dark evils of the chromatic dragons. Like the dhampir, this thread of evil in their nature makes them unworthy of unearned trust.

Gnomes [Helpful]

The gnomes have always been our friends and allies. It is said that long ago, they wagered they could bring smiles to our stony faces, which they did. The few lighthearted moments in our long lives are usually attributable to these small fey.

Half-Elves [Indifferent]

Often lacking in the singularity of purpose and follow-through, the half-elves are mercurial but not always unreliable.

Halflings [Indifferent]

Practical and pedestrian, halflings are unnerved by our appearance even when we guard their holy grounds.

Half-Orcs [Unfriendly]

It would surprise most mortals to discover that there are warriors for good and heroes aplenty among the half-orcs. Their proportions of good and evil are about the same as among the human population.

Humans [Indifferent]

The most prolific of temple builders, for which we all give due respect. However, humans build temples to both gods and demon lords, powers of great good and powers of ultimate evil.

Orcs [Indifferent]

Often reviled by other races, orcs have been enslaved and exploited by the forces of evil for generations. This has not only left its mark but left them averse to building temples of their own.

Tieflings [Unfriendly]

Tainted by the unholy, these descendants of fiends are usually treacherous and fond of desecration.



GARGOYLE TRAITS

Gargoyles have spent millennia as defenders of their faiths. Over the expanse of centuries, they have developed several techniques and abilities to aid them in that task.

Ability Score Increase. Your Constitution score increases by 1 and your Strength by 1.

Size. Your size is Medium. Your average weight is 200-500 pounds.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common, Primordial, and either Celestial, or Infernal depending on your alignment (Neutral alignments must choose at first level, and this choice cannot change).

ABILITIES

Darkvision. Your Darkvision has a radius of 60 feet. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elemental Fortification. Your skin becomes harder and more rocklike; your AC without armor is equal to 13 + your Dexterity modifier.

Tie to the Temple. All Gargoyles must choose the religion of their home temple and have the same alignment restrictions as clerics of that faith. They also have a link to positive or negative energy, the same choice as clerics of the faith.

Wings of Stone. You may spend a hit die to gain a flying speed of 20 feet that lasts up to 10 minutes. When you reach 3rd level, fly speed increases to 40 feet. When you reach 5th level, your fly speed increases to 60 feet. In all cases, you regain the ability to do so when you finish a short rest.

VARIANTS

Common gargoyles are human-headed, usually sporting minor animal or devilish seeming details. They use the base stats above. There are, however, two other variants.

ANIMAL-HEADED

Usually neutral in alignment, animal-headed gargoyles usually have the head of a wolf, lion, goat, or monkey.

Ability Score Increase. Your Strength score increases by 1.

Savage Attack. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Psychic Resistance. You have resistance to psychic damage.

GROTESQUE

Grotesque gargoyles may have non-human heads, limbs, and other details. snakes for tails, hands replaced with clawed paws, or more than the normal number of limbs for a generally bipedal creature.

Ability Score Increase. Your Strength scores increase by 1.

Fearsome Aspect. You gain proficiency on Charisma (Intimidate) checks.

Claws and Talons. You may have talons, claws, or even dangerous horns. You might possibly even have a tail capable of dealing damage. You may choose to use any of

these in place of an Unarmed Attack. If you successfully hit with your unarmed attack, you deal slashing damage equal to 1d6 + your Strength modifier. Other damage types may be appropriate to your form (bludgeoning or piercing); get permission from your game master.

WINGLINGS

Not all gargoyles are medium-sized, many are much smaller, often serving as scouts or spies.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Small gargoyles average about 3 feet tall and weigh about 70 pounds. Your size is Small.

Speed. Your base walking speed is 20 feet.

Tiny Wings of Stone. Like the Wings of Stone racial ability, but reduce the speed by 5 feet (i.e., 15, 35, and 55 feet, respectively)

Moving Target. You gain advantage on Dexterity saving throws while flying.

FEATS

SCION OF STONE

You invoke your elemental heritage, drawing the strength of the earth into your body.

Prerequisites: Gargoyle

Benefits: When in contact with stone, you gain advantage on Constitution saving throws.

Damage reduction. Bludgeoning, piercing, and slashing damage you take from nonmagical weapons is reduced by 3 points.

Your Constitution score increases by 1, to a maximum of 20.

AERIAL GUARDIAN

You have spent many long years mastering the art of flight, and defending your temple in aerial battle.

Prerequisites: Gargoyle

Benefits: Your flight speed increases by 20 feet. You gain advantage on Dexterity saving throws while in flight. Your Dexterity score increases by 1, to a maximum of 20.

GREATER GROTESQUE

Shadows seemingly cling to the gargoyle and move with a semblance of life around them, wrapping them in a cloak of darkness.

Prerequisites: Gargoyle

Benefits: Whenever you are in shadow, you gain advantage on Dexterity (Stealth) checks. Whenever you are in complete darkness, you have advantage on Wisdom (Perception) checks.

HIT DICE RECOVERY OPTIONS

GROTESQUE GAZE

You may spend a hit die to make a gaze attack.

Prerequisite: Gargoyle

Benefit: The target must succeed at a Wisdom saving throw or take 1d6 psychic damage. The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). You regain the ability to do so when you finish a long rest.

You can see through magical darkness.

GNOME, LAVA

When the lands were still young, and the veil between the realm of the fae and the world of mortals was still thin, the gods of nature created the gnomes as liaisons between the fair folk and humans. Some were made to teach plant lore and the ways of animals, and some were formed to introduce artifice through tinkering and crafting constructs. Others were designed as living extensions of the elements such as fire, water, air, and earth. Those fae emissaries favored by the volcano goddess were named Tekal—the children of Tekal—and became known as lava gnomes to humans; they became magma personified.

- Volon Spangleclank, Fire Mountain Sage

Lava gnomes, Tekal, are wiry and surprisingly strong for their small stature, likely because of a lifetime spent swinging a hammer and toiling at a forge. Like most gnomes, they are defined by dark arched eyebrows and sharply pointed ears. Hair color ranges from brilliant red to lustrous black, with every shade of orange and yellow in-between. Lava gnome eyes are typically brown or



black, with some individuals possessing startling orange or yellow pupils.

ELEMENTAL FUSION

Lava gnomes represented an unusual hybrid of gnomish stock and elemental infusion. No one is certain how these hybrids came to be, but the fusion is undeniable. While clearly gnomish in form, they radiate elemental heat, and their eyes gleam with a fiery radiance. Small flame effects may occur when they become excited or during times of duress like combat or being chased.

METALHEADS

Lava gnomes know secrets of metallurgy that rival even the mountain dwarf masters. They have a supernatural ability to sense and seek out veins of metal when mining and extracting ores. When smithing or forming metal, they

apply a similar technique to understand the fundamental nature of metals and what can be fashioned from it for each application.

LAVA GNOME NAMES

Tekal names consist of a familiar first name and a tribal surname. Like other gnomes, their names are a part of their inner creativity.

Male Names—Akamar, Fuegir, Fuegor, Haulani, Ifris, Josinu, Kamu, Metgen, Powhi, Pika, Salvadu, Volon, Zarg

Female Names—Alani, Calyente, Descara, Hirvi, Karini, Keke, Localani, Plasara, Wicoli, Yalana, Yelena, Zete

Tribal Names—Boilerplate, Fidgetfire, Flitterdyne, Jumpratchet, Pyrepower, Spangleclank, Wonderflinger

SOCIETY & LANDS

Lava gnomes keep to themselves and their volcanic tunnels, rarely emerging from underground except during Tekala's holy days, where they offer food, fish, and other marine animal sacrifices to her volcanoes. The gnomes are not especially territorial, but they do not tolerate aggression from others and will easily go to war with anyone who dares to try to take their lands from them.

When it comes to love, tekal can be fiery and passionate. Other races are often drawn to their spark but fear being burned by their embrace. Such relationships are often short-lived.

RELIGION

Lava Gnomes are the children of the volcano goddess, Tekala, known as "She Who Shapes the Sacred Land." Tekala represents the fiery spirit of creation between the Earth Mother and the Sky Father. Her fire can be very destructive, but Tekala also represents rebirth from the cooling ashes and fertile volcanic soil.

Tekalan priestesses dress in skirts, while priests wear loincloths; both genders wear rectangular shawls or cloaks. Tekala's sacred colors are red and orange with black trim. The phoenix is sacred in Tekalan rites, her clerics see them as powerful portents.

ADVENTURERS

When a lava gnome comes of age, they set out on a personal pilgrimage to prove themselves to the

tribe—those who pass the rigors of this journey return to learn the deeper secrets of the Tekalan rites. A few develop a powerful wanderlust and stray far from their volcanic homes, happily joining other adventurers.

D4 LAVA GNOME ADVENTURE HOOKS

- 1 Creating new forms in glass has forced you to the surface in hopes of finding new sources for unique materials.
- 2 Your facility with the standard gnomish language has made you a sought-after guide when dealing with your surface cousins.
- 3 While exploring the deeper magma vents, your parents disappeared many years ago, and the tribe has cared for you ever since. Now, the pull of your ancestry has become so strong you must seek any knowledge of them or their fate.
- 4 Journeying far beneath your home's vents you have discovered a tremendous vein of strange crystal which emanates a rich warm glow. You will need allies to mine and refine it into a more useful form.

RELATIONS

Lava gnomes have a generally good nature, and they pride themselves on providing guests with the utmost hospitality despite how they feel personally.

Aasimar [Indifferent]

Too rigid and upright to be happy companions, it's difficult to criticize their god-given powers when such magics are needed.

Dwarves [Friendly]

Great smiths with a keen eye for detail and the ability to make the essential nature of materials emerge into their creations. We love their work but can only tolerate their dour attitudes and bad manners for a few days at best.

Drow [Unfriendly]

They enslave anyone they feel is inferior to them, which is everyone. Avoid these malcontents at all costs.

Dhampir [Indifferent]

The dead hold little interest for us, and their unnatural state clearly upsets the balance of nature.

Elves [Indifferent]

Too arrogant for their own good, tekal loves to prank the elves. We're impressed with the knowledge and beauty of the feyborn. Of course, they are a bit too uptight.

Dragonborn [Indifferent]

Good fighters, good sorcerers, and tough as the day is long.

Other Gnomes [Helpful]

Small folk have to stick together in the big world, and family is important. Rock gnomes have a better sense of humor than our forest cousins.

Half-Elves [Helpful]

Half-elves are often outcasts, but they don't seem to dwell on it or take pity on themselves. They move forward the best they can.

Halflings [Friendly]

Halflings love to eat, smoke, and drink. Three outta three ain't bad. We never mind hanging out with these fun-loving folk.

Half-Orcs [Indifferent]

Tough as nails with a fiery temper and a lot to prove to the world. Outcasts with a chip on their shoulder. If they prove themselves, we will treat them as equals.

Humans [Indifferent]

Devious but tolerable so long as their coin is good.

Orcs [Unfriendly]

Violent, unthinking, and utterly lacking a sense of humor. No real redeeming value. Plus, they will kill us if given a chance.

Tieflings [Indifferent]

Much like halflings, tieflings have a particular capricious nature that we find curious. Their connection to dark powers is not an issue, so long as their actions are not evil.

D4

LAVA GNOME QUIRKS

- 1 You are growing tired of the assumption, by surface dwellers, that you possess a queen's ransom in gems.
- 2 You have discovered a novel magma-forming technique and some of your elders are jealous.
- 3 Your devotion to Tekala is zealous, and you try to work mentioning her in any conversation.
- 4 Your time on the surface has resulted in a close connection with a nearby halfling community. You trade your metal lore for their spiced beer.

LAVA GNOME TRAITS

Tekal, or Lava Gnomes, thrive in the subterranean vents of volcanoes and make their homes in burrows crafted from volcanic glass. They are as industrious as their rock gnome kin and spend their days forging iron, steel, and silver items. Their skill with metallurgy makes them natural craftspeople who export weapons, armor, shields, and jewelry to the big folk who live in more temperate lands.

Ability Score Increase. Your Intelligence score increases by 2 (as with all gnomes). Your Charisma score increases by 1.

Age. Lava Gnomes mature at the same rate humans do; most enter their adult life by age 40. They can live 300 to almost 400 years.

Alignment. Lava Gnomes are most often chaotic neutral. They celebrate freedom and liberty for themselves but are not especially concerned about the freedom and liberties of others. The tricksters among them tend to play dangerous pranks on one another. A popular tekal saying is, "If you can't stand the heat, stay out of the kitchen."

Size. Lava Gnomes are shorter than other gnomes and average three feet tall, weighing around 35 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and catalogs of knowledge about the natural world.

ABILITIES

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Firesight. You can see clearly through fire and smoke.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Pyromancer. You know the *fire bolt* cantrip. Intelligence is your spellcasting ability for it.

Inured to Flame. You are resistant to fire and can tolerate extreme heat, steam, and arid climates.

FEATS

FONT OF THE FURNACE

Spells you cast are so hot they burn even those inured to the flame.

Prerequisites: Lava Gnome, Sorcerer

Benefits: Spells you cast of the fire type ignore fire resistance. Sorcerers with this feat may expend 5 sorcery points to cause a successfully cast spell of the fire type to ignore fire immunity for 1 round. In addition, when you roll damage for a spell you cast that deals fire damage of that type, you can treat any 1 on a damage die as a 2.

GIFTED METALLURGIST

You have a deep insight into smithing and can craft metal items with unusual speed.

Prerequisites: Lava Gnome, proficiency with blacksmith's tools.

Benefits: You can craft metallic items in one-third the normal time required. In addition, your crafted items have a 10% bonus to their structural hit points. Lastly, you may add a bonus equal to your proficiency bonus whenever you make an Intelligence (History) check related to simple items made from metal (weapons, armor, shields, rings, jewelry).

FISTS OF FURIOUS FLAME

The elemental nature of the lava gnome allows them to use their Innate Pyromancer ability twice in the same round, with one fire bolt emanating from each fist.

Prerequisites: Lava Gnome

Benefit: As a bonus action, the lava gnome can spend two Hit Dice to use their Pyromancer ability twice when targeting the same opponent with a double *fire bolt* blast.

GRAT'TAL

HYBRID BRAIN GORGER

“What an odd creature,” was my first thought. When I first saw the pale and thin person sitting by herself at a table down at the Laughing Pixie with the cowl of its hood up, I could not at first even tell if it was human, let alone female. The rest of my companions became uneasy about the still and silent figure sitting unaccompanied in the crowded common room. After a few ales, I worked up the nerve to approach, just to make sure it was not a drow elf or some other undesirable.

As I approached, she pulled back her hood and stared at me with those almost-black eyes, and it felt like she was parsing my mind and taking inventory of my very soul. She then offered a thin smile and a nod. That was enough for me. I quickly rejoined my friends, telling them that it was just a young woman. They know, though, that I had seen something more that night, something unnerving.”

—Tam Delon, farmer from Esseter County

Countless trials were required to discover a brain gorgor hybrid that could survive the experimentation process. This new race shared a similar lifespan and other characteristics with their human forebears.

However, there were many key differences. This new race did not enjoy normal humans' same physical strength and vitality. Grat'tals also exhibited less potent psionic powers than their brain gorgor progenitors. While hair and eye color may vary, grat'tals are universally pale, with a faint purple hue to their skin and a very slight build.

UNWILLING SERVANTS

The grat'tals were created for one reason—to serve the brain gorgor collective. While not as hale and strong as their human ancestors, the grat'tals' psionic abilities made them far easier to command and control than unruly humans. Their native intelligence was also a positive improvement.



While more stoic than humans, the grat'tals did not enjoy servitude more than any other intelligent race. Due to their high natural intelligence, the grat'tals were able to successfully conspire, escaping the brain gorgor's dominion in large numbers.

As a result, a substantial grat'tal population is now present in many civilized surface lands. “Grat'tal” means “slave” in Deep Speech. Now that the grat'tals have emerged onto the surface world, they refer to themselves as the “Freed Ones.”

RESERVED AND INSULAR

As a result of brain gorgor manipulation, grat'tals tend to be quite reserved and keep to themselves. While grat'tals have long-term relationships with others of their kind, including a marriage-like pact and having children, they do not form large communities.

PSIONICALLY GIFTED

Because of the brain gorgers manipulations, grat'tals possess some basic psionic abilities.

GRAT'TAL NAMES

Grat'tal names are gender-neutral and generally used with outsiders since their innate psionic abilities allow them to identify each other with great accuracy.

Gender Neutral Names—Atarn, Aubec, Bistrana, Carcan, Dyvrim, Jiku, Juffa, Mornir, Orlon, Sactric, Vasliss

SOCIETY & LANDS

The majority of grat'tals are enslaved in the subterranean cities of the brain gorgers. They occupy positions of power between the brain gorgers and the human chattel they keep as both food source and an enslaved labor force.

Far smaller numbers of the creatures can be found in other locales where they have escaped their previous masters and live in quiet isolation.

RELIGION

Grat'tals are atheistic and amoral in most situations. They understand the power of religion for the races they have enslaved and even allow some forms of worship. They realize that by stripping those they have enslaved of their gods will only hasten uprising and open revolution.

ADVENTURERS

Adventurer grat'tal come exclusively from those rare individuals who have escaped the bondage of the brain gorgers. They crave knowledge and power and understand that allying with other powerful individuals increases their chances of gaining both. They struggle with acceptance because of their physical similarities to the brain gorgers.

GRAT'TAL TRAITS

The horrors known as brain gorgers are feared and hated for their unrelenting desire to feed on other sentient beings' psychic energy and brains. Unlike other human

hybrids resulting from sexual reproduction, the half-brain gorgers are humans subjected to psionic manipulation by their greater brethren during their development. The result was a new species, the grat'tals.

Ability Score Increase. Grat'tals have agile and exceptional, albeit alien minds. Two of your mental ability scores, chosen from Intelligence, Wisdom, or Charisma, increase by 2. However, your strength and constitution scores are both decreased by 1.

Age. Grat'tals have a lifespan roughly the same as an average human. They reach maturity quickly, often in their early teens, and very rarely live over one hundred years.

Alignment. The grat'tals are strangers to the surface world and find human morality odd. Their dispassionate and analytical worldview strongly inclines grat'tals towards neutrality. However, their very recent history of forced servitude has left an indelible mark on the grat'tals, predisposing them to chaotic alignments.

Size. Grat'tal range from under 5 to nearly 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Deep Speech or Under Common. You can also speak, read, and write Common.

ABILITIES

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Retractable Tentacles. The grat'tal have the ability to extend their jaws and release tentacles similar to their brain gorgers masters. When a grat'tal's tentacles are extended, they suffer disadvantage on Intelligence (Disguise) checks to appear as human.

The grat'tal can make a melee attack with the tentacles as an action, dealing 2d8 plus their Intelligence modifier as psychic damage. If the target is Medium or smaller, it is grappled (escape DC 8 + Intelligence modifier + proficiency bonus).

HALF-DWARF

THE TAKATAUKOGA

As the great glass mountains crumbled into the seas, the dwarves emerged from the lava tubes to find the humans making the most of the new-formed islands. One group's bronze skin and colloquial accents and the others' fiery hair and gravelly voices served as the initial attraction, though it was the mutual love of the fermented juice of the local flora that led to our ancestors forming the first Aiga (family). From then until this very day, we have overcome many trials and tribulations as we merge into the great Aiga over all the lands.

~ Origins of Takataukoga

Legacy of the Brain Gorgor. You have the innate ability to psionically *message* brain gorgers or other grat'tals, as per the spell. This ability does not extend to other races. Further, you have the innate ability to *detect thoughts*, as per the spell, once per short or long rest. Intelligence is your spellcasting ability for these spells.

When you reach 5th level, you gain the Stunning Pulse ability and regain the ability to do so when you finish a short or long rest.

Stunning Pulse. As an action, you expend a Hit Die, and emit a wave of mind-rending magical power in a 30-foot cone. If you do not have any available Hit Die, you may not manifest this ability. Each creature in the area must succeed on an Intelligence saving throw (DC 8 + Intelligence modifier + proficiency bonus or take 14 (4d6) psychic damage and be stunned. A creature can repeat the saving throw at the end of each of its turns, ending its effect on a success.

FEATS

CEREMORPHOSIS

Your alien mind grows in power, unlocking deeper gifts.

Prerequisites: Grat'tal race

Benefit: You can expend an additional hit die (2) when using Stunning Pulse to deal 4d8 damage (instead of 4d6) and increase the range of the cone to 60 feet.

HIT DICE RECOVERY OPTIONS

CEREBROGENERATE

The grat'tal can attack with its tentacles and siphon healing energy from opponents.

Prerequisites: Grat'tal race

Benefit: As an action, the half-brain gorgor can make a melee attack with their tentacles. If successful, they deal its normal damage and drain one Hit Die from the target. Using the target's hit die, recover hit points equal to the rolled amount (disregarding their Constitution modifier). This may be performed on any creature with remaining hit dice or on any creature that has not been dead for longer than 1 hour. Assume dead or defeated creatures have 1 remaining hit die.

FALSE ORIGINS OF THE SPECIES

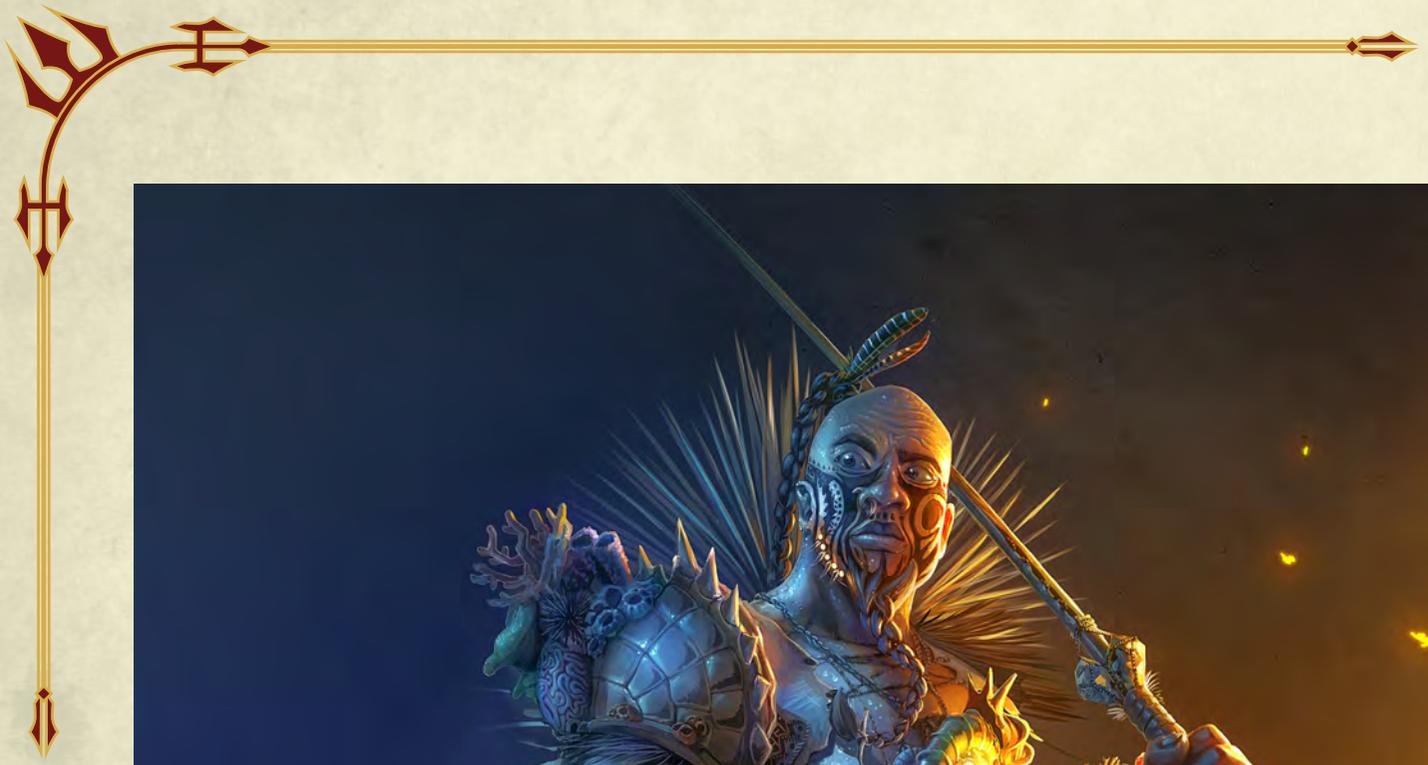
The advertising of Harlen de Havilland, explorer extraordinaire, proclaims the first recorded interaction with the half-dwarf in the known world. Harlen sailed the eleven seas and traversed the mighty Fotana Jungles to find and bring back exhibits for his famous Havilland Five-Ring Spectacle. Harlen's backstory of the "Fire-Breathing Priest of the East" is as full of hogwash as the next few encounters the half-dwarves had with the outside world. It is true the fundamental colonies of half-dwarves occurred in the Topoga Mai Fale chain of islands in the Lopita Sea; where a colony of dwarves rose up from the ground and fell into the ways of the islanders' culture.

PARTY ANIMALS

Since that initial contact, the half-dwarf has traveled across the globe. Sometimes they pass as shorter humans, sometimes as taller dwarves. They have even fallen in love with elves, halflings, orcs, and other races; to create an abundance of other half-dwarven offshoots.

As the Takataukoga outgrew their small island and spread across the lands, they brought with them the love of camaraderie, of family, and of the hedonistic lifestyle of those at one with themselves. They bond over the smallest of common interests and defend their family (both blood and otherwise) with a savage ferocity.

They have an uncommon affinity for pets and animals of all stripes. One of the Takataukoga's mottoes is: I judge a person by how an animal reacts to them. If a dog's hackles



MONSTROUS ANCESTRIES



rise at the sight of someone, I believe they see something I don't. I trust the animal more than that individual.

TATTOOED DANCERS

The Takataukoga pride themselves on taking care of their bodies. They constantly stretch and work their muscles isometrically. They eat mostly plant-based meals; accentuating their diet with fish and nuts. They can tolerate higher volumes of intoxicants than most humanoids.

As the Takataukoga reach puberty, they begin to dabble in ink and piercings. Most use a needle or small comb on themselves—covering their skin with intricate patterns and designs. Some ask for help from other artists with hard-to-reach areas or to fully realize portraits or depictions of animals or loved ones. Many Takataukoga gauge out piercings to accommodate shells, pieces of ornamental wood, and bright metal discs. The half-dwarf pierces nearly every inch of their skin at some point. Dermal and shallow holes grow closed over time and some Takataukoga just leave the scars behind as a remembrance of their younger years.

They also constantly work on intricate movements they call Ao Wen Satimo. Different families construct myriads of forms and styles and numbers of repetitions, but most use several of the colorfully-named stances such as: Step Back and Ride the Tiger, Nila (needle) in the Tuga Mago (haystack), The Woman in the Moon, Cross Hands and Tafiesea (heel kick), and Tap the Crab's Shell.

Over time, practitioners of this art developed the moves into a dance called the Siva. Male and female alike string several graceful poses in a cocktail of motions while humming a song to themselves. Many half-dwarves tell of past performances where they might have spun on their heads with legs akimbo while another Takataukoga dove through their parted legs to complete a somersault or other feats of Siva dancing.

HALF-DWARF NAMES

The Takataukoga follow the usual naming conventions of the territories where they live, but most keep some sort of Takataukoga heritage alive when they are alone among their kind. There is no difference between male and female names and two people of either sex might share the same name.

Aoga, Amao, Atama, Aulii, Eleo, Faali, Fetu, Fiamai, Haufana, Inafolo, Laoulu, Lototoa, Mesina, Poiipo, Sefulu, Taefau, Telenia, Umiloa, Upuata, Urossa

The half-dwarf keeps this secret name in high regard and shares it to only to the most trusted individuals in their life. Some believe their "true name" gives power to those who know it.

SOCIETY AND LANDS

For generations, the half-dwarves kept to themselves on their island paradise. Necessity eventually drove them all over the known lands, and the Takataukoga adapted to farming, logging, gladiatorial combat, war, and many other ways of life.

They keep a small family near them, supplying levity or companionship with their gregarious nature. They speak on philosophical levels and hold on to loyal friendships. They follow the rules of the land as best they can, sometimes bending the strict regulations to uphold the meaning of the laws more than the letter as written.

The Takataukoga do not believe in ownership of the land or of other beings. They give thanks for every blessing and take every bad turn of fortune as a temporary setback.

RELATIONS

The Takataukoga do not judge a race from a single encounter. They hold no grudges against a certain style of living unless that way endangers the life of innocents. Half-dwarves might get along with a chaotic orc tribe just as easily as a law-abiding gnome village.

Once crossed, a half-dwarf will hold animosity against that person or group until death. Ten years after a hostile encounter, a Takataukoga might pop up out of a ditch to attack their adversary. Long is the memory of those that commit ill deeds on a half-dwarf.

RELIGION

Half-dwarves can worship many different deities, mostly nature-based or trickster types. Some follow their dwarven ancestors to those pantheons and some worship nothing. Most do keep a couple holy days sacred; their birthday and the first night after a cloudburst during a long dry spell. The rainy or snowy night is in honor of the rebirth of the planet and most Takataukoga dance in the downpour to thank those in charge of the precipitation. Their personal day of birth is to honor their ancestors. That day is to remember those who came before.

D2

HALF-GIANT ADVENTURE HOOKS

- 1 As the heroes hunt for treasure and monster lairs, they accidentally encroach on a half-dwarf's hunting grounds. Though the Takataukoga does not eat meat, they do hone their skills against the beasts of the area and score coup by leaving a splotch of paint on a target. The heroes might find a painted monstrosity or evidence of the hunter. The Takataukoga tries to lead the heroes away from danger and might trade stories or trinkets for silver.

- 2 The heroes kill one half-dwarf and earn the ire of a family of Takataukoga. The remaining family tracks the heroes and makes a show of force. They plead for recompense from the heroes. A fine ceremonial meal and a small bribe could pay off the mourners, or they could gain their enmity for life.

ADVENTURERS

Takataukoga find adventuring fun and a way to explore the greater world. They call themselves Wanderlust Kings and Queens and board caravans or other modes of transport to distant lands.

D8

HALF-DWARF QUIRKS

- 1 You feel the need to reach the furthest edges of the known world and beyond.
- 2 Your reputation among the locals drives you to either prove the stories true or false.
- 3 Tales told to you as a child drive you to reach the heights or lows of those of story and song.
- 4 Debts are rising and you do not want your family to starve or lose their lands.
- 5 Those in charge demand a yearly tribute. You need to find something of great value to buy yourself some privacy.
- 6 Farming (or other mundane work) is boring. You feel the need to move on and fulfill your destiny.
- 7 A terrible force took your family away. You must defeat this great injustice.
- 8 A voice in your head drives your heel to get on the road.

HALF-DWARF TRAITS

Use these traits instead of the common ones associated with common dwarves if the other half of your bloodline is human. See the next chapter if you want a more esoteric half-dwarf.

Ability Score Increase: Your Constitution score increases by 1. You also increase either Strength, Constitution or Charisma by an additional 1.

Age: Half-dwarves mature at nearly the same rate as humans, considered young and impetuous until well into their 30's. On average they live to about 240 years of age.

Alignment: Usually Good, but half-dwarves show many dispositions.

Size: Half-dwarves stand 5 feet tall on average (+/- 1d6 inches) and are usually stocky for their height; weighing about 175 pounds (+/- 2d10 lbs.).

Speed: If you are shorter than average, your Speed is 25 feet, otherwise 30 feet.

Languages: You weave a conversation of any slang you know. Starting with a smattering of Common and Dwarvish, plus tidbits of nearly every other humanoid language. You write in Common and Dwarvish only.

Diminished Darkvision. You have some use of your ancestors' darkvision, but only to a distance of 20 feet.

Social Animal. You gain proficiency in Athletics, Deception, Handle Animal, Nature, Perform, and Survival. You also gain advantage when rolling dice to use the Handle Animal or Perform (dance or storytelling) skill.

Combat Training. In addition to proficiency in all the simple melee and ranged weapons, you also gain proficiency in battleaxe, greataxe, maul, trident, whip, and net. Your training has improved your unarmed strike more potently than most warriors—dealing 1d4 damage from a successful hit. A half-dwarf monk (or other unarmed brawler-based class) gains a +1 to damage (for every three levels) on a successful hit.

Mixed Blood. In addition to the impaired darkvision, you do not enjoy dwarven resilience, tool proficiency, or stonecunning.

Human Feat. If your non-dwarf half is human, you can gain a Feat at 1st level. If you choose a feat, you do not get an Ability Score Increase.

OTHER HALF-DWARF VARIANTS

Your appearance is a mix of your blood lines. The dwarf blood gives you a stout body shape and your hair usually grows thick all over your person. Adjust the Speed and Age to fit in with your other (non-dwarf) half. This list only covers some of the more common lineages. If you want to create your own species (like half-giant/half-dwarf), use these as a guide.

Aasimar

As the byproduct of a demi-god and a dwarf, you may choose any of the celestial lineages and sub-races as one of your parents' contributions, although you use the Ability Score Increase as a half-dwarf. You keep the other half-dwarf Traits as above. Your skin glows and your facial hair is nearly non-existent.

Dhampir

You do not employ the full effect of the Gaze (no *charm person* spell), but you do have the Bite attack and otherwise use the traits of the half-dwarf. Though you are a bit heavier than most vampire victims, your piercing eyes draw attention from your sallow skin.

Dragonborn

You do keep your full Draconic Ancestry effects and Breath Weapon—though your smaller lung capacity reduces the damage rolled by 2 (minimum 2). Muscular from head to toe, you are one of the most physically fit specimens in nearly any room. Your crimson or aurelian eyes scan everyone you see, finding little to no competition.

Elf (all types)

You lose the Keen Senses and the magic sleep immunity, but enjoy full darkvision and the advantage to resisting charms. You may add your second Ability Score Increase to Intelligence or use Charisma as your spellcasting ability. This combination is the rarest of all, but love finds a way. Your physical appearance is a glorious mix of each family's best attributes.

Gnome (all types)

You enjoy full darkvision and keep your dwarvish Tool Proficiency. Use the Ability Score Increases of the half-dwarf, though you may add your second Ability Score

Increase to Intelligence. Through genealogical research, you find that many of your ancestors were actually crossing these blood lines secretly. You can easily pass for either branch of your family tree.

Halfling (all types)

You are not as nimble as your brethren and do not gain the Nimbleness or Stealthy Traits, but you do add the Lucky and Brave Traits to the half-dwarf ones above. Your small frame is sturdily built and your devil-may-care attitude gives you a bounce to your step. Many of your kind call themselves 'quarterlings'.

Orc

You have a cooler temper and do not employ the Savage Attack trait, but do enjoy full darkvision, proficiency in Intimidation, and Restless Endurance in addition to your half-dwarf Traits above. You feel even more invulnerable in your compact frame. Your tusks and dominant brow let you compel others to your cause, even if it just to make mischief.

Tiefling

You lose the Hellish Resistance but enjoy full darkvision and your Infernal Legacy. All of the stars aligned to bring you into this world. Your devilishly good looks strengthen your ancestral charisma and pure leadership abilities.

FEATS

LIQUID TOLERANCE

The Takataukoga have always imbibed mind-altering drinks. They savor alcohol with a passion.

Prerequisite: Half-dwarf

Benefit: When consuming alcohol, you can either suffer the full effect or adjust the level of the drink up to three steps weaker, allowing you to take more drinks before reaching your intoxication threshold. You also gain Dwarven Resilience and advantage on saving throws against being poisoned.

FLOWING WAVE

The half-dwarf has combined their love of dance with a sweeping form of strikes and kicks.

Prerequisite: Half-dwarf

Benefit: You gain a +1 bonus to Armor Class, attacks and damage when fighting unarmed.

FOOL'S FOLLY

A half-dwarf fights with all of their body. They use their hands to hit, their feet to kick, and their voice to drive fear into their opponents' heart.

Prerequisite: Half-dwarf

Benefit: You develop your conversational skill to better deceive others. You gain proficiency in the Deception skill. If you are already proficient in the skill, you receive no added bonus.

When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check; adding a +2 bonus to your roll. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, you cannot deceive the target in this way for three rounds.

HALF-GIANT

A sense of loss pervades our lives. the loss of the families who cared for us in childhood only to reject us when they realized we were not truly their children, the loss of community we search for among those who fear us for our size and our reputations, and mostly a palpable sense of loss that we are not where we belong. We are partial giants, distrusted and shunned by giants whom we most resemble, while feared and hunted by smaller folk based on our association with those same giants. I intend to unravel the mysteries of our origins and share my discoveries with others of my kind. Until then, I hope to find my kin or, perhaps, others regarded as pariahs or who feel they don't belong with their own people.

—Dagven Yorloon - Half-Giant Cleric

Half-giants seem like smaller versions of their kin from the mountains and hills, who have been exiled by or escaped from the greater brethren. Half-giants have difficulty adjusting to peaceful societies as a result of being indoctrinated in giants' martial ways. They must also overcome a pervasive fear that they are spies or vanguards for the giants who have supposedly disowned them.

GUARDIANS OF THE GATES

The Elemental Planes feed the Material Plane life-sustaining elements, especially in harsh regions where the elements are abundant. Coincidentally, the humanoids best suited to survive in these environments are giants. Elemental creatures who cross the boundaries between planes initially encounter giants more often than other humanoids, who incidentally guard entrances to their planes.

UNWITTING SURROGATES

Elemental nobles also use the giants to unwittingly enact punishments on their enemies, who must submit their children to exile. A young elemental replaces a giant's child in these situations, so the original child's parents will raise the changeling. An elemental child initially follows the replaced child's growth and development, but nearer to maturity, the surrogate child lags behind its peers.

It also begins to show signs of its elemental nature marking it out as different. Often, superstition or a troubling sense the child won't contribute to the clan tempts the surrogate parents to abandon the child. The half-giants, so named because of their relative size and resemblance to giants, must fend for themselves and hope to find another place that will accept them.

FUNDAMENTAL ATTITUDE

Half-giants also mirror giant attitudes towards other creatures. Thus, they come across as aggressive and belligerent, especially toward those physically less imposing. Hints of their elemental natures peek through as well. Fire half-giants are easily distracted and shift about from one foot to the other, frost half-giants are mercurial and prone to anger, stone half-giants are contemplative and urge patience, and hill half-giants, influenced by the more bombastic themes of their air elemental progenitors, are loud and boisterous.



Half-giants have conflicting views on giants. Many feel a sense of betrayal and seek revenge on their former kin, but others believe they owe a debt to the giants who raised them. The latter group feels no warmth toward their kin, but they feel they otherwise would not have survived. Additionally, these half-giants view seeking revenge as an impediment to their goal of discovering their origins.

HALF-GIANT NAMES

Most half-giants carry the names given by their parent, while a few half-giants change their names to express their elemental origins.

Male Names—Avnal, Bereth, Dagven, Fanweg, Graal, Hargr, Ignos, Jorik, Petrak, Strim, Susurr, Whelken.

Female Names—Arjet, Aurella, Callias, Eremet, Kayt, Linl, Mellaine, Nym, Orvith, Rynne, Venka, Zephyra.

SOCIETY & LANDS

While most half-giants are unaware of other half-giants, they occasionally discover their existence in their travel or when researching their origins. Fortunately, their size makes them easily recognizable. When they meet, they try to share information if possible. Half-giants are most comfortable in cosmopolitan cities, where fewer people look askance at their height and giant (or elemental) features. Because of their desire for acceptance, they often accept the societal norms common to their residences.

RELIGION

Half-giants spend their early years worshipping the deities, followed by the giants who raised them. Their rejection by their surrogate parents may lead the half-giants to reject these deities, but strong indoctrination sometimes roots itself in a half-giant. This may create conflict if the half-giant venerates a demon or devil.

Left to their own devices, half-giants find deities with portfolios related to their elemental blood. This may lead them to worship powerful elemental lords.

LEGENDARY LOCALES

THE ELEMENTAL ENCLAVE

One secret half-giant settlement is the Elemental Enclave, which rests on a nexus of portals to the Elemental Planes. Half-giants reach this location via their research or at the invitation of other half-giants who have settled here. When the first half-giants discovered this location, they entreated the elemental powers to allow them to return. The nobles refused, citing various excuses, most notably

the half-giants inability to survive the planes' conditions. Instead, they offered the ability to summon elementals from the enclave, with the caveat that the half-giants would protect the enclave from those who would exploit the access they enjoyed.

Old elemental rivalries and enmities sometimes rear up in the enclave, creating intrigue or outright infighting among the half-giants as they attempt to assert each faction's dominance. Wise leaders speak to the half-giants common experiences to achieve harmony among their people.

ADVENTURERS

Almost by necessity, half-giants are natural adventurers. After their abandonment, they **MUST** survive to find food and shelter. Eventually, they may seek other locations where they can gain acceptance. Finally, when the question of their origins arises, they may undergo adventures to pursue the answer. Half-giants have a lot of motivation to travel the world.

ADVENTURE SEED

The characters are sent to scout a hill giant lair and possibly attack the giants. When they return from their mission, they encounter a hill half-giant who recently escaped from the tribe after learning the hill giants planned to murder the half-giant. The dilemma of handling an apparent hill giant child may present itself to the characters, but communicating with or calming the child allows the characters to uncover the child's confusion about the fate the hill giants planned. Escorting the half-giant to the characters' home settlement and helping the half-giant to assimilate into the new home will gain them an ally.

D4

HALF-GIANT ADVENTURE HOOKS

- 1 You harbor resentment toward the giants who left you to die or attempted to kill you outright. You can't fight the giants on your own, so you seek out like-minded individuals to take the fight to the giants.
- 2 You are certain there are other half-giants out there, and you wish to find them to obtain a missing kinship.
- 7 You wish to strengthen your connection to the elemental plane from which you hailed.
- 8 You might as well take advantage of the gifts you have to enrich yourself.

RELATIONS

Half-giants attempt to get along with other creatures, so they prefer to initiate amicable contact. They have little time for more insular races, such as elves and dwarves, who often shun everyone else. They are constantly worried about how smaller races perceive them since their size and giantish origins seem to instill wariness, if not outright fear. Overall, they embrace other half-giants. Even if they differ in origin and their elements are diametrically opposed, they are overjoyed to see others of their kind.

Aasimar [Helpful]

There is something similarly otherworldly about them. Their origins may prove to unlock the secrets to our own origins. Certainly, they seem to be the most amenable folk to helping in our quest.

Dwarves [Indifferent]

Half-giants have learned to despise dwarves who waged war against the giants.

Drow [Indifferent]

The giants have entered into mutual protection pacts with the drow, but these pacts always seemed to favor the elves.

Dhampir [Unfriendly]

Giant clans have always spoken in frightened whispers about those who dealt in death and sought to drain life force.

Elves [Unfriendly]

Elves look down on half-giants as lesser creatures and very rarely accept us into their homes.

Dragonborn [Indifferent]

Dragons fought with giants for control of territory, and the former usually emerged victorious. Their two-legged kin seems to be less capable, but they seem to carry the avariciousness of the larger, more powerful creatures.

Gnomes [Indifferent]

Occasionally, gnomes would ally with dwarves in their attacks on the giants, but who can blame cousins that support each other.

Half-Elves [Indifferent]

Half-elves seem like they would be kindred spirits since they are of two worlds, but they tend toward the elves' aloofness.

Halflings [Indifferent]

There is a certain unease when interacting with halflings. They seem to be overcome with a fear of constant depredation by giants.

Half-Orcs [Friendly]

Half-orcs are truly kindred spirits. They, too have met with rejection from all quarters because of their origins and reputation.

Humans [Indifferent]

Humans have a variety of reactions to us, so we must exercise caution when dealing with them. They are just as likely to draw their weapons and attack as they are to welcome us into their homes.

Orcs [Unfriendly]

Their foul tempers make it difficult to befriend them, and their treatment of half-orcs boils my blood.

Tieflings [Indifferent]

They share the aasimars' otherworldliness, but their ties to dark powers are suspect. They might be associated with the dark beings worshipped by the giants.

HALF-GIANT TRAITS

Half-giants presented here have a different origin than other "half"-races. This choice avoids some of the awkward conversations about precisely how a giant and a human can produce a half-giant. It also pays homage to the concept of an ancient curse producing half-giant offspring among giants while marrying it with a concept traditionally associated with the fey.

Ability Score Increase. Your Strength score increases by 2.

Age. You have a slightly extended lifespan compared to humans. You mature at the same rate as humans, but you can live up to 150 years.

Alignment. Neutral

Size. Half-giants imitate their giant foster parents' tremendous height and weight, and they stand nearly 9 feet tall.

Speed. Your base walking speed is 35 feet.

Languages. You can speak, read, and write Common and Giant.

ABILITIES

Rock Throwing. You have proficiency with a thrown rock, which is treated as a martial ranged weapon (Cost. 1 sp; Damage. 1d8 bludgeoning; Weight. 20 lb.; Properties. thrown [range 30/120]).

VARIANTS

Except for cloud and storm giants, all common giants have the potential to produce half-giants. Choose one subrace from the following. fire, frost, hill, and stone.

FIRE HALF-GIANT

Ability Score Increase. Your Dexterity score increases by 1.

Damage Resistance. You have resistance to fire damage.

Fiery Weapon. As a bonus action, you can light up a melee weapon you are holding. For 1 minute afterward, or until you drop the weapon, it deals 1d8 fire damage. The damage increases to 2d8 at 11 level. You must complete a short or long rest before you can use this ability again.

FROST HALF-GIANT

Ability Score Increase. Your Charisma score increases by 1.

Damage Resistance. You have resistance to cold damage.

Frosty Weapon. As a bonus action, you can imbue a weapon you are holding with an icy nimbus. For 1 minute afterward, or until you drop the weapon, it deals 1d8 cold damage. The damage increases to 2d8 at 11 level. You must complete a short or long rest before you can use this ability again.

STONE HALF-GIANT

Ability Score Increase. Your Wisdom score increases by 1.

Damage Resistance. You have resistance to acid damage.

Rock Catching. If a rock or similar object is hurled at you, you can use a reaction to catch the missile and take no bludgeoning damage from it. You must succeed on a DC 10 Dexterity saving throw to catch the missile.

Stone Sneak. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

HILL HALF-GIANT

Ability Score Increase. Your Constitution score increases by 1.

Damage Resistance. You have resistance to thunder damage.

Thunderous Bellow. You unleash a shout that affects all creatures in a 10-foot-radius around you. Each creature must make a Constitution saving throw. The DC for this saving throw equals 8 + Constitution modifier + proficiency. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You must complete a short or long rest before you can use this ability again.

NEW FEATS

Half-giants learn the ways of combat from their giant “parents” and can improve upon their lessons. They can also improve upon their inherent connection to their elemental nature.

ELEMENTAL AFFINITY

As half-giants get ever closer to the truth of their origins, they draw closer to the element from which they arose. As this connection intensifies, they can more readily access elemental power.

Prerequisites: Half-giant

Benefits: You have immunity to the damage type for which your subrace has resistance. You add 1d6 damage of the damage type to all melee attacks for which you gain immunity. As a reaction, when a creature within 30 feet of you is targeted with magic that deals a damage type

for which you gain immunity, you can make yourself the target. You must complete a short or long rest before you can use this ability again.

ENHANCED ROCK THROWING

Half-giants continue to improve at one of the facets of giantkind that kept them alive. They can reach a prowess with rock-throwing rivalling the larger creatures' skill.

Prerequisites: Half-giant

Benefits: Your thrown rocks inflict an additional 1d8 bludgeoning damage. The range with your thrown rocks increases to 60/240. Your Strength score increases by 1, to a maximum of 20.

NEW SPELLS

CONJURE ROCK

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a small rock or stone)

Duration: 1 round

When you cast this spell, a 20-pound rock appears in your open hand. The rock has a range of 60/240 feet, and you can throw the rock or hand the rock to an adjacent ally who can then throw it. The rock deals 1d8 bludgeoning damage on a successful hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the bludgeoning damage increases by 1d8 for each slot above 2nd.

ELEMENTAL SHROUD

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration. Concentration, up to 1 hour

You enshroud a creature with elemental energy in a 10-foot-radius around the target. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. A creature that starts its turn within range of the creature must make a Dexterity saving throw or take 1d6 damage of the chosen type.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can choose to either increase the damage by 1d6 or increase the radius by 10 feet.

D4

HALF-GIANT QUIRKS

- 1 You must always display a representation of your element (a candle, a vial of water, a gas bladder, or a smooth stone, for example).
- 2 You react with anger at the smallest of insults, and it takes several seconds for you to calm yourself down before you get into a fight.
- 3 You slouch to reduce your apparent height, despite it doing nothing to prevent you from looming over others.
- 4 You are always on the lookout for the perfect throwing rock and can spend considerable time hefting candidates.

HIT DICE RECOVERY OPTIONS

RESTFUL VIGILANCE

As guardians the half-giant has developed a method of active resting state where they remain alert and also gain the benefit of rest.

Prerequisites: Half-Giant

Benefit: As an action, the half-giant can spend two Hit Dice before taking a short rest and remain alert for the purposes of surprise and resolving random encounters during this time. This ability cannot be used during a long rest.

KHOEURL

THE DARK DESTROYERS

“Long in the silent dark, we waited, hidden between the folds of space and time. We fed there. We have returned to stalk the prime once again. Don’t ask who ‘created’ us—we are not servants and seek no masters. Our concerns are primal—we are the dark destroyers, the harbingers of doom, and the ones you should rightly fear.”

—Zoakka, Iron Fang Warlord

The khoeurl, a species of catlike humanoids, live to hunt and dominate all other creatures. They hunt, stalk, and raid to maintain their place at the pinnacle of their food chain.

Apex hunters with the ability to step between the worlds for brief moments, the khoeurl have evolved into a race of feared marauders with no concern for other creatures. They have spread across the multiverse, hunting and enslaving those they consider too weak, stupid, or timid to defy them.

While many variations and patterns exist among the khoeurl, most have dark gray to black fur, often oiled and dyed with tribal markings. Although not every khoeurl dyes its fur with these markings, many do so to highlight their taut, muscled frames, which in turn demonstrates their dominance.

The khoeurl are a cat-like humanoid species; one characteristic sets them apart—their signature tentacles. A khoeurl possesses a pair of long, thin tentacles ending in oval-shaped pads. For most khoeurl, losing their tentacles represents a fate worse than death; they lack poise and grace in walking, jumping, and performing acrobatic feats.

Finally, most khoeurl possess the ability to alter their spirit energies for short durations to displace light around their bodies and appear to disappear.

APEX HUNTERS

Called “Dark Destroyers” by those who’ve had the displeasure of meeting them, the khoeurl are brutal raiders who treat everyone else as prey. In their native lands, khoeurl hunt in small packs led by an alpha female—accompanied by a small number of male partners. She tasks them with training her offspring and, when necessary, culling those too weak to grow into fierce hunters.

In lands filled with easy, abundant prey, khoeurl tribes grow and divide, often fighting among themselves during this period of separation and then returning to dominating their surroundings.

MILITANT MATRIARCHY

Khoeurl culture and society revolve around a militant matriarchy divided among warring tribes spread across their domains. Although these tribes seek to dominate and destroy other races, they also fight among themselves. Most khoeurl believe such battles thin their tribe of the weak and unworthy, thereby strengthening their kind even if such violence inhibits population growth.



Although some of the khoeurl war singers have suggested this infighting slows their inevitable dominance, khoeurl traditions demand leadership by the strongest.

NO RELIGION

The khoeurl have little patience for gods, their servants, or the traditions such servants uphold. Most tribes kill divine servants on sight; anyone capable of manifesting divine magic represents a threat to the power and authority of their tribal queens. Only outcast khoeurl take up divine pursuits.

KHOEURL NAMES

A khoeurl possesses two names. Their parents give them their first name, often intended as a good omen regarding their future or their destined path. The second name comes from their tribe. So long as the khoeurl belongs to the tribe, they retain this name. Should their tribe perish or they leave it, honor demands they abandon their tribal name.

A tribe acquires its name from its queen; when a tribe splits in two, the splinter faction's queen names this new tribe.

Male Names— Carric, Ferallus, Gnarv, Inthallus, Lillinus, Khanth, and Nunthrun.

Female Names—Alraya, Carynthia, Hella, Myrinia, Othellya, Siryanna, and Zoakka.

Tribal Names—Blood Prophets, Death-Whisperers, Kayden's Chosen, Moon Walkers, Nine-Scars, Silent Seekers

SOCIETY & LANDS

Khoeurl create complex dens in the lands they hunt, often in remote, hard-to-reach locations. They often establish dens in the treetops, sandwiched between the foliage and all but invisible from both air and ground. When khoeurl tribes expand, they sometimes convert these dens to outposts where elite khoeurl stand guard for any danger to their queen.

LEGENDARY LOCALES

THE BLACK CITADEL OF XNYL

Of all khoeurl settlements, only one location boasts any degree of infamy. The Black Citadel of Xnyl. Believed impenetrable to outsiders this location serves as home to the Queen Mother of the Khoeurl, Idlueka, who some whisper is an ancient khoeurl who has—through necromantic magic—extended her life beyond the nine she’s already lived.

Whether this is rumor or truth remains irrelevant; the Black Citadel of Xnyl doesn’t appear on maps and no one who has claimed to have seen it lives to confirm its existence.

KHOEURL ADVENTURERS

Khoeurl adventurers are rare, but when one does turn from their violent culture, they often become steadfast allies of those they adopt. Isolated khoeurl often create their own trusted groups, acting as the default leader for such groups—even when none have asked for said leadership.

Since most khoeurl excel in combat, most prefer martial pursuits, with emphasis on the barbarian, fighter, or ranger classes. Likewise, many khoeurl become rogues. A rare few among them take on the monk’s meditative lifestyle. While this antagonism sometimes extends to arcane spellcasters, the khoeurl prove more tolerant towards sorcerers, especially since a handful of their kind possesses innate magical abilities.

RELATIONS

Khoeurl represent the ultimate dominant mindset. They can be indifferent or outright hostile to members of their own race when tribes come into conflict. As for other races, they are all to be dominated, destroyed, and consumed to serve the tribe and its needs. Certainly, individual khoeurl may have different relations with individuals of other races. But, in general, all non-khoeurl are potential prey.

KHOEURL TRAITS

Khoeurl are strong, violent, and tenacious but often lack much in the way of social graces. Your khoeurl character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Young khoeurl grow and mature at a rapid pace. After their first month of life, they can walk, and they gain the size and development of an average 10-year-old human child by the age of one.

Alignment. Khoeurl are chaotic, passionate creatures that detest following the laws of anyone but the most powerful among them, i.e., their queens.

Size. Khoeurl are slightly shorter and lighter compared to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Khoeurl.

ABILITIES

Darkvision. You possess the sharp senses of a cat, especially in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Displacement. Khoeurl possess the magical ability to bend and twist the light around them, thus distorting their true appearance and location. You can invoke this ability as a bonus action. For the next 10 rounds, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn’t rely on sight, such as with blindsight. This feature recharges following a long rest.

Grace of the Void. Khoeurl are trained from kittens to remain agile, adaptive, and silent when hunting. You have proficiency in both Acrobatics and Stealth.

Tentacle Strike. Your tentacles are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + Strength modifier.

ALTERNATIVE ABILITIES

You can choose one or more of the following traits, each of which replaces one of the standard khoeurl traits described above.

Cat's Claws. Many khoeurl have stronger, more developed claws. You can use these claws to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your choice of your Strength or Dexterity modifier slashing damage. This trait replaces Tentacle Strike.

Climber. Khoeurl hunters excel at hunting prey from trees and other high vantage points. You have a climbing speed of 20 feet. In addition, you gain advantage on Acrobatics checks to maintain your balance or avoid falling. This trait replaces Grace of the Void.

Radiant Pulse. A rare few khoeurl can harness, absorb, and release light. As a reaction after you've activated your Displacement trait, you can dismiss any rounds remaining of the duration (minimum of 1). You emanate a powerful burst of light. Any creature within 30 feet of you must make a Dexterity saving throw (DC = 8 + Constitution modifier + your proficiency bonus) or become blinded. This blindness lasts a number of rounds equal to your proficiency bonus. A creature can attempt another Constitution save at the start of each of its turns, ending the blindness on itself with a success. This feature recharges when your Displacement recharges. This trait replaces Grace of the Void and Tentacle Strike.

Tribal Markings. Some khoeurl take great pleasure in scarification and tribal rites of passage, cutting and scarring their hide. For these khoeurl, using their displacement ability to avoid combat is the coward's path, and they shun such magic. You gain a +1 bonus to your AC. This replaces the Displacement trait.

HIT DICE RECOVERY OPTIONS

FINISHING MOVES

When the khoeurl face foes that are losing, they circle their foe and double down in their ferocity.

Prerequisites: Khoeurl

Benefit: When the khoeurl face foes that are losing, they circle their foe and double down in their ferocity. Against an opponent that is reduced to half their hit points or less, the khoeurl may expend two Hit Dice to gain advantage on an attack against the target.

160

D4

KHOEURL QUIRKS

- 1 You toy with your prey and take great pleasure in creating elaborate scenarios that end in a kill.
- 2 You have a secret library of lore about other races that you peruse incessantly. Others may tease you for bookishness, but you are actually studying up on potential prey.
- 3 You take great delight in creating terror in your prey, and you use your tentacles and displacement abilities to do so.
- 4 You have a fascination with your prey's hair and often take it as a trophy and weave it into elaborate braids.

MAGHRA

"The chewing...that is what I remember most.

I've broken into wizard's towers, stolen gold coffers from rival thieves guilds, and dodged traps in musty dungeons. I'd do them all again tenfold just to never see or hear the maghra in my head ever again. The caves were supposed to be a secret pathway into the fortress, but they took us by surprise, binding us tight and clubbing us into unconsciousness.

I remember waking to the screams of my companions, the bitter coppery scent of fresh blood assaulting my nostrils. The filthy creatures' teeth were long and sharp, ripping the flesh from the bone while the poor bastards were still alive. And then they started looking at me. How I cut the ropes that bound me or found the strength to run, I will never know. And if you don't mind, please chew with your mouth closed."

—*Naedrin Duskwalker*

Maghra are tall, muscular human-looking creatures. At first glance, they simply appear as pale, dull-seeming barbarians. Their hair is worn long and wild, and aside from their pale skin, the only giveaway of their inhuman nature is their blood-tinged eyes.

Upon closer examination, their teeth are elongated and sharp. Their tongue drifts restlessly in their mouth, giving them a somewhat serpentine quality. When roused, their eyes deepen with blood, giving them truly frightful.

They typically dress in the rough clothes they can make, simple leathers and furs. They also make trophies out of those they have slain to wear as badges of honor.



BLOODTHIRSTY WARRIORS

The maghra originated as a tribe of human barbarians living at a stone-age level in the desolate Northlands.

Whenever a worthy foe was felled, his heart was cut free and the blood drunk to give their warriors strength. Other local tribes were horrified by this practice and rightfully shunned the maghra, and eventually, they lacked any allies or trade partners.

Unable or unwilling to adapt, the maghra starved and retreated into more and more desolate areas. Despite their ferocity, the maghra knew facing these larger tribes in direct conflict would lead to their destruction.

CONQUERORS OF THE UNDEAD

The maghra eventually found sanctuary in the Jaws of the Underworld, a cavernous system rumored to lead to the center of the world, where the dead dwell. Once within the Jaws of the Underworld, however, they were unable to break free. Cut off from the surface, it was not long before they began to cannibalize their own dead,

an abhorrent practice even for them. Scouting parties of starving maghra were sent deep within the caverns where they encountered a city of the dead. The scouts returned with the rest of the tribe and launched a massive attack, bringing a ferocity unmatched. The maghra were already crazed from hunger, and their victory drove them into a frenzy.

In tribal fashion, they ripped the ghoul's hearts from their bodies and shared the blood among them. They passed a necromancer's severed head around and drank from it. The maghra partaking in the blood rite that night were forever changed. The blood of ghouls that now pumped within their veins made them something more than human, something stronger and more terrifying.

UNRELENTING ASSAULT

The maghra categorize other creatures outside their tribe as either prey or enemy. Prey is intended to be consumed without a second thought. On the other hand, enemies are creatures too powerful or dangerous to kill and are best avoided.

A lone maghra can track down and kill prey with great efficiency. When maghra band together to hunt prey, they become an unstoppable force. Entire villages have vanished in the wake of a band of maghra marauders and their insatiable hunger.

MAGHRA NAMES

At birth, a maghra's parents give them a temporary name. This temporary name encompasses what the parents believe is their child's most essential trait or characteristic. After a maghra youth makes their first kill, however, they and their fellow hunters choose their "true" name, the name they carry for the remainder of their existence. They select a name from the maghra language intended to represent the recipient's true nature.

Male Names—Adorján, Balázs, Bertók, Dezső, Gazsi, Ignác, László, Miklós, Oszkár, Tivadar, Virág, Zoltán

Female Names—Aranka, Borbála, Erzsébet, Évike, Firenze, Gizi, Ilka, Jolán, Lujza, Róza, Tímea, Zsófi

SOCIETY & LANDS

The night runs in maghra blood now, and its veil protects them. They know the fear the other races hold for them; they can taste it. Consequently, they take great pains

to keep themselves hidden from their enemies and engage in lightning-fast raids that leave no survivors.

The maghra numbers have also grown, splintering into several territories. Each tribe governs itself, and over time has forgotten about one another. Over the course of several centuries, there are now dozens of small tribes of maghra spread throughout the world.

Maghra settle in caverns and other dark recesses. Some have been known to live within elder forests where the burning light of day does not reach the ground. They dwell in the darkness and plot their next raids.

RELIGION

The maghra embrace chaos and practice a virulent strain of evil. Strength and viciousness are all they truly respect, having no need for morality. Maghra venerate a number of ancient deities, Orcus being their chief. The rest are demons that support the maghra's dark blessings in exchange for depraved rites and sacrifices. The maghra are led by their strongest chieftain, but their shamans and oracles profoundly influence the maghra faithful.

ADVENTURERS

Most maghra are horrific slaving killers. more beast than man. There are maghra with limited control over their hunger, those questioning their existence within the tribe and leaving, seeking the answers to their existence. Often, those that question are slain and eaten. But for those strong enough to make their own path, the tribe honors their strength and trusts Orcus' will.

ADVENTURE SEED

A harsh, brutal winter has settled over the land. One of the more remote villages lies cut off from surrounding communities and must face the long, cold months alone. A nearby tribe of maghra finds that food has grown scarce in the woodlands, which leaves the village of humans as their next target. The PCs find themselves in the village or its environs and trapped by a blizzard when the maghra raided the outlying farms. The characters and the villagers have limited time and resources to prepare for the maghra onslaught. Can they hold out against these brutal predators? Their ultimate survival may depend on them locating the tribe's lair and slaying its leaders.

There may be a maghra from the tribe that seeks to leave

and start a different life elsewhere in the world. This creature may prove a useful, if dangerous, ally to the PCs.

D4

MAGHRA ADVENTURE HOOKS

- 1 The tribe's food sources may one day disappear. My tribe needs to know where they can move to next where food is plentiful.
- 2 My tribe banished me for being too weak. Adventuring offers my only real hope of surviving, and other adventurers may be the only ones who will befriend me.
- 3 A powerful monster wiped out my entire tribe, leaving me the sole survivor. I have no home, and no people and so wander in search of my new tribe.
- 4 The strange shaman cursed us before we devoured him. He says I must wander the land until I find redemption, whatever that means.

RELATIONS

To the maghra, there are only two types of creatures, the tribe and food. Sometimes it is necessary to work with food, but they will all fall eventually, and when they do, the maghra will consume them.

Dwarves [Unfriendly]

The dwarves are dangerous, resilient prey. They do not surrender, and they do not die easily. We honor them as with worthy foes, and we give thanks when they provide us nourishment to absorb into our bodies. You do not, however, want a dwarf to escape the hunt. They always come back, and they always bring allies armed for war.

Elves [Unfriendly]

Elves are weak, pathetic creatures. If you must eat one, you do so to feed the hunger but not because they are worthy of the honor. However, a few of their kind live long and learn much of the art of magic and combat. These we honor when they fall. For all their frailty, elves are good at hiding and running away.

Gnomes [Unknown]

The deep gnomes are overmatched in physical combat and must rely on illusory magic to save themselves. Once their whereabouts are known to the maghra, it is only a matter of time before they come in packs or as a tribe.

Half-Elves [Unfriendly]

These may possess more strength than the weakling elves, but they are still not worth a second thought. At best, one of their warriors may earn a swift death.

Halflings [Unfriendly]

These creatures are like rabbits—weak, fearful, and it takes many of them to fill one's belly. We give no honor to their kind as they are no better than cattle to us.

Half-Orcs [Hostility]

Of the many races on two legs that we hunt, these are among the bravest, strongest, and most worthy of being consumed by us. They are warriors from the moment they are born and until they die. Some of their greatest warriors may earn their lives if they survive combat—a rare gift we offer to few other species.

Humans [Hostility]

Humans are everywhere in abundance. They are weak, slow, and poor hunters. We consume them to feed the hunger. A few of their kind, however, can demonstrate remarkable resilience or bravery. They adapt quickly, and they are cunning when their lives are at stake.

Mortiss [Hostility]

Undead flesh satiates the hunger just as well as living flesh. They are good to hunt, however, as no other creatures ally themselves with the mortiss. They are alone in the world.

MAGHRA TRAITS

Your maghra character has several traits from their strange nature as part alive and part undead.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Maghra mature more quickly than humans and often begin hunting before they turn 13, and they often hunt alone or adventure by the time they turn 16.

Alignment. Most maghra are Chaotic and Evil.

Size. Maghra are slightly leaner and shorter compared to humans, often standing a little over five feet in height and

weighing 150 to 180 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Maghra.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Devourer. You are immune to diseases. In addition, you have advantage on saving throws against poison.

Hunter of Prey. You have proficiency in your choice of one of the following skills. Athletics, Intimidation, Perception, or Survival.

Dreadful Bite. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with your bite, you deal piercing damage equal to 1d4 + Strength modifier, instead of the bludgeoning damage for an unarmed strike.

ALTERNATIVE ABILITIES

Within any given maghra tribe, a few of their kind are born more feral and more bestial. These maghra are viewed as superior hunters and worthy of greater respect.

Dread Claws. The ghoulish blood flowing through your veins has twisted and transformed your body, granting you wicked claws. Your claws are a natural weapon, which you can use to make an unarmed strike. If you hit with your claws, you deal slashing damage equal to 1d6 + Strength modifier, instead of the bludgeoning damage for an unarmed strike.

This trait replaces your choice of either Dreadful Bite or the Devourer trait.

NEW FEATS

BLOOD FRENZY

The sight and scent of blood sends you into a ravenous frenzy.

Prerequisites: Maghra

Benefits: When a creature you can see within 30 feet drops to less than half their hit point maximum, you can

enter a frenzy as a bonus action. This frenzy grants you advantage on Strength and Constitution ability checks and saving throws and grants you advantage on Wisdom saving throws. You also gain temporary hit points equal to your proficiency bonus. The frenzy can last a number of rounds equal to your Constitution modifier + proficiency bonus (minimum of 1 round). When the frenzy ends, the benefits end, including the temporary hit points. You must complete a short rest before you can enter a frenzy again.

CORNERED FURY

You become more dangerous and feral when cornered.

Prerequisites: Maghra

Benefits: When there are no allies that aren't incapacitated or unconscious within 30 feet of your space, you gain advantage on melee weapon attack rolls, and your AC increases by 1.

DRAW FORTH THE LIFE

You draw the life force from your victim as you drink their blood.

Prerequisites: Maghra

Benefits: Increase your Strength or Constitution by 1, to a maximum of 20. If your bite attack drops an opponent to 0 hit points, you gain temporary hit points equal to the amount of damage you inflicted.

FEVERED STRIKE

Your filthy bite inflicts necrotic damage.

Prerequisites: Maghra

Benefits: Once per round, when you deal damage with your bite attack, you deliver an additional 1d4 necrotic damage to the target.

TASTE OF DEATH

You deal additional damage when fighting the undead.

Prerequisites: Maghra

Benefits: Increase your Strength or Constitution by 1, to a maximum of 20. When you hit an undead creature with a melee weapon attack, you do an additional 1d4 weapon damage.

HIT DICE RECOVERY OPTIONS

VICIOUS IN VICTORY

When maghra are winning an encounter, they are able to eat fallen victims to regain health and demoralize remaining foes.

Prerequisites: Maghra

Benefit: As an action, maghra can tear at the flesh of fallen enemies and devour it to regain hit points equal to one Hit Die. The maghra can gain no more than 1 hit dice worth of benefit per Small or Medium creature. Each size category of a creature beyond Medium increases the Hit Dice benefit by one.

D4

MAGHRA QUIRKS

- 1 You describe things in terms of food, taste, and the hunt.
- 2 Your gestures and habits make those around me uncomfortable. This is especially true when you stare at bloody wounds with fascination.
- 3 The strange shaman cursed you before you devoured him. He was tasty, but his flesh gave you a strange feeling.
- 4 You like to collect trophies from slain enemies and prey—the grislier, the better.

MINOTAUR, AROXI

Broken? Interesting words, human. Once, we were your guardians. Created by Great Arox to raise man to his glory. And yet—as always with your kind—prosperity bred decadence, idleness, and congress with the forbidden. Our shared divine Lord was poisoned, seduced by your perverse explorations. His mandates to protect and shepherd you clashed. A choice then, abandon you or abandon Him? Our indecision tore our God apart. You call us broken, child of Man, but I will show you what that word means!

—Iroxi Warlock

When harvests are high, and drink flows free, the wise folk tell of the aroxi, the Shatterhorn Minotaurs. Men speak of the Great Rivenchasm, and they name the minotaur guardians—fierce and broken—of the Shattered God.

On the eldest tablets of the libraries of man, in the Divine Litanies, sometimes the name of Arox, God of Civilization, can be found. His chosen people were a human culture that prospered greatly under his blessings.

At the Holy City of Rexolal, he favored them with a grand boon. Minotaurs, born of agriculture, devotion, contemplation, and discovery. The god even marked them each with four horns to remind his beloved children of his eternal laws.

The prosperity of Rexolal and Arox's people was so great that many citizens could focus on scholarly pursuits. Soon after, an equal number sank into hedonism and darker pastimes. Generations of this moral decay lead the humans of Rexolal to turn their hearts to darkness and their spiritual abandon became a sickness in their Deity.

HEWN HALVES

The aroxi minotaurs were faced with a terrible choice. Adhere to the purity of their god's noble ideals? Or see through the depraved path that their once-sacred civilization had taken? The horned guardians warred among themselves for the fate of their god, and their rituals anchored their souls to Arox, flooding him with their conflict and anger. Arox was torn asunder.

The separate half of the guardian aroxi each held to their divine remnant as the True-Heart of the God. The other piece of the God was decried as the False-Half. Those who held to the guardian-wisdom of Arox chose the name eroxi. Those that followed the corrupt truths of men took the name iroxi. Both societies believe their fragment of Arox is the larger, dominant part.



STAINED AND SHATTERED

Strong and blessed with stamina and grace, the aroxi were four-horned minotaurs with hides that shimmered the color of metals under the light of the sun.

After the sundering of their god, the eroxi and iroxi began to show new colorings lacking the metallic sheen, large asymmetric patterns of whites, greys, and blacks blotched their once pristine silvers and golds. Many of both splinter tribes took to shattering, shearing, or otherwise fouling the horn of the False-Half. Others take to gilding or rune-carving the horns on the side of the True-Heart.

STEWARDS OF MAN

Originally charged with protecting humanity, the minotaurs endeavored to protect the Rivenchasm's cities and nourish their charges' souls.

After Arox's sundering, the minotaurs still maintain their guardianship in ways. The eroxi search for worthy heirs to humanity, often protecting half-blood communities. The iroxi instead bring humans to undeath and eternal devotion to Irox.

AROXI MINOTAUR NAMES

The minotaur chose evocative of their True-Hearts, choosing them for themselves in adolescence.

Male Names—Axorn, Caerox, Denok, Elxo, Kantok, Lagox, Maxo, Nixo, Phaxo, Taxio, Ulox, Xegah, Yako

Female Names—Azaxa, Broka, Echora, Godekka, Hegari, Jonxi, Kodhi, Laza, Moxa, Quxoa, Thuba, Xodi

SOCIETY & LANDS

The aroxi mostly live along the edge of the Rivenchasm in the Southerlands. The iroxi dominate the Western half of the canyon walls, while the eroxi maintains the ancient ruins of the Eastern half of the Canyon.

Rexolal still stands, but the Impossible Bridge that once crossed the Rivenchasm now lies shattered in pieces hundreds of feet below. Each half-now belongs to the eroxi and the few half-elves they now protect and the iroxi and the undead creatures they raised from their human charges.

LEGENDARY LOCALES

REXOLAL AND THE RIVENCHASM OF DAXIOS

Daxios Canyon divides the lands of the aroxi, and legend says it always has. Once, the Hanging City of Rexolal bridged the gap between the fertile plains of the Western Lands and the mineral-rich veins of the Eastern Marches.

Now Rexolal stands broken, a symbol of the division between the children of Arox. The eroxi clinging to ancient spiritual magics and in search of a new people to serve. The iroxi commanding undying hordes to rend the earth and forge iron into cursed weapons of dominance.

RELATIONS

The aroxi minotaurs have a hard time breaking away from their relationships with humans. This colors many of their interactions with other types of species.

Both the eroxi and iroxi remnants of the original culture still follow the priesthoods of their respective True-Hearts. The eroxi seek worthy heirs to the guardianship once offered to mankind. The iroxi “protect” the original humans of the Rivenchasm in lasting undeath.

RELIGION

The sundering of Arox defines almost all aspects of the daily lives of the eroxi and iroxi. Each views their aspect of the fallen god as the True God and refers to the other as

the False-Half. This blind devotion leads to low tolerance for aroxi that worships other deities.

Oddly, they have no issues with other gods when worshipped by non-minotaurs. They prefer this most especially for humans who they regard as dangerous and fickle for the damage they wrought on Arox.

ADVENTURERS

Many aroxi become adventurers. Their small populations make them relatively rare. Most seek comfort from the spiritual cloud that haunts their people. This may be the accrual of the strength of arms or magic. Others may seek to conquer or punish humans. Rarer still are those who find wholeness with a small group of allies.

ADVENTURE SEED

Trespassing near the domain of the aroxi, the party finds themselves surrounded by members of the eroxi. They wish to test the characters’ worth as potential wards of their community and devise tests to gauge their morality and power. If the characters can convince the minotaurs to judge in their favor, they will gain the support of a fanatic community willing to see them to success as adventurers and the support of a divine patron.

D4 MINOTAUR (AROXI) ADVENTURE HOOKS

- 1 You hope one day to unite your people and perhaps even heal your Shattered God.
- 2 You have become aware that humans retain much of the knowledge the gods granted them; duty or curiosity drives you to claim it for your own.
- 3 Your people have accused you of serving the False-Half, and perhaps they are right.
- 4 You have had visions from the False-Half and believe they might be true.

AROXI RELATIONS

Aasimar [Unfriendly, Both]

These innocent descendants of lesser divinities carry not the wait of their obligations to the Heavens and have not had to endure the true failings of the mortal realm.

Dwarves [Friendly, Both]

The dwarves understand both duty and labor. They are honorable and bear the strain of their Gods well. In their greatest workings, we can imagine our own progress free of human's burden.

Drow [Friendly, Iroxi]

The iroxi respect the passion with which the drow pursue the will of the Spider Goddess if not the actual goddess herself.

Dhampir [Unfriendly]

Damphir's connection to the undead reads as corruption to the eroxi, who abhor vampires as manifestation of the iroxi necromancy and subservience to the iroxi, who see undead as servants to enslave.

Elves [Unfriendly]

The elves claim to be the ancients who taught humanity magic and civilization. If this is true, then they failed man, our God, and ultimately themselves.

Dragonborn [Indifferent]

The might of the dragonborn is something to be awed by, but their bloodlines are tainted by the evil of chromatic dragons and not to be trusted.

Gnomes [Indifferent]

These fey are cast out of the deeper fey realms and know something of being failed by one's allies. Their reliance on subterfuge makes them unreliable allies most of the time.

Half-Elves [Helpful, Eroxi]

Born of two races, the aroxi see them as flawed; half-elves represent a model of unity to the Children of True-Heart of Erox. These minotaurs often assume guardianship of half-elves in an attempt to appease their original charge.

Halflings [Indifferent]

These folk are clever by nature and should not be ignored but nor should they be trusted.

Half-Orcs [Unfriendly]

They are yet another symptom of humanity's fickleness. Perhaps the spiritual legacies of their orcish ancestors can save them from humanity.

Humans [Unfriendly]

They abused the bounty of Arox and broke our sacred trust.

Orcs [Indifferent]

Their savage gods have shaped them, and they are what they were meant to be.

Tieflings [Friendly]

The minotaurs feel a strange affinity to tieflings marked with horns, often teaching them ways of rune carving in exchange for secrets of magic.

MINOTAUR TRAITS

The aroxi minotaurs share many traits between the devoted children of Erox and Irox, but some differences are evident between them.

Ability Score Increase. Your Strength score increases by 2.

Ability Score Increase (Eroxi). Wisdom score increases by 1.

Ability Score Increase (Iroxi). Charisma score increases by 1.

Alignment. Lawful (Eroxi) or Evil (Iroxi)

Languages. You can speak, read, and write Common and Tauric.

ABILITIES

Divine Stamina. You reduce exhaustion by 1 level the first three times you take it each day.

Horns. Your horns are natural melee weapons; you can use them to make unarmed attacks (1d6 + Strength modifier, Piercing damage).

Imposing. You gain proficiency in Intimidation.

Shining Soul (Eroxi). You may use the *sacred flame* cantrip as a cleric of your level.

Spirit Charge (Iroxi). You may use the *eldritch blast* cantrip as a warlock of your level.

Unbalanced. You have disadvantage on Wisdom saves that you make during the first round of a combat or encounter.

ADDITIONAL ABILITIES

The children of Arox have gained a number of magical advantages from their Sundered Divinities.

NEW FEATS

RUNECARVED HORNS

The Secret of Oaths of Arox have revealed the lore of carving your horns with symbols of power.

Prerequisites: Horns

Benefits: You gain proficiency in Arcana or Religion.

As a reaction (and with the expenditure of a Hit Die), when you are casting a spell, you can add your Wisdom or Charisma modifier to damage. Your Charisma or Wisdom score increases by 1, to a maximum of 20.

SECRETS OF IROX

The broken vows of humanity to the god Arox shattered his promises to guard their darkest lore freeing his followers to gain strange powers.

Prerequisites: Iroxi Minotaur

Benefits: Your Charisma score increases by 1, to a maximum of 20. You gain Darkvision. You may select one invocation, a warlock of 2 levels lower than your character can take.

VOW OF EROX

Never again shall you or your god be broken. You are promised endurance, survival, and deliberate action.

Prerequisites: Eroxi Minotaur

Benefits: Your Wisdom score increases by 1, to a maximum of 20. You lose the Unbalanced ability, and Divine Stamina reduces exhaustion 1 more step. You may select one cleric cantrip that you may cast at will.

NEW WARLOCK PATRON

IROX, DARK HEART

Despite pretenses to the contrary, Irox the aspect of Arox that was tainted by the darkness of humans, still craves worship and obedience.

Level 1—*vicious mockery*

Level 2—*spiritual weapon*

Level 3—*animate dead*

Level 4—*death ward*

Level 5—*flame strike*

SUNDERED WRATH

At 1st level, you gain the ability to channel the wrath of the Sundered God. You have a pool of d6s that you spend to fuel this damage. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can imbue your next melee attack with necrotic energy, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). The next successful hit with a melee attack deals extra necrotic damage equal to the total rolled. Your pool regains all expended dice when you finish a long rest.

SHATTERED HEART

Starting at 6th level, your link to Irox allows you to serve as a conduit for anguish. You have resistance to necrotic damage. When you cast a spell that deals necrotic or psychic damage, you add your Charisma modifier as damage of the other type to one necrotic or psychic damage roll of that spell against one of its targets.

SYMPATHY OF THE DEAD

At 10th level when you charge your next melee attack with necrotic damage with Sundered Wrath, up to 5 undead creatures you control gain the same number of dice of bonus psychic damage to their next melee attacks.

DEATHLESS VENGEANCE

At 14th level, if you fail your third death save, instead of dying, you regain half your hit points and rise in a deathlike trance—your Sundered Wrath pool refills. You can only use

your eldritch blast, melee attacks, and invocations while in this death trance. The trance lasts for 1 round per level, and then you once more drop to 0 hit points and begin making death saves. After this ability has triggered, it will not trigger again until you have had a long rest.

D4 MINOTAUR (AROXI) QUIRKS

- 1 You are angered by the presence of symmetrical designs, seeing them as a false promise of order that will never be fulfilled.
- 2 You choose a specific individual as a ward to protect to appease your True-Heart.
- 3 You have struck the horns of the False-Half from your head, fearing the taint of the God's madness and deceit.
- 4 You do not trust one of your eyes (right for iroxi, and left for eroxi) seeing it as tainted by the broken half of your god. You often close or even blindfold the "Liar's Eye."

MORTISS

"I came upon the ruined city by accident. Vegetation had grown over the cracked walls, and a broken statue pointed to the inner gates, hidden by a lush canopy of tropical trees. But when I neared the ruined city, the earthen smell was replaced by that of death. I saw corpses in various states of decomposition walking around like men, behaving as though they believed they were still among the living. What strange hell is this? Clearly, I must return and document this phenomenon and find its source."

—Artus, Human Archeologist

The mortiss are the escaped dead from the Great Below, the dead of Nergal's underworld. The mortiss are sentient undead and mostly of good or neutral alignments, having repented their sins and been given a new outlook on existence. Nergal's hounds hunt them mercilessly, but they are determined to remain free of his shackles, despite their condition. With no capacity for resurrection, they have only this one chance at redemption.

Mortiss come from all walks of life and are comprised of many different races. As a whole, they possess a wide array of skills, but their decayed bodies can be a hindrance.



ESCAPE FROM DEATH

Since the beginning of time, the mortiss have been imprisoned in the underworld where they served penance for crimes they committed in life. For reasons unknown to the mortiss, Nergal sought to keep these souls forever imprisoned and in a state of perpetual suffering regardless of the crimes committed in their lifetimes.

Some mortiss eventually gained their freedom from Nergal's clutches, escaping the underworld forever.

THE DEAD & THE DAMNED

Mortiss are literally the corpses of the dead and damned. They are the imprisoned dead, tortured by Nergal and his nephandim minions. Their bodies are in some stage of decay, mirroring zombie-like undead. But that is where the similarity ends.

Sentience gleams in their eyes; although dead, they are free of the yoke of Nergal and his minions. Their existence is now their own, and they attempt to have some semblance of normality again.

The mortiss look much like the race they were born into, though now they are dead and decomposing. Their physical features remain, albeit decayed, but they are fragments of

their former selves. Often they dress in familiar clothes, while others attempt to completely hide their true nature, wearing full armor and helms to obscure their nature. Some mortiss smell of funeral flowers or rich oils as they attempt to mask the scent of their dead flesh.

FEARED BUT HOPEFUL

Since the mortiss originated from many different races, they lack their own culture or society. Ultimately, all mortiss share one thing in common. they are undead, existing under constant threat of violence from all other races.

Whenever the mortiss travel, they must take steps to cloak their appearance and hide their essential nature to have any hope of negotiation, parley, or discussion. Unfortunately, this necessary act of deception only confirms what most people expect—you can't trust the undead or allow them to exist.

Living creatures take months or years before they can accept the presence of an undead creature. Indeed, some creatures never reach such acceptance no matter how many times the mortiss proves their value.

MORTISS NAMES

You once possessed a given name, but you have long since forgotten it. When mortiss return, they typically choose a new name. Chosen names will be common to whatever race they were originally born into.

SOCIETY & LANDS

Mortiss are generally not welcomed by any other race, so they are often forced to congregate in remote enclaves. They build structures or live in ruins, far from prying eyes. This, unfortunately, only furthers the fears and stigma of their kind.

The mortiss often create complex hierarchies or councils to rule them, rather than choosing any single individual to rule over them. Their days of succumbing to autocratic rule are over. A few mortiss choose to move incognito through the world. These mortiss are most often adventurers or tortured souls with fractured memories seeking to find the remnants of their past lives.

RELIGION

Many mortiss have lived in hell, suffered torture, and repented for any sins they may have committed. While others are simply the guilty dead collected by Nergal, mortiss are truly repentant. This moral transformation has imbued many with a good or neutral viewpoint and opened them to new paths of faith. On a practical level, many mortiss seek the aid of other good or neutral deities to protect them from Nergal's deathless hounds.

ADVENTURERS

Mortiss are commonly found in secluded ruined cities, content to make good on their newfound lives. Some cannot cope with living as undead, and seek to live among the mortal world as a way to heal their mental wounds. Still, others seek out Nergal's minions and hope to enact retribution on them before they are able to find the remainder of their brethren.

ADVENTURE SEED

Because most living creatures instinctively hate and fear the undead, many mortiss have formed their own community in dangerous or out-of-the-way places. When one of these sanctuary settlements becomes threatened by a zealous, unforgiving sect of a major religion, the mortiss need help locating a new place to live free of persecution.

They've identified the ruins of a forgotten city but need help dealing with the monsters living there. In return, they can offer access to spells, alchemical secrets, and even magic items unknown to any of the living.

D4
MORTISS ADVENTURE HOOKS

- 1 I would see that others have a chance to repent in life.
- 2 The living do not understand the anguish inflicted on this within Nergal's realm.
- 3 I seek answers to my past life.
- 4 In my former life, I failed to make my existence count for something.

RELATIONS

Mortiss are generally doomed in their relations with other races, often being slain on sight. When they present themselves as useful or skilled, they still present a threat.

Aasimar [Helpful]

Surprisingly, they understand our kind better than any other. They recognize the soul trapped within our dead bodies and judge us accordingly. That being said, any creature born of heaven's light must be treated with wariness and caution.

Dwarves [Hostility]

Avoid dwarves at all costs. Dwarves despise all undead. If you encounter a dwarf, do not expect even a moment to persuade them of your true nature or purpose. Expect an ax to the forehead as your most likely greeting. At best, you can exist in the company of a dwarf as allies of convenience—never expect them to trust you fully.

Dhampir [Friendly]

Cursed by their necromantic blood, the dhampir are most likely to understand our plight and empathize with it. They, too, are prisoners of their own bodies through no fault of their own.

Elves [Unfriendly]

Elves are creatures of nature and view our kind as unnatural abominations. If you encounter an elf, they may flee at the sight of you or attack with surprising vehemence. Unlike the dwarves, there's a glimmer of hope if they can see your inner light and put aside your apparent nature.

Dragonborn [Indifferent]

Dragonborn see little to no value in the undead. They aren't instinctively fearful of us, nor are they interested in learning more about our true worth. At best, one can hope for cautious and wary alliances with the dragonborn. At the same time, outright hostility isn't their immediate reaction.

Gnomes [Indifferent]

Most gnomes instinctively fear the undead, so you can expect them to flee at the sight of you. If you can convince them to stop running for long enough, they may give you a chance to explain yourself and prove your true nature.

Half-Elves [Helpful]

In spite of their elven blood, half-elves are more apt to accept one of our kind. They, too, belong to two different worlds and are embraced by neither.

Halflings [Indifferent]

Halflings want nothing to do with our kind. Their most likely reaction is fear and flight—or to simply hide. At the same time, halflings show a surprising measure of compassion towards other creatures. If a halfling sticks around long enough to hear your story, they may adopt you as a friend with surprising intensity.

Half-Orcs [Indifferent]

One can never predict the reaction of a half-orc. Flip a coin. They may attack you on sight, they may shrug their shoulders with disdain, or they may feel it necessary to put you out of your misery. When first encountering a half-orc, assume the worst and be cautious.

Humans [Hostility]

Humans fear death. The very sight of us reminds them of that fear. Do not expect compassion, understanding, or even rational thought when dealing with humans.

Mahgra [Hostility]

Avoid these foul brutes at all costs. Whereas other races may hunt us simply out of fear, the mahgra hunt undead and devour them. Expect no mercy from them. If you can flee, then flee. If you must fight, do so as though your soul depends upon it.

MORTISS TRAITS

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Mortiss do not recall their true age in years. They may have any physical appearance of age but are not subject to physical aging effects. Mortiss do not mature, and they do not age in appearance.

Alignment. Mortiss often see themselves outside of the world and other creatures, thus favoring Neutral alignments. At the same time, having already atoned for

the sins of their past lives, many of the mortiss are of Good alignment.

Size. Mortiss have similar height and weight compared to when they were alive. Your size is Medium.

Speed. Your base walking speed is 25 feet due to your broken body. Your speed is not reduced by wearing heavy armor.

Languages. You can speak, read, and write the languages you knew in life.

ABILITIES

Undead Resilience. As one of the undead, you have certain resistances and Benefits:

You have resistance to cold damage.

You have resistance to necrotic damage.

You don't need to eat, drink, or breathe.

You don't need to sleep, and magic can't put you to sleep.

Undead Weaknesses. Likewise, being one of the undead leaves you several weaknesses most living creatures do not experience.

Since you are undead, spells such as *cure wounds* or *mass cure wounds* cannot heal you. An *inflict wounds* spell, however, heals you as if it were the *cure wounds* spell.

A *raise dead* or *resurrection* spell cast on you destroys you unless you succeed on a Wisdom saving throw against the caster's spell save DC. If a caster uses either spell in this manner, they do not need the spell's material component. You cannot be raised from the dead through any means short of a wish.

You have vulnerability to radiant damage.

You can be affected by another creature's Turn Undead class feature.

HIT DICE RECOVERY OPTIONS

ON PAIN OF DEATH

The mortiss can summon their reserves and overcome tremendous suffering.

Prerequisites: Mortiss

Benefit: As an action, the mortiss can spend three Hit Dice and temporarily raise their Constitution score by 2, gaining an additional temporary hit point per level. This effect lasts

for ten minutes, after which the Constitution modifier is removed, and any unused temporary hit points are lost.

D4

MORTISS QUIRKS

- | | |
|---|--|
| 1 | You remember bits and pieces of your former life and shout out details without thinking. |
| 2 | You've forgotten how to exist among the living. Their customs of eating, hygiene, and social graces will need to be relearned. |
| 3 | You mimic the behaviors and quirks of those around you, attempting to learn appropriate behavior. |
| 4 | No one appreciates your gloomy brand of gallows humor. |

OGRE

They see us as brutes, and we definitely understand the sentiment. After all, many of our kin wantonly kill and pillage, responding only to those who display physical might. My kin responds well to the dread they inspire in "lesser" beings. Some of us wanted to escape lives of endless gluttony, where we killed people, took their stuff and lived off the fruits of their labor, and then moved on when we consumed all they had available. We wanted to contribute something to the world other than horror stories told to frighten children. The first step, leaving what we knew, was a difficult one in the journey toward enlightenment. We must constantly fight against our basic natures, and the nasty reception we receive from those to whom we reach out a hand of friendship has been a deterrence in our quest. Once we break through those prejudices and quell our violent natures, we can join society as productive members and raise our children to strive to add to our successes.

—Tordenka, Ogre Monk

Ogres who denounce their previously horrible lives make their escape and attempt to find their way in the world. They must work against their reputations and upbringing to achieve this goal. Many think it improbable ogres can change their outlooks so easily, and if the ogres look inward, they see a constant struggle against their tendency toward carnage. Some are able to do so, while others sublimate their personal history to become adventurers.



REJECTED BRUTALITY

Among ogres, a small minority suffer regret for all the desolation wrought by their violent fellows. These ogres desire to break with the past seek out others to learn from.

This profound realization allows them to understand their limitations; they can't just walk into a settlement and expect a warm welcome. They typically offer their immense strength and endurance in exchange for tolerance and an opportunity to learn.

DIFFICULT ACCEPTANCE

Many people have trouble accepting creatures capable of crushing them with no effort. Ogres try to assure their new compatriots they intend no harm, but they understand when their presence is met with flinches and wary glances.

INNER STRUGGLE

Even among ogres seeking enlightenment, there are temptations to revert violence and gluttony. Their previous diet consisted of humanoid flesh, so it's a struggle to consider their allies as something beyond a food source. Their conviction that might makes right, makes slipping back into brutal bullying ways all too easy.

OGRE NAMES

Some ogres carry the names given by their parents, but many choose new names to distance themselves from the boorish inferences of their given names.

Male Names—Bruk, Corth, Dirm, Fandarin, Grank, Jex, Marvarel, Nimothy, Pelot, Targ, Uk, Wob

Female Names—Ailou, Darr, Fomji, Gandax, Hagga, Iedirra, Looeelu, Prinn, Qak, Sylenya, Valaedra, Zut

SOCIETY & LANDS

It may take generations for enlightened ogres to form a separate social structure remote from the violence and destruction of their previous existence. Until that time comes, they attach themselves to existing societies with the hope of finding like-minded ogres to integrate with.

Though ogres prefer temperate climates, they are more readily accepted in hostile environments. Their survival skills and strength make them immediately useful.

RELATIONS

To reduce the inclination to resort to bullying, enlightened ogres avoid those with obvious prejudice and who seem unwilling or unable to accept them. They may use friendlier intermediaries when they must deal with those who wish them ill.

RELIGION

Enlightened ogres have no formal fealty to specific deities without external introduction. This is often simply a matter of the ogres seeking to blend into humanoid society being more open-minded to worshipping deities.

Their martial tendencies turn them toward deities of war and battle. Still, their desire to downplay their reputations for violence might drive them to the worship of deities concerned with intellectual pursuits.

ADVENTURERS

Some ogres settle for a quiet life away from the constant carnage and mayhem their forebears reveled in. However, many ogres like the idea of traveling the world or having comrades with whom they share a common goal beyond killing for food and pleasure.

ADVENTURER SEED

An ogre attempting to enter society fell prey to an unscrupulous carnival owner who exploits the ogre as a sideshow attraction. The so-called “Learned Brute” recites poetry and passages from epics from memory to the delight of patrons, but his chains speak to the intrinsic danger he presents to the patrons.

Despite promises of freedom from the carnival owner, the ogre eventually realizes he won't escape being a “freak” for the amusement of others. After breaking his chains and fleeing, the carnival owner offers a reward for the ogres' capture and safe return. The characters, who may or may not have encountered socialized ogres, might face a difficult decision when they hear the runaway ogre's sad tale.

D4

OGRE ADVENTURE HOOKS

- 1 It's in your nature to kill and take from your fallen foes, so you might as well do it with a group of similarly-minded friends. At least there's some chance you'll do some good while you're raiding dungeons.
- 2 You hope to achieve some grandiose purpose. You've read enough stories about unlikely heroes, and you want to create a legend that will be told in the future.
- 3 Your experiences have been limited to the same territory for most of your life. You desire to travel to exotic locations.
- 4 You have come to the difficult realization you can't stay put and hold a steady job. The life of an adventurer appeals to you and still allows you to establish relationships with others.

OGRE RELATIONS

Aasimar [Indifferent]

You get the feeling like you're not doing enough to win over the aasimar. You feel as though you will never reach the heights of their inherent goodness.

Dwarves [Indifferent]

Dwarves are good warriors and excellent craftspeople. You believe you can learn something from them.

Drow [Indifferent]

In rare instances when drow came to the surface, they enslaved ogres. You're willing to look past that, provided they don't treat you as a prospective slave.

Dhampir [Indifferent]

Dhampir suffer because of their lineage of living off of the blood of others. You are keenly aware of being judged by criteria that you were born with.

Dragonborn [Indifferent]

We feared dragons, but these wee, two-legged versions don't seem to inspire much dread. It might be possible to befriend them.

Elves [Unfriendly]

You wish the elves would take time to understand that individuals are rise above their nature and upbringing. Their haughty nature seems to preclude this for the present.

Gnomes [Indifferent]

You rarely cross paths with gnomes, but those you have met seemed understandably wary. They were often hunted and devoured by your ogrish forebears.

Half-Elves [Indifferent]

Some are able to look past your appearances and history and accept your attempts to live peacefully among them, while others hold opinions similar to elves.

Halflings [Indifferent]

You get the impression that halflings try very hard to be polite and accepting despite generations of fear instilled by ogres and their brutal ways.

Half-Orcs [Friendly]

While the circumstances of your existence are different, you face the same derision and fear as half-orcs. You respect their ability to blend in with those who display hostility towards them.

Humans [Indifferent]

Ogres drove many human peoples from their homes, leaving many widows, widowers, and orphans in our wake.

Orcs [Indifferent]

Orcs who have assimilated within society remind you of the strides we have made. You should be capable of giving them the benefit of the doubt.

Tieflings [Friendly]

You don't care much about their so-called dark lineage, just as you hope they can overlook your undeserved reputation.

OGRE TRAITS

Ogres are hardy adventurers who may fool opponents into believing they are stupid, brutish, and easy to deceive or mentally dominate. Ogres tend to make their opponents live to regret such beliefs, at least for the short time their foes remain alive.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. You mature more quickly than humans and reach adulthood at age 12. Your lifespan is correspondingly shorter at up to 60 years.

Alignment. Ogres can't quite escape the chaotic nature of wild ogres, though they manage to escape the brutality of their kin. They are generally Chaotic Neutral.

Size. Ogres are massive creatures, towering over most civilized humanoids at the height of 9–1½ feet tall. Your size is Large.

Speed. Your base walking speed is 35 feet.

Languages. You can speak, read, and write Common and Giant.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ogre Combat Training. You have proficiency with the javelin. Your hits with a greatclub are particularly devastating, and you inflict 1d12 bludgeoning damage.

NEW FEATS

HARD-HEADED

Many ogres are easy to manipulate, but some become angry when an outsider attempts to influence them.

Prerequisites: Ogre

Benefits: You have advantage on saving throws against magic that inflicts the charmed condition. If you fail your saving throw, you can attempt a new saving throw at the end of your next turn. If you succeed on your saving throw and are aware of the source creature, you have advantage on your attack rolls against that creature for 1 minute.

Other creatures have disadvantage on Charisma (Deception), and Charisma (Persuasion) checks against you. Your Charisma or Wisdom score increases by 1, to a maximum of 20.

IRONGUTS

Ogres are infamous for their ability to eat anything, not just limiting themselves to humanoids they have recently slain. Rotting or poisoned meat does not affect them. Likewise, the smell of spoiled food gives them little pause.

Prerequisites: Ogre

Benefits: You are immune to the poisoned condition and poison damage when you ingest something that inflicts that condition. You also have advantage on saving throws against diseases caused by ingestion.

You have advantage on saving throws against effects that cause the poisoned condition from stench and similar abilities. Your Constitution score increases by 1, to a maximum of 20.

D4

OGRE QUIRKS

- 1 You must consume the flesh of your fallen enemies. You have the patience to wait until combat ends, but you take at least a bite out of your foes when you have the opportunity.
- 2 You exaggerate your deeds and minimize your companions' roles in your adventures.
- 3 To prove your intellect to others, you inaccurately use multi-syllable words. You are also prone to mistating facts about obscure topics.
- 4 You can't abide bullies.

RAKSHASAN

It's not a matter of if, but when I become the leader of the guild. Despite some knowing my true nature, the weak-willed cannot help but bow towards a powerful leader who is driven to succeed, such as myself. And it's not as if they will be left out to pasture, oh no! A rising tide raises all ships; therefore, it is imperative that not only do I remain at the top, but others remember their place around me. I'm not about to share my position of wealth and grandeur, after all! All who decide to bask in my opulence must remember one thing above all else. There is but one leader of the guild leader, and that is myself. Any dissenters shall be dealt with in short order. A swift death would be a kindness.

– Vābaat, Rakshasan Bard

The rakshasan are a dangerous race of predatory shapeshifting fiends in humanoid bodies. They can take any form they desire, preferring beautiful and powerful bodies to match with their taste for majesty and domination. Though they may seem dignified in either both true form or the ones they decide to take for themselves, rakshasan are covetous creatures, sometimes stealing a person's life entirely after snuffing the life out of them with magic or might.

Bubbling just beneath the surface of every rakshasan's



smile is an unbridled rage that rarely simmers to the surface. A rakshasan's most powerful weapon is being able to control their emotions, waiting for the best time to strike, just like the predatory animals that they resemble in their true forms.

POWER PERSONIFIED

The rakshasan are not humble creatures and would never willingly lower themselves into servitude to another. This rejection of servitude means rakshasan take on roles as guild leaders, heads of crime families, noble lords, and so forth. If a rakshasan cannot quickly assimilate into a position of power, they will find someone who already has such a position, study them, and ready themselves to pounce, stealing that person's life both metaphorically and literally.

Rakshasan are fiends, which means that their spirits are not bound to their physical forms. Once a spirit becomes a rakshasan, it can die and reincarnate as many times as necessary at the whim of the rakshasan.

The only memories a rakshasan retains between lives are its most vivid, and so the memories it does keep are usually that of its greatest pleasures and deepest grudges. This usually means that a rakshasan will remember its killer vividly in its next life and ensure that they or their descendants pay for the damage done to it. Killing a rakshasan is a good way to bring down the empire it has built for itself...and guarantee its vindictive resurrection.

PREDATORY LOOKS

The true form of most rakshasan is that of a humanoid with a tiger-like body. This body is powerful, though its true strength cannot be determined by looks alone. The weakest of them will use their magic to enhance their features. A rakshasan's most distinctive feature is their backward-facing hands. They will try to hide this feature of their anatomy at all costs.

There are also rakshasan with other body types, albeit with the same backward hands. These rakshasan variants share the desire for dominance but demonstrate it in different ways. Gorilla-like rakshasan utilize guile to a lesser extent than their tiger brethren, preferring brute force. Crocodile-like rakshasan act as merchants or guild lords, despite their fearsome looks, are actually less likely to use violence than other types.

HARD TO KILL

All rakshasan are notoriously difficult to kill, and not simply because of their ability to reincarnate after a period of time has passed, but because of innate abilities that allow them to withstand magical and physical attacks. For short periods of time, when they sense an incoming attack or spell, they can choose to become more resilient towards the danger of their choice. This ability offers a great deal of flexibility in mounting a variable defense.

KINGS AND QUEENS OF THIEVES

Rakshasan assume leadership roles of criminal organizations or slave empires. To this end, rakshasan only employ the best professionals in their fields. To fight against a rakshasan is to fight against that rakshasan's entire criminal enterprise, which could include corrupt guards, judges, and even nobles.

Some rakshasan have found it easier to control their organizations from a prison cell (so long as the prison caters to their every whim). This affords them the righteous veneer of justice being served while continuing their nefarious schemes.

RAKSHASAN NAMES

Rakshasan have names that speak to their elegance and grace, just as much as their ferocity. Names translated into the common tongue usually reflect this, with names that translate to "lotus petal" or "bloody sword" being as common as one another.

Male Names—Bohol, Bollaad, Ghigaar, Jevva, Mamak, Otkrashiti, Oudraa, Raknavi, Ratiluu, Vabaat

Female Names—Aamano, Adho, Annuthi, Atyiira, Bisheo, Cherakit, Liitoly, Mokodi, Sindoroti, Toloveer

SOCIETY & LANDS

Rakshasan prefer life in large cities with warmer climates, as urban settings provide the necessary cover and contacts to best utilize their skills as master manipulators.

The only time a rakshasan would willingly move on from a territory that they have marked as their own is if another powerful rakshasan is discovered. Rakshasan dislike each other and do not willingly engage with another's schemes or operations unless their own are threatened. Even so, rakshasan are more likely to come to a peaceful agreement rather than engage in a territorial struggle where one or both may risk their wealth and status.

RELIGION

Most rakshasan are atheists, viewing worship as subservience to another being, no matter how powerful. Being dependent on a god for their powers is too much of a risk, and they do their best to avoid relying too much on divine aid. Those rakshasan that do worship gods tend to worship gods of wealth, decadence, and debauchery.

ADVENTURERS

The average rakshasan does not tend to adventure outside of cities, despite their true forms being animalistic in appearance. Their comfort zone extends to urban areas and farmlands where they could exert control over others. Because of these features and the rakshasan natural force of will, many become bards and sorcerers. Those that favor martial pursuits may also become paladins or fighting rogues.

ADVENTURE SEED

A local judge speaks with the party, concerned that the leader of the thieves' guild may, in fact, be a rakshasan, and why that would be extremely dangerous. The judge deputizes the party and sends them to capture the rakshasan, but leave any other thieves where they are, so that there isn't chaos in the wake of the arrest.

When confronted, the guildmaster reveals its identity immediately and plainly states that the judge is a rival

rakshasan that has killed the real judge and stolen their identity. The guildmaster proposes a deal with the party, agreeing to reward them for revealing the judge's actual identity.

If the party agrees to the guildmaster's plan, they become an ally. If the party turns the guildmaster in, the judge will have them falsely arrested, fearing that they may know too much already.

D4

RAKSHASAN ADVENTURE HOOKS

- 1 You were murdered in your past life and know exactly who did it.
- 2 You remember having been a general in an army in your past life.
- 3 You remember having loved someone in your past life before dying unexpectedly.
- 4 There is a local tyrant in the area. Your goal is to replace him and take over.

RELATIONS

Rakshasan, when discovered, are generally viewed by all races as potential threats that need to be destroyed. The only two distinctions to this rule are tieflings who can be sired by a rakshasan and are usually identified by their backward hands, and the aasimar, who can tend to believe that not all fiends such as rakshasan are pure evil and would want to try and help them achieve a fulfilling life so that they may pass on into the afterlife. Tieflings, for their part, get along quite well with a rakshasan that reveals itself, proving to be valuable allies to rakshasan, particularly in criminal pursuits. Aasimar who discover a rakshasan are either killed for daring to know the rakshasan's secret or manipulated into helping them into their schemes for even grander wealth and power.

Aasimar [Indifferent]

Oh, how they think that we could be redeemed is just adorable. There's nothing for us to be redeemed about, for we've done nothing wrong.

Dwarves [Unfriendly]

They make excellent slaves, working away at the mines all day. It'd be a shame to lose one or two because they decided to slack off.

Elves [Unfriendly]

There is little for them to do other than act as scholars with their frail bodies, which we have little use for. Our magic is innate, so we have little time for pursuits of knowledge in the same way they do.

Dragonborn [Unfriendly]

It's such a shame that the dragonborn are so damned proud. Their strength, the brutality they could display! It's quite beautiful, really, as are they, but they'd never simply agree to act as our pets.

Gnomes [Unfriendly]

These little tinkers make for good quality slaves, as without us, they'd waste the days away making toys for children rather than doing anything actually useful. We're doing them a favor by taking their free will away from them if you think about it.

Half-Elves [Indifferent]

You don't see why they are so uptight about being of a muddled lineage. They have the best qualities of elves and humans alike. They're both beautiful to look at and quite adaptable. It's such a shame that their ancestors are not so willing to be used.

Halflings [Unfriendly]

Worse than useless! Halflings are everything we hate about a creature. Weak. Not innately magical. We wouldn't even keep them as slaves.

Half-Orcs [Unfriendly]

There is so much potential in these creatures. However, they're too clever for their own good. They would make excellent bodyguards if they just shut their mouths and did what they were told, but the gods had to give them wits, didn't they?

Humans [Unfriendly]

The average slave. Give them a task, and they'll do it with the right threat. It's quite boring in the grand scheme of things, but at least they don't complain nearly as much as gnomes do.

Orcs [Unfriendly]

Uncivilized brutes who have absolutely no manners nor decorum. We can't even stand the sight of them because of how hideous they look.

Tieflings [Friendly]

These creatures are interesting. Some of them are our children, and they want nothing more than to please us. This is good. They don't work as slaves but as underlings. Never equals, of course, but what sort of child can ever hope to match up to their parents?

RAKSHASAN TRAITS

The rakshasan are a cunning race of creatures that have utilized all sorts of magical effects to defend themselves.

Ability Score Increase. Your Charisma score increases by 2.

Age. Most rakshasan reach maturity by age 50 and can live up to 400 years old.

Alignment. Most rakshasan are Lawful Evil, though a few are either Neutral Evil or Chaotic Evil. As fiends, it is highly improbable that there would be Neutral or Good aligned rakshasan.

Size. Most rakshasan are 6 to 7 feet tall and weigh anywhere from 200 to 350 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Infernal.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Disguise. You have the ability to cast *disguise self* at will.

Fiendish Resistance. When you are damaged with non-magical bludgeoning, piercing, or slashing damage, you can choose to gain resistance to that attack as a reaction. Alternatively, when targeted by a spell you can choose to gain advantage to your saving throw as a reaction. You can

use this ability a number of times equal to your Charisma modifier. This ability resets on a long rest.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Weakness to Good. When either damaged by magical piercing damage by a Good-aligned creature or damaged with a spell by a Good-aligned creature, any *disguise self* spell you were concentrating on is immediately dispelled, and you cannot cast it again for 1 minute. Additionally, you cannot use your Fiendish Resistance racial ability for 1 minute.

VARIANTS

BAAGH (TIGER) RAKSHASAN

Ability Score Increase. Your Constitution score increases by 1.

Cursed Claw. When you hit a creature with a melee weapon attack made with your claws, you may choose to curse them as a bonus action. The creature must attempt a Wisdom saving throw or gain no benefit from their next long or short rest. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus.

BANDAR (GORILLA) RAKSHASAN

Ability Score Increase. Your Strength score increases by 1.

Fearsome Fist. When you hit a creature with a melee weapon attack made with your claws, you may choose to cast *cause fear* on that creature as a bonus action. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. Once you have used this ability, you must take a short or long rest before doing so again.

MAGARAMACCHA (CROCODILE) RAKSHASAN

Ability Score Increase. Your Wisdom score increases by 1.

Dealmaker. You gain proficiency in Charisma (Persuasion) checks related to trading, buying, and selling.

Additionally, you can touch a creature as an action and communicate with it as if you shared a language. This effect lasts for 1 hour per level. Once you use this ability, you must take a long rest before using it again.

NEW FEATS

FIENDISH RESILIENCE

The rakshasan is able to shrug off the most minor of magical effects without so much as a scratch.

Prerequisites: Rakshasan

Benefits: You cannot be affected or targeted by cantrips unless you wish to be. You have advantage on saving throws for all spells of 3rd level or lower and all magical effects.

Once per week, you can choose not to be affected by a 1st level spell of your choice.

FIGHT AGAINST GOOD

The forces of Good can no longer harm the rakshasan as easily as before, and in fact, it now has an advantage over such paragons of virtue.

Prerequisites: Rakshasan

Benefits: You no longer have the Weakness to Good racial ability.

When a Good-aligned creature attacks you with a melee weapon attack or a ranged weapon attack, you can choose to cause it to have disadvantage as a reaction. You can use this a number of times equal to your Charisma modifier. Taking a long rest resets this ability.

TRUE DISGUISE

Illusions cast by the rakshasan have become more realistic and are thus far superior to the average rakshasan's magic.

Prerequisites: Rakshasan

Benefits: Your Disguise racial ability lets you cast *alter*

self at will instead of *disguise self*. You may still cast *disguise self* on yourself if you so choose. You do not need to keep concentration on the spell if you only use the Change Appearance portion of *alter self*. Your Charisma score increases by 1, to a maximum of 20.

D4

RAKSHASAN QUIRKS

- 1 I will only buy the most expensive of goods, even if the alternatives are just as dependable. After all, the pricier the item, the better the craftsmanship.
- 2 I'm not a cruel person. I just do what I need to survive, like severing a person's hand before they could raise it against me. Preemptive measures must always be taken.
- 3 I prefer not to use weapons in combat. How uncivilized. When you want to kill a person, you're to do it with your bare hands or not at all.
- 4 The greatest pleasure is living another person's life while they are still alive. The confusion it would cause them right up to their untimely demise is just delicious.





NEW MONSTROUS RACES

BRIARBORN

“True ‘tis, I saw it wit’ mine own eyes! This huge an’ beautiful an’ sweet smellin’ flower blossomed in front of me, and out stepped a wondrous woman, made of plant fibers and such. Even born just now as she was, she smiled knowingly at me, wrappin’ a large leaf around herself and runnin’ off. I ain’t ne’er seen such a thing in all my life!”

– Korgan Timbersplitter, Woodsman

The briarborn are plant-like humanoids that grow from the earth in secluded, untouched virgin lands. They are born from the essence of nature, a distillation of that untouched terrain. While rare, they are not uncommon in lands unspoiled by other races.

As a race, they are linked by a collective intelligence, allowing them to work in tandem with their brethren despite any distance. They speak freely with nature’s creatures and seek to protect them from those who would bring harm to them. When nature’s enemies ravage her gifts, the briarborn blossom and grow to defend her.

OF WOOD AND VINE

A briarborn is a humanoid creature, standing nearly as tall as a man, seemingly made of bark, vines, and foliage. They project a kind demeanor, with the facial appearance fey-touched deer. Beyond this, they vary widely in appearance, as wild as nature itself.

Leaves and branches form a crown of growth on their heads. The older they are, the more growths they present, sometimes becoming long twisted vines that hang to their waist or longer.

They can display the colors of plant life, tending towards shades of green and brown. Their flesh is rough and prickly, even barklike or covered in spiny briars. Their eyes range from virgin wood green, morning sun gold, rich brown earth, or deep sky blue.



BORN OF THE EARTH

When a briarborn flowers, they sprout from the ground, growing in an undefiled location, far from the eyes of other creatures. They emerge partially grown and mature quickly over the course of a single year. Once they have sprouted, the adolescent briarborn instinctively knows the way to the nearest knot or collective home of the briarborn.

They favor communities grown from natural surroundings and use druidic magic to shape and weave the natural environment to suit their needs. Their homes

are well defended and camouflaged. The unobservant traveler may pass by a briarborn knot without noticing it.

KEEPERS OF THE DREAMING TREE

The briarborn draw their collective knowledge and wisdom directly from their knot and the heart of each knot is a breathtaking living tree. This sacred dreaming tree is believed to possess divine powers, granting the briarborn spells and imparting knowledge about the surrounding environs.

Should a dreaming tree ever be killed, all of the briarborn connected to its knot are stricken with a profound sadness. They disband the knot, allowing the site to return to its natural state. They may seek out other knots, feeling lost until they find another community. Alternatively, many lost briarborn turn to wandering or adventuring until they are able to return to their kind.

Fallen briarborn are allowed to lie where they fall, quickly composting into nurturing mulch. Other races find this practice abhorrent, but the briarborn see this as completely natural. All things return to the world, having been born of it.

BRIARBORN NAMES

It should be noted that briarborn have little identity of self, and that their names reflect that of their duties and function. Also, no role is limited to either gender; the briarborn have complete equality in purpose.

The briarborn have no problem distinguishing among one another, thanks to their collective intelligence. The few who leave their knots and become adventurers tend to take functional names for the sake of outsiders they travel with.

Gender Neutral Names —Cope-Tender, Knot-Warden, Lore-Keeper, River-Hunter, Root-Digger, Seed-Grower

SOCIETY & LANDS

Briarborn live deep in the untamed wilderness and their communities, known as knots, are even more reclusive and well-hidden. Outsiders are not welcome, and even the presence of well-known and trusted guests will be cause for comment in the community.

These knots rarely grow beyond several hundred individuals. Briarborn instinctively know where to find

them nestled in hidden locales that would be next to impossible to discover by accident: the dark branches of a giant ancient tree, a massive bramble patch, or a hidden copse would all suffice.

Briarborn are led by a council of wise elders. These ancient briarborn are withered and wind-worn, with cracking barkish skin. Despite their hardened exteriors, they lead the briarborn with gentle wisdom and patience. Their voices are soft and breathy like a breeze through willows. They read the earth and listen to the wind, giving guidance that ensures the survival of newly flowered briarborn.

RELIGION

Briarborn do not serve discreet gods, seeing them as part of the weave of nature itself. Lost briarborn may decide to follow a nature-oriented deity as a way of replacing the comfort they previously felt within the knot.

LEGENDARY LOCALES

TANGLETHORN: THE FIRST KNOT

The fabled city of Tanglethorn is little more than a whisper on the tongues of solemn druids and far-traveling ranger. They speak of a city woven together from the very fiber of nature.

The city is an impossible feat of navigation to the uninitiated, formed of winding and weaving paths and trails. But nature has a purpose, and those who spend time in the city learn that it radiates around a sacred grove containing a central dreaming tree and its saplings.

Briarborn are drawn instinctively to the earthen magics that defend and obscure the city from the eyes of outsiders. Outsiders grow frustrated in their searching, but only the consent of the briarborn allows them to find the entrance paths.

ADVENTURERS

A briarborn character may be newly-grown, still seeking its purpose and prior to finding its knot. They can flower anywhere, even in harsh climates, though they tend to be most often found in temperate forests. A briarborn hero might be wandering in hopes of eliminating a blight or

environmental disaster. Briarborn characters might also come from the lost, those who have suffered the breaking of their knot. These wanderers are often looking for community and may find kinship with other adventurers.

ADVENTURE SEED

The party discovers a large, beautiful tree in spectacular bloom. Keen observation reveals a fibrous husk and undulating leafy bundle amidst the flowers.

If they approach to gain a better look, they can see the tree begin to lean as the husk grows larger, eventually tipping only a few feet off the ground. The flower petals begin to fall, blanketing the ground, and a plantlike creature tears itself free from the withering tree.

The briarborn is newly flowered, and it instinctively knows the perils of the surrounding natural world. Its attempts to gain the character's attention with sign language carry a message of impending natural disaster. This character can introduce an existential threat and potentially assist the party in addressing it.

D4

BRIARBORN ADVENTURE HOOKS

- 1 You left your knot to seek companionship among other races. You wish to learn their ways and, in turn strengthen your community with that knowledge.
- 2 You heard a calling in the whispering leaves and have left your knot to pursue a request of the land itself.
- 3 Your roots are small, and you feel a great need to blow with the wind and see many places before attaching to new earth.
- 4 You feel disconnected from your people and have left your knot to wander and find your purpose.

BRIARBORN RELATIONS

Briarborn are generally peaceful and therefore get along well with most good-aligned races.

Aasimar [Helpful]

As a shy briarborn you're not likely to reveal yourself easily around them. Generally, though, you are simply awed by their celestial aspect.

Drow [Confused]

The dark elves are an enigma to you as you rarely venture into the Underdark. Your naivete makes you vulnerable as you may not realize the differences between these elves and others you've met.

Dwarves [Indifferent]

You find dwarves a curiosity and love to stroke their beards, complimenting their fine fur. This does not amuse most dwarves. They have sharp axes.

Elves [Friendly]

Most elves are steadfast allies of the briarborn, and some claim the elves brought briarborn seeds from the Dreaming. You recognize them as ancient allies. Elves often live among the briarborn as ambassadors, helping protect one of nature's rarest gifts.

Dragonborn [Indifferent]

The mighty dragonborn are a powerful force of nature in their own right and strongly connected to the elements. Their draconic heritage and a propensity for destruction are a cause for concern.

Gnomes [Helpful]

As creatures of the fey world as well as creatures of nature, briarborn make quick allies with gnomekind unless they prove to be adversarial.

Half-Elves [Indifferent]

Half-elves, with their dual bloodlines, are a mystery to the briarborn. They sense the elven blood within them, but are still suspicious of their human ancestry.

Halflings [Friendly]

Briarborn are friendly towards halflings, enjoying their jovial company. Halflings effortlessly live with nature and have no agenda beyond tending the land and reaping its rewards.

Half-Orcs [Indifferent]

As the progeny of humankind and orc, the briarborn steer clear from them, treating them indifferently at best.

Humans [Hostile]

Briarborn are naturally afraid of humans, having been on the receiving end of human encroachment for ages. They attempt to hide their existence from men lest they come looking for them.

Orcs [Hated]

Orcs and other goblinkind are viewed as destructive plagues. Briarborn will actively seek to destroy them if they find them. Ages of guerrilla warfare exist among members of these two races.

Tieflings [Hated]

Born of another world, smelling of brimstone and fire, tieflings are reviled by the briarborn. While they might not attack a non-hostile tiefling, they would hide from them and resist giving them aid.

D4

BRIARBORN QUIRKS

- 1 Your heart is kind, and you believe that the men of the world can change and be an instrument of good. You befriend them to show them the way.
- 2 You fight with great passion against the unnatural creatures of the world, those things that seek to unravel your existence.
- 3 You protect the innocent beasts and wild creatures of the world who cannot fight for themselves.
- 4 You were born into this world, but your purpose has been muddled. You do not know yet what you were born to correct.

BRIARBORN TRAITS

The briarborn fight against the unnatural perils of the world striving to correct and undo the evils they have wrought. Sometimes they need to grow some additional abilities to help them in that fight.

Ability Score Increase. Your Constitution and Wisdom scores each increase by 1.

Age. Briarborn emerge in a flowering stage as adolescents and live for approximately 40 years.

Alignment. Neutral

Size. Briarborn range from 5 to 7 feet and weigh 135 to 200 lbs.

Speed. Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

Languages. You can speak, read, and write Common, Sylvan, and Elven.

ABILITIES

Plantlike. You don't need to eat food, and you have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Natural Armor. You have natural through the toughness of your flesh equal to AC 12 + your Dexterity modifier.

Weak to Fire. You suffer an additional +50% from all attacks dealing fire damage.

VARIANTS

BOREAL

The Boreal briarborn hail from the frozen northlands. Their material composition seems to be more rigid, made of coniferous trees and tough shrubs.

Ability Score Increase. Your Constitution score increases by 1

BOSHK

The most commonly encountered briarborn, the Boshk are those of temperate zones, seemingly formed of plant vegetation, bark, and vines.

Ability Score Increase. Your Wisdom score increases by 1.

LOSTLORN

The Lostlorn are those briarborn who come from destroyed tree homes. With their sacred trees destroyed, they lose much of their "goodness," relying upon themselves and become more dangerous, sometimes even fatalistic.

Ability Score Increase. Your Strength score increases by 1.

Rune-scarred. Flesh is scarred with runes of power.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

NEW FEATS

FLAME TESTED

You have been exposed to fire and hardened against it.

Prerequisites: Briarborn

Benefits: You gain advantage on all saves against fire. You no longer have weakness against fire damage. Your Constitution score increases by 1, to a maximum of 20.

OAKEN FORTIFICATION

Your flesh grows as tough as an ancient oak.

Prerequisites: Briarborn

Benefits: Your AC improves by 1. You gain resistance to non-magical bludgeoning and piercing damage. Your Constitution score increases by 1, to a maximum of 20.

PHOTOSYNTHETIC HEALING

You heal faster when in direct sunlight.

Prerequisites: Briarborn

Benefits: When in contact with sunlight, you regain 1d4 hit points per hour. You do not need to be resting to regain these hit points. If you take a short rest while in sunlight, add twice your Constitution modifier to the result. You cannot regain hit points when away from sunlight.

RECOVERY OPTION ABILITY

ROOT AND BRANCH.

Reach out with root and branch, and the folk will answer.

Prerequisite: Briarborn

Benefit: As an action, you gain the ability to communicate with other briarborn that are in physical contact with the natural world. This ability works at a range of 500 miles anywhere on the Prime Material Plane. It can be used once per short rest and lasts one minute per HD spent. The receiver of the message can respond within limits described.



EOSTRIX

"I didn't want to steal the pouch, I swear. But that nagging voice in the back of my mind won't shut up. What I know for certain is this. I couldn't stop myself from stealing that gold if I tried. It was as easy as snitching it from his belt. However, he MAT have needed it more than I did. Even if I donate it to the local church, I can't be certain that I haven't done him some irreparable harm.

—Eostrix Rogue

Those who encounter an eostrix and are immediately reminded of harpies by their curving talons and broad wings. Keen observers will notice they hold themselves upright and dignified, and their avian features resemble that of an owl.

The eostrix bears a shared lineage curse with the cruel harpies and are subject to suspicion and hatred. Unlike their bloodthirsty cousins, they avoid violence. However, they exhibit kleptomaniac tendencies common to harpies, even though they fight these urges with all of their willpower.

UNWILLING THIEVES

Eostrix have a common craving for simple theft, a legacy trait from their earliest origins. This base impulse is at odds with their generally good and honest nature. Some eostrix are compelled by a nagging internal voice that offers justifications for these thefts. Other eostrix simply have a compulsion to do so that overwhelms their other senses, forcing them to steal when they would rather leave well enough alone.

BIRDS OF A FEATHER

Though they are often mistaken for harpies at first glance, the trained eye will notice several differences between a harpy and an eostrix. Firstly, the talons are much less sharp, allowing them to manipulate mundane objects, shields, and weapons easily. Secondly, the plumage and shape of the talons are much closer to an owl than that of a vulture, causing them to appear much friendlier. An eostrix's feathers' colors depend entirely on its location, as they usually allow the eostrix to blend into its surroundings with greater ease.

DIVINELY ENHANCED

Forest eostrix have enhanced eyesight that lets them see openings for archery from a distance, where other races would have trouble hitting a target. Mountain eostrix are gifted with the ability of song, similar to that of a harpy, differing only in effect. Tundra eostrix utilize magic to blast areas of freezing cold to damage their foes.

EOSTRIX NAMES

The eostrix have gender-neutral names that are closely related to the harpies they are descended from.

Gender-neutral names—Adrasteia, Agaue, Chryseis, Eftalia, Elisavet, Halkyone, Iantha, Kassiopeia, Knythia, Megraria, Narkissa, Ourania, Pherenike, Photine, Smeme, Tisiphone, Xanthippe

SOCIETY & LANDS

Eostrix are comfortable in cities, but not all locales accept them because of their kleptomaniac nature. Even those who know that they steal unwillingly are quite wary of them.

The only eostrix who don't live in cities are the tundra variety. Tundra eostrix maintain a nomadic tribal nature

that excludes outsiders. They hunt the wilds, entering cities only to sell their wares for necessities.

LEGENDARY LOCALES

AERGYI: A CITY OF THIEVES

Aerygi is an eclectic city populated by outcast harpies, and eostrix, who make up most of the population. This mountain city is built to accommodate winged creatures easily, and those without the power of flight may find it difficult to get around easily. Streets terminate abruptly with sheer drops or impassable walls.

Violence is rare between the eostrix and their harpy cousins. The city itself has no laws regarding theft of private property. This pleases both the eostrix, who can pick up whatever they desire guilt-free and the harpies who often like to collect and then recollect baubles that are stolen from them.

RELIGION

The eostrix worship the nocturnal god as their paternal deity, for they would not exist without him. For the same reason, they also worship the harpy queen he loved, knowing that she is not divine but thanking her all the same for bringing them into the world.

ADVENTURERS

Because of their abilities and want for riches, eostrix make fine adventurers, especially when the job consists of plundering tombs or even someone's private abodes. All eostrix make fine rogues. However, forest and tundra eostrix are also quite adept at nature-related pursuits such as becoming a ranger or a druid. Because of their love of songs, mountain eostrix make for wonderful bards.

ADVENTURE SEED

The party is stopped by a concerned eostrix, who explains that they made a terrible mistake and need help to set things right. If the party accepts, the eostrix explains the theft of a magical amulet from a nobleman. Its strange request is for assistance in returning the bauble into the right hands. The creature expresses a confusing remorse concerning the item, they just stole but want it returned without being arrested for the theft.

If the party talks to the nobleman, they find out he is quite xenophobic and intends to have the eostrix clapped in irons and severely punished. Should this occur, the eostrix begs the party to help them escape the city.

D4

EOSTRIX ADVENTURE HOOKS

- 1 You are an adventurer because it provides an outlet to steal from others in a usually legal manner, preventing you from getting into trouble with the law.
- 2 You wish to cast off the stigma of your people being nothing more than a thieving, conniving race of villains and want to prove it by putting your life on the line to protect the people who think that of you.
- 3 There was a treasure you stole a while back that made its way into the hands of a vile villain. You have vowed never to stop adventuring until you have recovered it and returned it to its rightful owners.
- 4 A harpy friend of yours was killed by someone who saw them as nothing more than a monster to destroy. You will get vengeance for her and kill the person who slew her.

EOSTRIX RELATIONS

Most eostrix are viewed the same by other races: pitiable souls who must fight against their monstrous nature to fit into society, and who must be watched at all times to make sure they don't steal anything valuable.

Aasimar [Indifferent]

They were blessed with pure blood while we have the blood of monsters in us. We know they look down on us as we walk by, so we might as well avoid becoming friends.

Dwarves [Unfriendly]

More than any other race, they sneer at us and try to push their boots in our faces, even if we haven't done anything wrong. To a dwarf, all eostrix are thieves that should be thrown out of their cities or into jail.

Elves [Indifferent]

They allow us to inhabit their cities, whether they be forested or made of stone. Still, they are overly cautious

and would exile us for even a sneaking suspicion that we were thieves.

Dragonborn [Indifferent]

Of all the races, you'd think that they would understand what it's like to have an urge to take what isn't yours, but no. They treat us with indifference, which I suppose is as good as can be expected when dealing with us.

Gnomes [Indifferent]

They are unpredictable little creatures that are certainly not worried about us. I think that they don't worry too much about us because they deal with trickster fey from time to time and know when to expect antics and have a good laugh about something as simple as a stolen wrench.

Half-Elves [Indifferent]

Like elves, they treat us with the utmost suspicion, fearing treachery on our part. You'd think they know better, what with humans and elves both treating them like bastard children spying for the other side.

Halflings [Indifferent]

Halflings don't tend to give us a second thought. They're friendly enough and don't treat us as badly as the other races, but you can still see when they compulsively check for their coin purse.

Half-Orcs [Friendly]

They understand us better than perhaps any other race we've encountered. They don't judge us for giving into our nature from time to time and are actually extremely patient with our ways, understanding that we're a bit different than other races. They also have to fight against their nature, with their orcish heritage, so we get along really well. There is nothing better than finding kinship with like-minded individuals.

Harpies [Friendly]

Our loving cousins. Though they are vicious and dastardly to the other races, that is well-warranted behavior from them. Some races, like dwarves, treat them as creatures to slaughter for whatever treasures they keep. Sure, the harpies could afford to be a bit more forgiving, but we'll defend them until the very end.

Humans [Indifferent]

Honestly, each human is different, so it is difficult to get a read on them as a whole. Some of them are forgiving of our thieving ways, while others are extremely harsh, even more so than the dwarves. There's too much variety to say for certain if you've met a friend or enemy.

Orcs [Unfriendly]

Though their children are friendly towards us, the orcs certainly are not. They are more likely to chop off a hand for something as simple as stealing an apple than they are to try and send you to jail. We stay as far away from them as we can.

Tieflings [Friendly]

A race born of evil, just like we are. Just like with the half-orcs, we can find common ground, like not letting our lineage get the best of us. Sometimes we act as mentor figures to them so as not to let the evil take over their souls, and sometimes they act as guides for us, stopping our kleptomania when the urges get really bad.

D4

EOSTRIX QUIRKS

- | | |
|---|---|
| 1 | You hear voices in your head constantly, begging you to steal mundane things that you might not even want or need. |
| 2 | Sure, you may steal things from other people, but you always make sure whatever you take gets back into their hands eventually. |
| 3 | You have taken theft to a new extreme by stealing someone's identity every time you enter a new city. You may have forgotten your real name. |
| 4 | You always have the right tool for the job. Whether or not that used to be your friend's tool is besides the point. Whether or not they watched you take it is also incidental. |

EOSTRIX TRAITS

The eostrix fight against the unnatural perils of the world, striving to correct and undo the evils they have wrought. Sometimes they need to grow some additional abilities to help them in that fight.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Most eostrix reach maturity by age 20 and can live up to age 90.

Alignment. Most eostrix are Chaotic Neutral, though a few lean towards Chaotic Good. There are very few Chaotic Evil or any Lawful eostrix.

Size. Most eostrix are 5 to 6 feet tall and weigh anywhere from 150 to 200 lbs. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Eostrix.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Flight. You have a flying speed of 30 feet as long as you are not wearing medium or heavy armor.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Skilled Thief. You have advantage on all Sleight of Hand checks made to pickpocket a creature.

Natural Armor. You have an innate armor through the toughness of your flesh equal to AC 12 + your Dexterity modifier.

Weak to Fire. You suffer an additional +50% from all attacks dealing fire damage.

VARIANTS

FOREST EOSTRIX

Ability Score Increase. Your Wisdom score increases by 1.

Keen Eye. You ignore penalties from making a melee weapon attack into any sort of cover except total cover.

MOUNTAIN EOSTRIX

Ability Score Increase. Your Charisma score increases by 1.

Stunning Song. As an action, you can sing a magical song that affects all creatures within 15 feet. All creatures within this range must attempt a Wisdom saving throw or be stunned for 1 round. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus.

TUNDRA EOSTRIX

Ability Score Increase. Your Constitution score increases by 1.

Frozen Wings. As an action, you can flap your wings together to create a flurry, not unlike that of a blizzard. When you do this, each creature in a 15-foot cone must make a Constitution saving throw or take 2d6 cold damage on a failed save or half as much on a successful save. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use this ability a number of times equal to your Charisma modifier, after which you must take a long rest to recharge its uses.

NEW FEATS

WINGED FLIGHT

The eostrix's wings have been strengthened to the point where they could carry it into the air without the need to land.

Prerequisites: Eostrix

Benefits: You no longer fall at the end of your turn if you are flying due to your Flight racial ability. Your Dexterity score increases by 1, to a maximum of 20.

HARPY'S SONG

These eostrix have learned the song of their harpy cousins and have been able to use it to their advantage in battle.

Prerequisites: Eostrix

Benefits: As an action, you can sing a magical melody that enchants those around you. Every enemy within 30 feet must succeed a Wisdom saving throw or become charmed and incapacitated. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus.

You must take a bonus action on each of your turns to continue the song. You can stop singing at any time. The song ends if you are incapacitated.

If the charmed target is more than 5 feet away from you, it must move on its turn towards you by the most direct route. It doesn't avoid Opportunity Attacks, but before moving into damaging terrains, such as lava or a pit, and whenever it takes damage, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. Once you use this ability, you must wait until you take a long rest to use it again. Your Charisma score increases by 1, to a maximum of 20.

FLANKING CONFOUNDER

With the ability to turn their heads around 180 degrees and enhanced eyesight, the eostrix can focus on multiple enemies at once without losing concentration.

Prerequisites: Eostrix

Benefits: Whenever you become adjacent to 2 or more creatures, immediately choose one. That creature has disadvantage on all melee weapon attacks against you. You can change your choice of creature as a bonus action. Your Wisdom score increases by 1, to a maximum of 20.

HIT DICE RECOVERY OPTIONS

BITS AND PIECES.

You can understand a place by sifting through odds and ends.

Prerequisite: Eostrix

Benefit: After observing the normal belongings, objects, and thrown-off trash of a place, you are granted a divine insight into the potential locations of treasures and the abilities of those that might provide advantages or be threats to a common thief. As an action, this can be used once per long rest. For each 2 HD spent, the player can choose one item from the following list:

Potential Locations of monetary wealth—mark one location on the map, provide a vague estimate of wealth value.

Background of local law enforcement—provides 3 scraps of relevant information about unlawful behavior.

Rumor Location of magical power—provide one scrap of relevant information, mark one location on the map, and provide a vague estimate of magical power.



Location of hiding places—mark d3 locations on the map, provide 2 scraps of information concerning places suitable for hiding.

Information about local underworld activity—provide 3 scraps of relevant information about unlawful behavior.

Paths of escape—mark a location on the map, provide 1 scrap of information concerning possible escape routes.

ORACULAR WHISPERS.

You hear the whispers on the divine wind that guide you to success.

Prerequisite: Eostrix

Benefit: After ten minutes of meditation, as an action, the Eostrix is granted advantage on any skill check or ability roll. This advantage does not apply to attack or

combat rolls. This can be used once per short rest. The cost for this advantage check is 2HD.

GENIEKIN

“The power at my command is both amazing and intoxicating. Using my powers to ensure the people in my village never have a need for anything is particularly satisfying, but some of my kin travel, offering their services for reward. Believe me; I can understand the delight in realizing your desires.”

– Geniekin Sorcerer

There are many stories of powerful genies, efreet, and djinn trapped in magical objects or locations throughout the

world, resenting every moment of their imprisonment while powerless to change their circumstance. These geniekin are typically bound to service by powerful spellcasters who seek to leverage the genie's power to grant wishes. However, there are times when, someone stumbles upon an imprisoned genie and is not immediately blinded by their own greed or dreams of power. They sympathize with the genie's plight, and they end up romantically attached to the genie and free them. These romances sometimes lead to the creation of geniekin, who are infused with wish-granting magic at their birth.

PROUD PARENTS

As the offspring of powerful and free genies, one might expect geniekin to be closely bound to their parents. However, long-imprisoned genies often choose to leave the mortal world as soon as they can for fear of being trapped and bound by another spellcaster. The brutal truth is most genies disappear in the middle of the night long before any progeny appears and may not even know geniekin exist.

There are genies, however, who take a more active role in the raising of their offspring. They remain until their child is born before presenting their lover with a choice: the child can be raised among their mortal kin or amongst genies as royalty. Geniekin who are brought to an Elemental Plane usually want for nothing throughout life. Though they are not treated as full-blooded genies, they are treated well enough due to their powerful parent.

Djinn tend to respect the wishes of their lovers and abide by them whichever choice is made. They may then disguise themselves to observe and guide their children on life's path.

Efreets are more arrogant and may kidnap geniekin back to their home plane to be raised as the nobility of the Elemental Planes.

WISHMASTERS FOR HIRE

Regardless of how they are raised, geniekin quickly learn that they have a penchant for wish-granting magic. Among those living in the same community, many offer rewards to geniekin to act as mercenaries. They hope to take advantage of the geniekin's unique magic in combat or other sticky situations.

GREATER GOOD

Geniekin are community-focused: their powers lend themselves to aiding others in achieving their goals and

desires. The powers geniekin manifest warp reality in granting the wishes of petitioners. Each time they do so, a small portion of the geniekin's magical potential mingles with the desires of the petitioner, combining to create the desired effect. So long as a petitioner manifests its desires, the geniekin can act using their magic.

APPEARANCE

Geniekin have distinct and unusual looks: often expressing the physical form of their mortal parent in skin and hair color, with the eye color of their genie parent. For example, the offspring of a mortal dwarf and an elemental dao will look like a dwarf with stony skin, glowing eyes, and dark, earth-colored hair. Likewise, geniekin born to an efreet parent have red skin and either no hair or fiery orange tresses. Those born to djinn have blue skin and crimson red eyes, and those born to marids have green skin and white eyes.

GENIEKIN NAMES

Geniekin have two different types of names: their names if they were raised by their humanoid parent and the names their genie parent gives them. The name given by their humanoid parent tends to be the typical name of the humanoid parent's race. However, geniekin raised by their genie parents are often granted a genie name.

Female Names—Aliyah, Dahab, Elham, Eisha, Fatima, Jamila, Kamaria, Naima, Sabah, Takisha

Male Names—Akeem, Azim, Fahim, Hamid, Jafari, Kareem, Malik, Nasir, Rahim, Samir

SOCIETY & LANDS

Geniekin, being rare, have no lands of their own on the Material Plane. The best most can hope for is a place in the lands of their genie parent on the Inner Planes.

Geniekin thrive around others, often seeking out communities they can support with their wish-granting powers. Some settle down almost immediately, dedicated to aiding others however they can. In contrast, others find themselves in the employ of mercenary guilds who have found their abilities useful in their pursuits. No matter what path they choose, geniekin frequently find themselves in great demand and plied with great rewards.

RELIGION

Geniekin raised on the Material Plane typically revere the gods of their chosen communities. Those raised amongst elves, might worship gods associated with nature, while one who has been raised by orcs might worship gods of warfare and violence.

Geniekin raised on their genie parent's home plane often worship gods of magic due to their unique wish-granting abilities and as a path to becoming mages.

ADVENTURERS

It is perhaps more surprising should a geniekin not become an adventurer in some form or another, as their innate magical talent and lineage allow them to make use of their supernatural abilities within the heat of combat to a large degree. Geniekin often travel around in order to aid others in their times of need, seeing it as their calling in life, though some are more altruistic about this goal than others. There are geniekin who help others simply because it's the right thing to do, while others find themselves aiding bandits and thieves because they care more for profit than for the lives of others. Geniekin are most likely to become bards and sorcerers when adventuring.

ADVENTURE SEED

The party comes across a geniekin passing through town and looking for assistance. She explains she was cursed by a necromancer who was jealous of her natural wish-granting abilities. The result is whenever she grants a wish; it has a negative effect on the recipient. She entreats the PCs to speak with the necromancer and convince him to break the curse or simply kill him and steal the magic notes so she might reverse it herself.

If the party asks for a wish from the geniekin she warns them again but suggests that with just the right wish, they might be able to use the "bad luck" to their advantage or perhaps simply gain the benefit of the wish and merely survive the downside aspect.

The party must fight through the necromancer's lair, which contains a host of captured geniekin the necromancer has subdued. How is this being achieved, and can the party do anything about it?

D4

GENIEKIN ADVENTURE HOOKS

- 1 You grew up as a noble in your genie parent's home plane and look to extend their dominion onto the Material Plane.
- 2 You decided to leave your genie parent's plane in search of a mystical artifact on the Material Plane that is sacred to your genie family. You won't return home until you find it.
- 3 You never met your genie parent and have decided to travel, become stronger, and work your way up to the point where you could find them, wherever they may be.
- 4 After hearing the plight of your genie parent and how they were bound into service by a powerful spellcaster, you have made it your life's goal to find and slay that person.

GENIEKIN RELATIONS

Geniekin who live on the Material Plane are often treated as normal members of their communities because they appear human, besides their skin and hair color. They tend to have the same prejudices and biases as those around them, supporting their allies and fighting their enemies.

Geniekin raised or trained on their genie parent's home often return with a different perspective. They see their magical talents as gifts to be used by others in a quest for greatness, often seeing others as stepping stones on their way to greatness and their wish-granting powers as ways to ingratiate themselves to new people.

Aasimar [Indifferent]

It is amazing to see how people treat this race of half-bloods as utterly divine. They are truly touched by their parents, but that does lead to situations where they think they're better than others for being angelic.

Dwarves [Indifferent]

They see us as productive members of society as anyone else so long as we are able to pick up a pickaxe to work and a battleaxe to fight. We get along well with them, though they do not give us special treatment.

Elves [Indifferent]

They are suspicious of us, as they expect us to be more in tune with nature due to our ties to the elemental planes.

The truth is we're just like everyone else, just with a little bit more magic.

Dragonborn [Indifferent]

They are very curious as to what makes our magic work. Is it our lineage? Is it a supernatural gift? They're well-meaning, of course, but the constant questions do get annoying at times.

Gnomes [Friendly]

The tiny folk understand us well. Their partial fey ancestry gives them empathy with our situation; because of this, it's easy to become friendly. Gnomes are among our closest allies.

Half-Elves [Friendly]

We pity them, to be entirely honest. While we are praised for our heritage, they are often disparaged for theirs. We try to discourage this double standard when we find it and attempt to help whenever we can.

Halflings [Indifferent]

They are wary of us, likely because our existence suggests whole new realms that they have yet to study and explore. While curious of these new places, the vastness of the universe sometimes confounds them.

Half-Orcs [Friendly]

Yet another race who is treated unfairly because of their lineage. Just because they have orc blood in their veins does not make them savages. Nurture, rather than nature, is what determines how a person acts.

Humans [Indifferent]

Perhaps the most curious about us, which makes sense because most of us are half-human. That said, we tend to be wary about human spellcasters as they most often trapped and bound our genie parents.

Orcs [Indifferent]

They are interested in one thing about us: our ability to increase their strength of arms. If we cannot prove ourselves in the field of battle, we cannot gain their respect.

Tieflings [Indifferent]

We can't help but be wary of the devilish or demonic plane-touched. The truth is, many tieflings seem to bear a grudge for the circumstances of their birth.

D4	GENIEKIN QUIRKS
1	You try to hide your mortal heritage as much as possible and play yourself off as a fully-fledged genie to the common folk. After all, most people wouldn't be able to tell that you're lying.
2	You love using your abilities, not because they help people, but because you get to gain insight into people's innermost desires. Knowledge is power.
3	You know that you were born for greatness and will do everything in your power to lead over your people. No one else could do it better.
4	You are actually ashamed of your genie parentage and have been bullied your whole life because of it.

GENIEKIN TRAITS

The geniekin are adept at magic use from birth, and are able to use the abilities from their genie ancestor in order to aid those around them or gain protections that would otherwise be impossible.

Ability Score Increase. Your Charisma score increases by 2.

Age. Geniekin live approximately twice as long as their humanoid parents as a result of their genie lineage.

Alignment. Most geniekin have the same alignment as the communities, whether they be humanoid or genie.

Languages. You can speak, read, and write Common and one of the following languages: Aquan, Auran, Ignan, and Terran.

Size. Geniekin take a similar appearance as their humanoid parents. Your size is the same as your humanoid parent's, which must be Small or Medium.

Speed. Your base walking speed is 25 feet if Small or 30 feet if Medium.

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wishmaster. A creature can ask you for a wish that replicates a spell that you can grant as a reaction. This counts as you casting the spell, which means you must take into account range and line of sight when doing so. This spell must be a cantrip or 1st level. At 6th level, you can replicate 2nd level spells. At 11th level, you can replicate 3rd level spells. At 16th level, you can replicate 4th level spells. Once you use this ability, you must complete a long rest to use it again.

Limited Wish. A creature can ask you for a wish, which you can grant as a reaction. A creature can ask you for power, protection, or insight.

- A creature that asks for power gains advantage on their next attack roll that they make.
- A creature that asks for protection either causes the next attack against it to have disadvantage or them to have advantage on the next saving throw they make, whichever comes first.
- A creature asking for insight has advantage on the next ability check that they make.

If not used, these gifts last for 1 minute. A creature can normally ask for one wish a day without any repercussion, but if you grant more than one wish to a creature before it completes a long rest, it gains 1 level of exhaustion.

VARIANTS

GENIE RAISED

Ability Score Increase. Your Intelligence or Wisdom is increased by 1.

Weapon Training. You are proficient in two weapons of your choice.

HUMANOID RAISED

Ability Score Increase. Your Constitution, Dexterity, or Strength score is increased by 1.

Skill Training. You gain proficiency in one skill of your choice.

FEATS

ENHANCED WISHES

These geniekin have discovered a way to increase their wish casting potential, creating objects out of nothing.

Prerequisites: Geniekin

Benefits: A creature can wish for an object that they need, which you can grant as a reaction. This object must be non-magical and can cost an additional 10 gp for every Hit Die that you have. The object immediately appears in the creature's hand. Once you use this ability, you cannot use it again until you complete a long rest. Your Charisma score increases by 1, to a maximum of 20

SUPERIOR WISH

These geniekin have worked hard to improve their magic, and through their dedication, have learned to cast the most powerful of all spells: wish.

Prerequisites: Geniekin, 16th level

Benefits: You gain the ability to cast *wish* once per day, though you can only cast it when another creature asks for a wish. When a creature asks you for a wish, you can cast *wish* as a reaction in order to grant the wish. The stress of casting this spell to produce any effect other than duplicating another spell still weakens you as per the *wish* spell, and you still have the 33% chance of never being able to cast *wish* again if you do this.

HIT DICE RECOVERY OPTIONS

WISHFUL THINKING.

With supreme focus, you can work miracles.

Prerequisite: Geniekin

Benefit: By concentrating for 10 minutes, the geniekin can grant an additional limited wish per day, as an action, with no chance of exhaustion for the target. This ability costs 2HD and can be used once per long rest.



KITSUNE

"It isn't that we mean to trick people, honestly! But bending the truth is as natural to us as breathing. The truth is often boring, so much less interesting than a great story. Some people think we're related to the kami or nature spirits, but we can't really confirm that. Our origins are a complete mystery, even to our kind. Blending in is just our method of making our way in the world. When we adopt another's form, it's an innocent effort to blend in and get some needed peace. It's not like we're stealing anyone's lives or hurting anyone."

—Kitsune Fighter

Most who come into contact with kitsune do so in ignorance due to their ability to shapeshift into other humanoid forms. Kitsune prefer it this way, as most simply want to lead normal lives and keep their secrets.

When they are revealed, the praise they receive is tied to their legendary connection to the ancestor and nature spirits, known as kami. These spirits have good and evil characteristics, manifesting the interconnected energy of the universe. Kami are believed to be "hidden" from this world and inhabit a complementary existence that mirrors our own, Tengoku.

DEITIES OR TRICKSTERS?

Kitsune origins are a mystery, altered by centuries of myth and legend. This uncertainty gives rise to the theory that they are simply tricksters living in the shadow of a persistent myth.

There are kitsune who have decided to embrace them and act as the pranksters they are believed to be. Others seek out the faithful who will worship them as a direct connection to the kami. Perhaps, in some distant past, their connection to the nature spirits was stronger. Most kitsune no longer know or care.

Regardless of the path each kitsune chooses, they present themselves as extraordinary individuals with a penchant for adventure. The kitsune are especially connected to places where nature is powerful or near forest communities. This association only drives the rumors about their connection to the kami. The kitsune also have a natural penchant for lies and deception. Because they spend a good deal of time in either form, it's important to prevent others from learning their secrets.

A DOUBLE LIFE

The kitsune have two separate forms, which they can shift between at will. Their natural form is that of a vulpine humanoid with fur ranging from arctic white; to brown; to reddish. The color of their fur depends on the foxes' fur color native to the region they live in. All kitsune are born with a single bushy tail that can morph into as many as nine as they age.

Kitsune also have a fixed secondary humanoid form resembling a member of their neighboring races. Kitsune do not choose their appearance on a case-by-case basis.

Both forms share physical characteristics no matter how many times they transform. Wounds such as scars or lost limbs persist. When a kitsune dies, it will always return to its natural form. Also notable, kitsune are able to produce offspring with any race compatible with their secondary form.

KITSUNE NAMES

Because kitsune live in many different places, taking on names and local customs, there are few common kitsune names. Despite this Kitsune, prefer names that associate with their humanoid form's race for the sake of assimilation. While some kitsune bemoan the lack of common names, others make a point to highlight their adaptability.

SOCIETY & LANDS

Aside from the fabled Tengoku, kitsune have no fixed homeland, preferring the communities of humanoids. They mostly reject the attention they gain if their nature is revealed, fearing that pilgrims will flock to them, hoping for a boon from the nature spirits. Conversely, they worry about popular perceptions of their race as thieves and liars. Kitsune are most comfortable carving out enclaves in communities where other races are the majority.

Wilderness locales are especially compelling to most kitsune. If they have a choice, they prefer locations of natural beauty, such as the dwelling of the elves.

Kitsune are frequently viewed as local heroes in their own community, often by accident. This typically occurs when their need for adventure eclipses their need to blend in and adopt mundane lives.

RELIGION

Despite not knowing the truth kitsune find themselves disposed to worship of nature spirits. Whether this is a connection or simply a method of hedging their bets is unknown, and to many kitsune, unimportant.

Some kitsune worship deities associated with deceit and trickery to better understand the philosophy of blending in with others.

ADVENTURERS

All kitsune possess a spark that calls them to adventure; it is up to each individual whether they act upon it. Those that do often become talented Bards, Sorcerers, and even Rogues. However, many also become Fighters. One notable quirk about kitsune that take up adventuring with a party is that they are far less likely to care about keeping up the ruse about who they are, preferring to adventure in their natural form and utilizing their second form as a tool for stealth and subterfuge.

ADVENTURE SEED

The party observes a commotion where a group of humans has surrounded a kitsune who is rapidly shifting between their natural and humanoid form.

The kitsune runs to them for help, claiming their life in the town is now ruined. Their transformation power is out of control for unknown reasons, and the rapid changes have brought undue attention. Most of the populace now wants to take advantage of the kitsune and use its powers to benefit the town. A smaller, angrier group wants to run the troublesome trickster off (or worse).

The kitsune just wants to leave town and start a new life but fears doing so until the transformations are under its control again. A nearby transmuter mage might be able to help but is notorious for her misanthropy and unwillingness to meet with anyone. The distraught kitsune begs for the party to intercede with the mage.

LEGENDARY LOCALES

TENGOKU

Tengoku, also known as the Celestial Heavens, is the Spirit Realm—a swirling, cloud-filled eddy of peace and light, where all might be altered at the whim of those who ruled there. Fanciful scenes seem to fade into and out of view tempting the viewer to wander aimlessly in a profound state of wonder.

Tengoku is rumored to have two major permanent features: the Celestial Palace, home to the various entities of the realm and a source of power for the inhabitants and their mystical rites. The Celestial Court, where the inhabitants of Tengoku hold court, is a place for reflection, wisdom, and the proclamations of rulers of this realm. The peaceful realm is home to virtually all of the Fortunes and Elemental Dragons and the Sun and Moon.

D4

KITSUNE ADVENTURE HOOKS

- 1 You have spent your life hearing rumors about the fabled kami-kitsune realm of Tengoku, and have decided that you are going to be the one to find it.
- 2 You don't know if you have some mystical connections with the kami or not, but you intend to find one and get some answers out of them.
- 3 A family member of yours was kidnapped by slavers who wanted to take them as a prize to appease the kami in the lands they are roving.
- 4 Whatever the kitsunes' connection to the kami, you have dedicated your life to either rekindling it or starting it anew.

KITSUNE RELATIONS

Perceptions of the kitsune occupy polar opposites, being viewed as either untrustworthy rogues or messengers of a divine nature. Transcendent elves and superstitious humans view them favorably due to their rumored connection to divinity. Gnomes are a special case as they openly encourage kitsune to cast off their fears and embrace their divine nature.

Aasimar [Friendly]

They, too, know what it is like for people to fawn over them and think that they are divine. Of course, they quite literally are, but it's an understanding that few other people can have.

Dwarves [Unfriendly]

They cannot stand us kitsune, thinking us all thieves and liars. Shame on them for assuming that just because we are born with the ability to shapeshift and gods' help, whatever kitsune is born into a dwarf society.

Elves [Friendly]

They are a race that puts us on an unnecessary pedestal. They are perfectly friendly to us, but it gets annoying at times when we have to explain that no, we cannot whimsically commune with the kami.

Dragonborn [Friendly]

The dragonborn treat us about as fairly as any race possibly could: they do not treat us as tricksters, nor do

they elevate us to unsustainable standards. It is a bit of fresh air given what others think of us.

Gnomes [Indifferent]

Another race that believes in our connection to the kami, though they stop short of venerating us. They see us denying our nature and suffering for it.

Half-Elves [Friendly]

They understand the opposing forces of a double life, though it may be worse in their case. We honestly feel sorry for them; it cannot be easy to be seen as having the lesser qualities of two races by one's own parents and family.

Halflings [Indifferent]

Most don't buy into the rumor that we are related to the kami in some way, though they do believe us to be untrustworthy pranksters. They aren't overtly hostile, but they maintain a prudent wariness when they kitsune in their community.

Half-Orcs [Indifferent]

They tend not to give us a second look, and to be honest, we prefer it that way. They have their own issues juggling two identities.

Humans [Friendly]

Humans are perhaps the most zealous in their beliefs regarding our kami connection, and they generally equate us with the aasimar. Of course, there is no proof to this assertion, but our ability to hide in their communities makes the point moot.

Orcs [Unfriendly]

Some orcs see us as trophies to be captured and compelled to use our connection to the kami for their gain. They believe forcing us into servitude that they could get into benefit from the kami.

Tieflings [Indifferent]

Tieflings support negative stereotypes about us because of their own infernal or demonic parentage, but we pay them no mind. They're probably as tired of being thought of as evil as we are of being thought of as tricksters or demi-gods.

D4

KITSUNE QUIRKS

- 1 You prefer to eat things as a fox would: hunting animals down yourself and eating the uncooked meat, just as nature intended.
- 2 You have let the rumors about your connection to the kami go to your head and have developed a god complex because of it.
- 3 You secretly harbor a pang of deep guilt about constantly lying about what you really are, and the truth is constantly on the tip of your tongue but never gets further than that.
- 4 You love to sit under the night sky and just ponder about your existence in the world and your connection with nature.

KITSUNE TRAITS

The kitsune are skilled magic users and often use that to their advantage. In addition, their connection to nature allows them to utilize their transformation abilities in unique ways given enough training.

Ability Score Increase. Your Charisma score increases by 2.

Age. Most kitsune reach maturity by age 15 and can live up to age 150.

Alignment. Most kitsune are Chaotic Good, though more than a few are Neutral Good. Those that embrace the trickster stereotype their people hold can also be Chaotic Neutral. There are very few Lawful kitsune.

Languages. You can speak, read, and write Common and one other language of your choice (most often the language that your secondary form is known for speaking).

Size. Most kitsune are 4 to 5 feet tall and weigh anywhere from 125 to 175 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Charismatic Fencer. Choose one weapon with the finesse weapon property. You can make attacks using that weapon using your Charisma modifier instead of Strength or Dexterity.

Second Form. As an action, you are able to transform from your natural form into a secondary form that you were born with. This secondary form is of any other humanoid race, with the same size, though its physical appearance cannot be altered. Unless creatures physically see you transform there is no way to tell that you are a kitsune in your second form.

Skilled Liar. You are proficient in Deception ability checks.

VARIANTS

ARCTIC KITSUNE

Ability Score Increase. Your Dexterity score increases by 1.

Inured to Cold. You gain resistance to cold damage. Additionally, when in your natural form, you gain advantage on all Dexterity (Stealth) ability checks while made in a snowy or tundra environment

DESERT KITSUNE

Ability Score Increase. Your Constitution score increases by 1.

Heat Resistant. You gain advantage on all saving throws made to resist the effects of hot weather. Additionally, you ignore the first level of exhaustion each day that you would gain because of traveling in a hot environment. Finally, when damaged with a spell or effect that deals fire damage and allows a saving throw, you may make a Constitution saving throw to resist it rather than whatever saving throw the effect normally allows.

FOREST KITSUNE

Ability Score Increase. Your Wisdom score increases by 1.

Nature Born. Choose one druid cantrip. You can now cast that cantrip as if you were a druid. Additionally, you gain proficiency in Nature ability checks.

FEATS

FOX FORM

These kitsune have developed their transformation abilities to such an extent that they can actually take the form of a fox.

Prerequisites: Kitsune

Benefits: As an action, you are able to transform into a fox. You keep your ability scores and hit points, but turn Tiny sized and lose the ability to speak any language(s) while in this form. In fox form, you are able to communicate with animals as if under a constant speak with animals spell. This does not improve their disposition towards you. Your Wisdom score increases by 1, to a maximum of 20.

MAGICAL TAIL

These kitsune have tails that grant them magical abilities, mainly to make people forget events related to their dual identities.

Prerequisites: Kitsune

Benefits: As an action while in your natural form, you can transform into your second form and at the same time target a creature within 30 feet with memory-altering magic. The target must succeed a Wisdom saving throw with a DC of 8 + your Charisma modifier + your proficiency bonus or lose the memory for a number of rounds equal to half your level. If the creature knows about your identity as a kitsune, they can make another Wisdom saving throw with the same DC or forget that you are a kitsune. Once you use this ability, you cannot use it again until you complete a short or long rest. Your Charisma score increases by 1, to a maximum of 20.

HIT DICE RECOVERY OPTIONS

FOX IN THE HENHOUSE

And you may walk among them like death and its shadow. Your initial attacks are devastating.

Prerequisite: Kitsune

Benefit: Whenever you are alone and undetected, as a bonus action, you may spend 3 HD and gain advantage on an attack roll against an opponent. This ability can be used once per long rest and costs 3HD.

KOMODOKIN

We are born to the land, and we are its champions. The gods have no sway over us; they send air, water and wind over our homes, yet we are not leaving. It is our duty to protect the people and the land, and there is no one else. No other race is up to the task, as they are all inferior.

- Komodokin proverb

The komodokin live on a hot and humid island isolated from a world they believe to be populated by inferior species. Protecting the land and its people is the sole interest, and the affairs of others hold little interest. They value physical domination, competition, and violence above all else.

MIGHT MAKES RIGHT

Many races rely on intelligence or wit to gain advantage, but the komodokin have opted for sheer power and strength of arms. Their natural armor and hardiness allow them to dominate in a fight, and their arrogant resolve provokes opponents into conflicts to prove their superiority. If they are wronged or gainsaid, they will immediately demand a trial by combat. Should the accuser refuse, they are called out as a coward and forfeits their life to the komodokin immediately. Weaker combatants are constantly exposed and destroyed to avoid taunting the tribe.

TO THE VICTOR GOES THE SPOILS

Komodokin rightly believe they are entitled to the first choice of any treasure following victory and further that all treasure should rightly be theirs. This is not an issue of greed but merely a reflection of the komodokin's inherent arrogance. They are quick to loot any bodies and locate anything of use. They have little use for money but will take enough to cover their travels away from the home islands.

HAPPINESS IS A WARM HUT

Komodokin prefer warm tropical climates. They get irritated when the temperature drops below 70 degrees. They are not used to the wild fluctuation in temperature



that is often seen on the mainland. They can withstand the cooler temperatures, but they become aggressive and testy (not that anyone usually can tell the difference between that and their normal state of being). While they don't cook with it, they use fire to raise the temperature in their location, whether an inn, tavern, hut or outside camping.

KOMODOKIN NAMES

Komodokin names are very guttural and difficult for outsiders to pronounce; in turn, they have trouble with pronouncing the names of others. As far as they are concerned, everyone's name is "Klasatic," which most linguists think means "Hey you!", but in reality, it is their word for "prey."

Male Names—Acuzzoshk, Dauga, Duzulzu, Erujis, Gik, Goroxuu, Guazk, Irsicouzk, Ocursock, Qrishk, Rhiuxlat, Thruszruxl, Trijik, Ukleku, Urethix

Female Names—Arignia, Athosk, Bouss, Bucutix, Burqotiss, Chograuxl, Chuzass, Dross, Jih, Rhih, Shigzeh, Shraez, Thesk, Thrzosk, Ujukleh

SOCIETY & LANDS

The komodokin live in huts scattered about the island, predominantly in the heavy swamps. The climate rarely changes, and visitors to the island find it's easy to get lost as to what time and day it is.

If any one of them is wronged, the sole solution is trial by combat to the death. The winner is proclaimed the innocent party. They occasionally have fighting contests during particular phases of the moon, which test the prowess of the other members of the tribe. Games of bold chance, contests with spear and arrow, and swimming races are typical.

The male and female members of the tribe care for the young equally, establishing a communal nest for their eggs. They continue close contact with their young until they are able to move and hunt on their own.

RELIGION

Komodokin have no formal religion but recognize the power of nature and occasionally anoint a holy lizard to read the signs and placate the spirits. A group of older lizards anoints this individual for their wisdom and worldly experience. They spend a lot of time convincing the tribe of their superiority and encourage all komodokin to be strong and ruthless. When necessary, the shaman will set likely candidates on quests for personal improvement or to seek out resources and power that benefit the tribe.

LEGENDARY LOCALES

KODATAT

The komodokin live in the fetid swamps of Kodatat, a tropical island off the southern coast. Humid and rainy at all times, the island is plied by warm breezes in most seasons, only rising to dangerous levels in the season of the Great Rains. Komodokin hunt the island freely for the meat they love and cultivate great watery fields of hard grains and vegetables.

Ruins near the center of the island are visited only by their holy folk, and what they do there is a mystery to other members of the tribe.

ADVENTURERS

They are not really interested in wealth or worldly gains unless it helps their home island or their tribe somehow. Success is returning with a trophy and proof they gained the item through their own prowess. Failure is death.

ADVENTURE SEED

You are out seeking a rare gem for the tribal shaman purported to be necessary for a prosperity ritual. No one has any clue what the rare gem does or its true value. Its monetary value means nothing to you, but you have learned that outsiders are also seeking the stone and the thought that an inferior species might succeed where you fail is unbearable. The ritual is in three months, so that is all the time you have to find it and bring it back to the village. According to the village shaman, missing the deadline could be disastrous.

D4

KOMODOKIN ADVENTURE HOOKS

- 1 I must insert my superior nature into any group of people wandering the land. They will know I am king.
- 2 There are rumors of items that could be useful for the tribe. It is my job to collect those.
- 3 I have to prove my worth to my tribe. I have been singled out as the worst hunter of us all.
- 4 I seek to pilgrimage to the lands of the dragonborn. I must prove myself in a contest with one.

KOMODOKIN RELATIONS

Komodokin view outsiders with indifference, at best, thinking them all to be a variety of prey, lacking stout scales and sharp teeth. The only good relationships they enjoy is with other komodokin, and following that dragonborn.

They still view the dragonborn as inferior prey, but they acknowledge they are stout warriors.

They are certain that all other races are a meal, and it's just a matter of time before that happens. Halflings and gnomes are merely a snack, and it takes several of them to make a decent meal.

They often have trouble with other humanoid races due to this attitude, but it does not bother them what the others think. They will just be added to the list—they will be a full meal or turned into one of the items in their ration packs.

Aasimar [Unfriendly]

Aasimar are weak; they always talk about what is right. We debate on how their flesh tastes, but we have not caught one yet.

Dwarves [Unfriendly]

Dwarves are made of sinew, which is stringy. They taste like mud but are okay-ish otherwise.

Drow [Unfriendly]

Drow taste like other elves, with a subtle vinegary touch, even when raw.

Dhampir [Unfriendly]

Dhampir taste like rotting flesh; we avoid those.

Elves [Unfriendly]

Elves assume they are superior to everyone else, but they are damned tasty. Elf is good as a spiced jerky for our ration packs.

Dragonborn [Unfriendly]

Dragonborn are tough and stringy. They do not make good eating. Out of all the other prey, they are one of the few that can hold their own against one of us. They are good fighters and allies.

Gnomes [Unfriendly]

It turns out that gnomes are tastier than one would expect. They pair nicely with halflings and sweet fruit liquor.

Half-Elves [Unfriendly]

Half-elves are not all bad. They have the good qualities that make the elf such a delight, but the same bad qualities that make the human merely a decent meal.

Halflings [Unfriendly]

Another snack-sized species, seemingly more abundant than gnomes. Like humans, it is rarely noticed if one goes missing, especially in the villages on the mainland.

Half-Orcs [Unfriendly]

Half-orcs take the worst qualities from their orc and human heritage. They are tough, and even with the proper treatment, they are still quite unpalatable.

Humans [Unfriendly]

Humans are not the best tasting of the prey, but they are not the worst either. Better when very fresh.

Orcs [Unfriendly]

Orcs are another race that is tough and stringy, and they really do not make good eating.

Tieflings [Unfriendly]

Tieflings are quite good to eat, spicy and redolent. A special treat since they are difficult to catch.

D4

KOMODOKIN QUIRKS

- | | |
|---|---|
| 1 | I must survey the outside and see if it poses any danger. |
| 2 | I must insert my superior nature into any group of people wandering the land. They will know I am king. |
| 3 | You have been singled out as the worst hunter of the tribe. |
| 4 | The tribal shaman has sent me out to seek an ancestral weapon. |

KOMODOKIN TRAITS

Ability Score Increase. Your Constitution increases by 2, and Strength score increases by 1.

Age. Most komodokin reach maturity by age 10 and can live up to age 75.

Alignment. Neutral

Size. Komodokin are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

Languages. You know Draconic and one other language of choice. Draconic is thought to be one of the oldest languages. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

ABILITIES

Bite. Your great fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 2d6 piercing damage + your Strength modifier, and the target must attempt a DC 14 Constitution save. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Darkvision. You are adept at hunting under cover of night. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Illiterate. You can speak any language you would like, but you are unable to read any languages because your race never developed a written alphabet (this can be bought off by spending a feat slot).

Natural Armor. Your skin is tough and scaly. When you are not wearing armor, your AC is 13 + your Dexterity modifier. Shield bonuses apply as normal. If you choose to wear armor, you get the armor's AC, even if it is lower than your natural AC.

Natural Ally. You gain proficiency in two of the following skills—Nature, Perception, Stealth, or Survival.

FEATS

BEWARE THE TAIL

You have learned to use your tail as a weapon in combat.

Prerequisites: Komodokin

Benefits: Your Strength score increases by 1, to a maximum of 20. You are proficient with the use of your

tail in combat. As an action, you can use your tail as a weapon. A successful attack does 1d6 plus Strength in damage.

HIT DICE RECOVERY OPTIONS

PUNISH WEAKNESS.

Your attacks probe your prey's defenses; then, you focus your attacks for additional damage.

Prerequisite: Komodokin

Benefit: Success breeds success. As a bonus action, you can spend two Hit Dice to activate this ability. When you make three successful attacks against a single target, your next attack automatically becomes a critical hit. This ability can be used once per short rest.

MYCONAUT

The Eldest demanded the best and most specific information: every breeze, every flower, every crumb of soil, every interaction needed to be collected, processed, and shared without passion or error. The strange sensations were both tantalizingly vivid and hazily remote as if the memories were twinkling lights strung across a hazy void of present and past.

Its goals grew indistinct with the recognition that its time on the surface, among the living, was already limiting its objective view and confounding its dispassionate role as observer. It could feel a nagging sense of failure to the colony and the Elders who had tasked it.

With increasing frequency, it realized the colony would never accept its lack of focus and the muddled information it possessed. Its' mind was weary, and the call of its' kin was strong. The surface world still presented many mysteries that remained unclear in its' mental lattices. The unresolved puzzles were impeding its abilities.

It yearned to return to the loam: for extraction, dissolution, and rebirth into a higher form, free from distraction and the growing weight of attachment to the cares of the surface dwellers.

It knew that answering that call meant an ending of everything that made it unique. But that very uniqueness was a failing among its folk and a solemn recognition that contamination by the living was an ever-present threat for all dwellers in the loam. Its last journey was brief and

peaceful, the soothing rush of entry into the Mycelium Web, the gathering of Elders, minds open in welcoming song, and the warm descent into new oblivion.

(Excerpts from "The Many Lives of Yanmar")

– Ragged William, Guild of Psychonauts

Myconauts are emissaries of the loam folk, or myconids. They primarily gather information on any cultures they encounter in their travels. Rarely, they join with other travelers and take part in adventures to gather further information. In these situations, they might also share information about the loam folk. Myconauts are so named for their use of hallucinogenic spores to aid them in their exploration of the world of the living outside the loam.

ASTUTE ASSIMILATION

These travelers exist outside the colony structure and meld only at specific intervals to share gathered information with the Elders. They share traits with rangers and use these skills to aid their surface dwelling allies and to gather further information for the archive.

Unlike their colonial kin, they often adopt personal traits, customs, and even names from those cultures they infiltrate. Gaining and shedding these traits can be challenging for individual myconauts.

BRIDGE BETWEEN KINGDOMS

Myconauts serve as a sentient link between the colonies of the loam folk and the surface world. Though rare, they most often contact those with advanced or supernatural knowledge of growing things and the cycles of birth, death, and renewal.

MYCONAUT NAMES

Myconauts communicate mentally and know each other implicitly by mental signature. They adopt names in whichever culture they find themselves.

LEGENDARY LOCALES

THE LOAM STRATA

Myconauts (and many other myconids) exist primarily in the loam strata, the thin layer of active soils near the surface of the world: a moist, noisome layer cycling through an endless wheel of life, death, decay, and rebirth.



This layer exists in most regions, with notable exceptions for the arctic, desert, rock mountains, and sea areas. Secret pathways provide easy access to the surface world and a direct connection to the Mycelium Web, the mental network used by all myconids when communicating.

SOCIETY & LANDS

The loam strata is the home that all myconauts eventually return to following their wanderings. Otherwise, they can be found anywhere sentient creatures make their homes. Though they socialize with many creatures in their travels, they only fully commune with others of their own kind via the Mycelium Web.

RELIGION

Myconauts are students of faith and the religions of other species but have no gods or religions themselves. They often impersonate acolytes or oracles when interacting with the faithful in the world of the living. They are particularly drawn to religions that venerate or promulgate the tenets of death and renewal.

ADVENTURERS

Myconauts are by their nature adventurous, ideally suited among their kind to journey from their home in the loam in search of greater knowledge and interactions with living creatures of the surface world.

D4 MYCONAUT ADVENTURE HOOKS

- 1 The Elders tasked you with gaining intelligence on a particular species and its interactions with the cycle of death and renewal. (Choose a race with your GM).
- 2 You serve as an acolyte in the clergy of a religion venerating death and renewal. You provide ancient wisdom as an oracle or extremely insightful student.
- 3 You advise the monarchy and provide insight into the minds of foreign diplomats and agents.
- 4 As a spy for the local crime syndicate, you are able to mimic anyone and blur the minds of those you interrogate.

MYCONAUT RELATIONS

Aasimar & Tieflings [Indifferent]

These beings of higher powers are mostly unknown to the earth-bound myconids.

Dwarves & Gnomes [Indifferent]

The dwarves and gnomes are frequently encountered mining their way through the loam. They seem to have no interest in the cycle of death and renewal. They seek riches far deeper in the earth.

Drow [Friendly]

Though they are clearly wicked and selfish, the Drow have come to respect the knowledge of the myconauts. They share what knowledge they have in exchange for the lore of the Mycelium Web. Slaying a myconaut without cause is penalized with death.

Dhampir [Friendly]

Myconauts find the dhampir dangerous but fascinating. They exist between life and death and do not undergo renewal. Myconauts will seek out dhampir to question them, though the enigmatic undead rarely asks questions in return.

Elves & Half-Elves [Indifferent]

The high elves respect the knowledge of the myconauts and willingly share lore with them when the opportunity presents itself. Ancient knowledge is a currency all its own.

Dragonborn, Orcs & Half-Orcs [Hostile]

Dragonborn and Half-Orcs find the mushroom folk repulsive and are suspicious of their drug-like spore powers. They care little for the information that myconauts possess and would as soon attack them as ignore them.

Halflings [Friendly]

Halflings are fascinated by myconauts and are always friendly when encountering them, even in their native form. They are a reliable source of information on soil, seasons, weather, and sowing and reaping cycles.

Humans [Indifferent]

Humans are fascinating creatures, but their moods are dangerous and unpredictable. They possess great knowledge of growing things and the power of the earth but are easily spooked and capable of fierce attacks if caught unawares.

D4

MYCONAUT QUIRKS

- 1 You have absolutely no sense of humor, or your humor is incredibly dark and macabre.
- 2 You are a creature of ludicrous ritual and habit, cleaning and preparing your equipment for each day's observations.
- 3 You seek out libraries wherever you go and spend hours poring over texts.
- 4 You try not to get too close to others; they are just going to die anyway.

MYCONAUT TRAITS

Myconauts survive by hiding in plain sight, often as members of religious groups, though they rarely occupy positions of power, preferring the humble role of acolyte for its relative anonymity. They may also pose as pilgrims or travelers. As adventurers, they gravitate to the roles of rogue or wizard with Charisma and Intelligence as their primary abilities.

Ability Score Increase. Your Charisma increases by 2, and Intelligence score increases by 1.

Age. Myconauts reach maturity after 6 years and can live for a 1000 years, the eldest becoming true oracles or sovereigns in the Mycelium Web.

Alignment. Most myconauts are True Neutral.

Size. Myconauts range from 5 to 7 feet and weigh 135 to 200 lbs.

Speed. Your base walking speed is 30 feet. You have a swimming speed of 30 feet.

Languages. You can understand, read and write Common and Undercommon.

ABILITIES

Superior Darkvision. Myconauts have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors in darkness, only shades of grey.

Environmental Equilibrium. Myconauts do not suffer normal environmental effects from extreme heat or cold. They cannot be poisoned. They absorb water and nutrients directly from decaying matter and soil while in contact with it. They can ingest normal food if needed to maintain their disguise.

Organic Archive. Myconauts absorb and store information for any experience, interaction, or mental connection they make and recall it with unusual accuracy. Myconauts treat all knowledge skills as though they were proficient and double their proficiency bonus on any they are proficient in.

FEATS

TRAVELLING WITHOUT MOVING

The fungal stranger issued a long, slow sigh and drooped noticeably in the shadow-dappled meadow. Where he stood, the soil began to stir subtly and churn, and the earth slowly consumed the mushroom being.

Prerequisites: Myconaut

Benefits: The myconaut spends ten minutes preparing a ritual of travel. Following this, the myconaut sinks into the earth and begins to decay. The essence of the myconaut then travels along the Mycelium Web to another location where it can form a new body.

The travel is instantaneous. The regrowth process requires 8 hours and results in any form the myconaut can normally assume.

MYCELIUM WEB ACCESS

The archive of mycelial knowledge extends to the primordial past, retrieving information is a solemn task achieved only by the most focused minds.

Prerequisites: Myconaut

Benefits: Make all lore checks related to nature, life, death, and renewal at +4.

As a reaction (and with the expenditure of a Hit Die), The myconaut can choose to succeed on any lore check.

Your Intelligence score increases by 1.

PSIONIC TRACKER

The mental signature of all sentient beings is perceptible to the mind of a myconaut even when other traces are absent.

Prerequisites: Myconaut

Benefits: As part of an action, you may expend a Hit Die and gain advantage on all Wisdom (Survival) skill checks to track creatures with a living mind. This sense is not blocked by water, wood, or soil, but the bonus is negated if the target is shielded in solid stone or thick metal.

SPORES

Morph Spores. As a free action, myconauts may eject spores in a personal radius of 5 feet and affect any sentient creature in that area. The spores cause a limited form of shapechange, morphing the myconaut or its target into whatever shape or form is desired. The new shape must be of the same size and approximate mass as the myconaut.

Targets must succeed on a Charisma saving throw equal to 8 + your proficiency modifier + your Charisma modifier or remain in this new form for one hour, after which they can repeat the saving throw, ending the effect on itself on a success. These spores are often used in conjunction with disguise and other methods of subterfuge.

Investigation spores. As an action, you expel rapport spores in a 20-foot-radius. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Animating Spores. As an action, you can target one humanoid corpse or a Large or smaller beast within 5 feet and release spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse is animated for 1d4 + 1 days or until destroyed, and it can't be animated again in this way. You can only have one spore servant at a time. You regain use of this trait when you complete a long rest.

HIT DICE RECOVERY OPTIONS

HEALING THOUGHTS

The myconaut emphatically absorbs damage or certain conditions from those around them.

Prerequisite: Myconaut

Benefit: As an action, the myconaut can spend two Hit Dice to remove one condition or heal a creature adjacent to it. Use the result of the spent Hit Dice as the healing

amount. This removes one of the following conditions: blinded, deafened, exhaustion (one level), or poisoned. As a result, the condition no longer affects the patient but instead afflicts the myconaut. (The myconaut's condition immunities, if any, still apply).

All other effects remain the same, such as the duration of the condition and the DC of the saving throw needed to end the effect. Alternatively, the myconaut can absorb two Hit Dice (roll your spent Hit Dice to determine effect) of damage from any creature adjacent to it. The myconaut must choose at the time of activation which version of the ability to use.

RUANOCH



According to myth, the gods created all other sentient races first, leaving the ruanoch for last. With each new race, a god stepped forward to become their patron. The deity reached into a coffer filled with talents and offered one to the new race as a gift with each creation. Finally, the time came for the last creature in line, the First of the ruanoch, tapping an impatient foot. A moment of silence stretched long, but no god claimed themselves as patron of the ruanoch.

Weary of the other gods' cowardice, the goddess Aru the Broken, considered Last and the Least offered her patronage. The assembled gods reacted with outrage, but none interfered. She reached into the coffer for a gift, only to find it empty—her brothers and sisters had left nothing for her people.

Aru bowed at the feet of the First ruanoch and, to the consternation of her divine peers, apologized. "Nothing is left to offer you, save my love, my devotion, and the knowledge that your people shall forever be dear to me."

And the First gifted her with a feral grin in return. "That'll do, m'lady. Your name shall forever be a prayer upon our lips and a curse upon the ears of thine enemies."

-From the Ruanoch 'Tale of the First'

A ruanoch resembles a bipedal badger—albeit one armed to the teeth and usually with a cigar clamped in its mouth. Ruanoch are covered in thick, coarse fur, typically black or different shades of gray, but sometimes deep auburn in color. For the most part, ruanoch care little about personal grooming or appearance; if you don't like the way they look, you can go frag yourself. Ruanoch are shorter and broader than humans, their bodies packed with dense muscle and covered by layers of insulating fat. Despite their bulk, ruanoch aren't clumsy or slow; they can react with explosive speed and ferocity.

BEER, BELLIGERENCY & BOOM-BOOM

If the gods ever created a grumpier, surlier, or more irritable race than the ruanoch, such a race would surely resemble a storm cloud. Most creatures—at least those with common sense—go out of their way to avoid insulting or angering a ruanoch. Indeed, most folk follow two simple rules when it comes to these creatures: never make them angry, and never, ever refuse to share your booze.

If your campaign setting allows gunpowder weapons, you can safely assume that ruanoch will have them. They love their intimidating appearance, the loud noises they

make, and the kick they deliver. Ruanoch all seem to share a gleeful love of gunpowder, bombs, and anything else that goes "boom."

IMPATIENT TROUBLEMAKERS

Although exceptions exist, few ruanoch survive beyond 40 years of age. They seldom succumb to illness, poison, or old age. Most often, they die in fights, brawls, and spectacular explosions. The ruanoch tendency towards belligerence and aggression, combined with their stubbornness, often propels them into dangerous situations with little patience for diplomacy.

At best, these creatures are mercurial with their mood shifting with the time of day, lack of sleep, or the volume of alcohol they've consumed. Through it all, one thing remains constant: the enormous chip every ruanoch carries on their shoulders.

When they grow bored, ruanoch become prone to squabbling with everyone and everything they meet (they've even been known to get angry at doors, furniture, and other inanimate objects).

FREEDOM ABOVE ALL

Ruanoch prize freedom and independence above all, not only for themselves but for all species. They abhor slavery and detest any creature imposing its will on others—especially through magic.

This doesn't mean ruanoch won't serve a master or join a cause, but they never surrender their right to speak their opinions, protest, or part company as it suits them.

The ruanoch possess little patience for laws and traditions. They understand the need for such things among other folk but assume the rules don't apply to them. Mocking authority figures remains a cherished ruanoch pastime. In their minds, they are always in charge.

RUANOCH NAMES

As it befits their nature, ruanoch have few consistent naming conventions. Individual members might follow a tradition within a family or clan, but ruanoch also love flouting tradition.

In general, a ruanoch possesses two names, including a blood name used by close friends and family and a traveling name given to everyone else. It is a sign of trust

and respect when a ruanoch shares their blood name with another person, not part of their family or clan.

Male Blood Names—Chogo, Denkar, Grimmen, Ravix, Thune, Vultch

Female Blood Names—Benda, Luca, Rilnis, Maris, Sammea, Vulkis

Traveling Names—Belcher, Bleeder, Dead-Eye, Gnarl, Marcher, Patch, Quicktooth, Raker, Scar

RUANOCH ADVENTURERS

Most ruanoch cannot wait to leave their homeland, and they work hard to find a reason—any reason—never to return. Part of this attitude arises from the hellish nature of their home region, but part of it relates to the ruanoch love of a good fight. They love new discoveries as much as they love finding things to complain about. They love accumulating gold, gems, and magic items almost as much as they love drinking and feasting. Ruanoch often become adventurers for the challenge and the opportunity to face dangers of their own choosing. The more seasoned ruanoch adventurers also find they enjoy the company of their friends and allies regardless of how much they pretend otherwise.

D4	RUANOCH ADVENTURE HOOKS
1	The caretaker of a local cemetery is screaming that there are people in the mausoleums scratching at the doors.
2	The stuffed head of a fantastic beast above the mantle in a local tavern screams in a strange language before bursting into flames
3	Stop a dragon that has been collecting a tribute from the town for over fifty years.
4	A nomadic barbarian tribe is passing close to town, and the citizens, are getting nervous.

RUANOCH RELATIONS

Aasimar & Tieflings [Indifferent]

Transcendent beings spend too much time talking and contemplating things or just plain being weird and otherworldly. They seem pretty breakable, too.

Dwarves [Friendly]

These folk are sturdy and literally the salt of the earth. They like to party and can generally take a punch, so I reckon we get along pretty well.

Drow [Indifferent]

Never met any, probably never going to meet any. Weird cave elves, better to just leave them alone.

Dhampir [Hostile]

No. Just no. The dead don't move, and if they start, you have to put a stop to it, with fire.

Elves & Half-Elves [Indifferent]

The path of knowledge and peaceful contemplation has its place, but these folks don't have a proper appreciation for a bit of brawling and making things go BOOM!

Dragonborn, Orcs & Half-Orcs [Friendly]

These folks share a keen understanding of the necessity of violence, and they appreciate the technology and methods of warfare. They're tough and can take a hit as well as dish one out. Respect.

Gnomes [Indifferent]

These sawed-off runts are tougher than they look, but they don't go looking for a fight and lack a certain gusto for a casual dustup.

Halflings [Friendly]

Halflings are not particularly interested in fighting and are way more interested in sweetie cakes and farming than is probably good for them. But they do make us laugh, and they do brew excellent beer and for those two qualities, all else can be forgiven. A helluva a lot of fun to get drunk with and deceptively good in a fight.

Humans [Indifferent]

Humans share many of our qualities. Not all of them, certainly. But there are plenty of humans that live for brawling, boozing, and engaging in dangerous pyrotechnics. They are unpredictably violent for little or no reason and this is even more likely when they've been drinking.

D4

RUANOCH QUIRKS

- 1 You have a soft spot for baby animals and will always stop to give one a nuzzle or scratch.
- 2 You have a number of strange markings in your fur that you cannot explain. They almost look like runes of some sort.
- 3 Before any extremely risky endeavor, you squint and utter a catchphrase in a low gravelly voice.
- 4 You always give your favored weapon a pet name.

RUANOCH TRAITS

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1. Alternatively, your Strength score increases by 1, and your Constitution score increases by 2.

Age. Ruanoch grow and mature fast in their first three years of life, and they're treated as adults at the age of 10. Theoretically, ruanoch can live to about 70 years, but precious few of their kind survive to such an age.

Alignment. Ruanoch are Chaotic creatures filled with boundless energy. They detest laws, especially those making no sense. They tend towards Good, especially when it comes to freedom and protecting the weak. Ruanoch revere individual freedom and will fight to protect not only their freedoms but those of others.

Size. Ruanoch stand slightly over 4 feet tall with an average weight of around 165 pounds. Your size is Medium. Here's how to determine your height and weight randomly, starting with rolling a size modifier:

- Size modifier = 2d6 inches
- Height = 3 feet + 10 inches + your size modifier in inches
- Weight in pounds = 85 + (2d4 x your size modifier)

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Ruanoch.

ABILITIES

Darkvision. You possess excellent night vision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ferocious Frenzy. After suffering damage from any source, you can enter into a frenzy as a reaction. Your frenzy grants you temporary hit points equal to your level for up to 1 minute. During this time, you ignore any levels of exhaustion you've accumulated, and you gain advantage on Constitution saving throws to resist any effect that imposes exhaustion. This ability recharges following a short rest.

Hard to Kill. When reduced to 0 hit points but not killed, you can choose to remain standing and drop to 1 hit point instead. This feature recharges following a long rest.

Ruanoch Resilience. You have proficiency in Survival. In addition, you have advantage on a saving throw to resist any effect that reduces your hit point maximum. Your hit point maximum cannot be reduced by more than half for any reason.

You can choose one or more of the following traits, each of which replaces one of the standard ruanoch traits described above.

Ruanoch Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. This trait replaces Ruanoch Resilience.

Rub Some Dirt In It. You can heal your wounds at a quicker pace. When using Hit Dice for healing or for special features triggered by expending Hit Dice, you have one extra Hit Die. When you reach 9th level, you are considered as having two extra Hit Dice, and when you reach 16th level, you are considered as having three extra Hit Dice. This trait doesn't grant you additional hit points. This trait replaces Hard to Kill.

Firearm Proficiency. You know how to use and repair guns. You gain proficiency with firearms. If you use a gunpowder weapon with the Misfire property, reduce the weapon's Misfire score by 1. If the weapon misfires, you can repair it with a successful Tinker's Tools check (DC 8 + misfire score), with advantage on the roll.

Tenacious. After failing two consecutive saving throws or ability checks (i.e., a save or a check in two consecutive rounds), you can immediately roll again. You must accept the new result. This trait replaces Ferocious Frenzy.

FEATS

VICIOUS CLAWS

Your claws are sharper and more robust than those of most ruanoch.

Prerequisites: Ruanoch

Benefits: Increase your Strength score by 1, to a maximum of 20. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

DEMOLISHER

Breaking things is what you do best. Your love of utter destruction and mayhem extends to animate and non-animate objects.

Prerequisites: Ruanoch

Benefits: Increase your Strength score by 1, to a maximum of 20. When you attack an object or a creature that is a construct, you gain advantage on the roll. You inflict double damage against objects and structures.

FURIOUS CHAOS

When your enemies surround you, you've got them right where you want them.

Prerequisites: Ruanoch

Benefits: When an enemy creature makes a melee weapon attack against you, as a reaction, you can force them to reroll the attack or direct the attack at another enemy creature adjacent to your space. If the original attack roll intended for you is high enough to hit the other creature, the new target suffers the damage instead of you.

If an enemy creature takes the Disengage action to escape from you, you can still use your reaction to make an opportunity attack against them.

INFURIATING PRESENCE

Your mere presence aggravates enemies, leaving them flustered.

Prerequisites: Ruanoch

Benefits: Increase your Charisma score by 1, to a maximum of 20. You gain proficiency in Intimidation. When making an Intimidation check, you can use your choice of your Strength modifier or your Charisma modifier.

When another creature you can see or hear attempts a Deception, Insight, or Persuasion check, as a reaction, you can force them to make the check with disadvantage. Doing so, however, reduces their overall attitude towards you and your party by one step (i.e., friendly to indifferent or indifferent to hostile).

TOXIN TOLERANCE

You have impressive resistance against poisons.

Prerequisites: Ruanoch

Benefits: Increase your Constitution score by 1, to a maximum of 20. You gain advantage on Constitution saving throws to resist poison. You sense the presence of any poison in food or beverage that you can see and smell. You can consume double the amount of alcohol of other creatures without suffering any ill effects.

HIT DICE RECOVERY OPTIONS

HELL RAISIN'

The more intense the fight gets, the more damage you do to opponents

Prerequisite: Ruanoch

Benefit: As a bonus action, the ruanoch can spend four Hit Dice to make a special attack versus multiple attackers adjacent to themselves. This ability can be used anytime a new opponent enters combat. When this happens, the Ruanoch can immediately use its reaction to take an extra attack with advantage. Only this extra attack can be taken with advantage granted by this option. If the Ruanoch has advantage on its normal attacks, they are not affected by this ability.

Anytime a new opponent enters a square adjacent to the ruanoch, as a reaction, they may spend two hit dice to make an extra attack against the target.

LEGENDARY LOCALES

HELL-HOLE HOMELAND

The ruanoch originated in a swampy domain overgrown with carnivorous plants, infested by enormous insects, and

crowded with hungry beasts. Although ruanoch refuse to bear any insult spoken about their home, even they are forced to admit it is little more than a swampy pile of mud covered in rotting vegetation. They speak with a strange fondness regarding their home, including devil wasps, bloodthorn stalkers, and packs of sadistic treants. The ruanoch take pride in surviving and prospering in one of the world's most lethal places.

In spite of their aggressive, cantankerous nature, ruanoch maintain a deep connection to the primal forces of nature. They understand the fury of the storm. They appreciate the graceful lethality of the wilderness or the raw passions of the beast.

LEGENDARY DIETIES

ARU THE BROKEN

Outsiders refer to Aru the Broken as the Least and the Last, often viewing her as the weakest of the gods. The ruanoch refer to Aru as the Emerald Queen or the Mistwalker in honor of her predilection for appearing unexpectedly in times of need.

Although the ruanoch worshipped Aru throughout most of their history, she didn't truly become a major figure in their belief system until a species of alien horrors invaded their homeland. When the invaders attacked, the ruanoch found themselves outmatched and facing extinction.

The surviving ruanoch shamans gathered the clans and called for a collective prayer to Aru for help. In this, their hour of greatest need, the Emerald Queen rose from the waters of the swamp to answer their plea.

Aru summoned her only son, Maelstrom, to destroy those who dared attack her chosen people. Driven by Aru's fury and the primal forces of nature, Maelstrom unleashed destruction against the invaders. The ruanoch have remained grateful ever since.

Aru hasn't appeared since then. The ruanoch continue to worship her, anticipating the day of her return—no doubt when they need her most. In general, ruanoch worship Aru in surprisingly quiet, reserved ways. That being said, most ruanoch invoke her name during battle, either to add to her glory or to call upon her spirit to lend them strength.

Symbol: Weeping willow decorated with skulls

Alignment: Chaotic Good

Domains: Nature, Trickery

THE MAELSTROM

The other ruanoch deity, the Maelstrom, has no other name. Although many ruanoch call this a god, it is more accurately a force of nature—the embodiment of the passion, fury, and destructive potential of nature untethered.

The ruanoch have long believed their homeland wants to murder them. Everything about their swampy domain seems created for maximum lethality. Rather than surrendering to sorrow or hopelessness, the ruanoch view this facet as a compliment. Their homeland tests them, and they are stronger for it.

Until the invasion, the ruanoch never prayed to the Maelstrom. No one wanted the embodiment of nature's fury set loose on the world. In their desperation, however, the ruanoch called to Aru, and she answered. She summoned the rage of the world, and it manifested into a massive storm of fire, lightning, wind, and rage. This was the Maelstrom.

No sane ruanoch desires to see Maelstrom return. Despite saving their homeland, this monstrous entity inflicted devastation on a massive scale. If, however, the ruanoch face extinction again, they know they can call upon this god to destroy their enemies. The ruanoch pray such a day never comes but secretly look forward to witnessing it when it does arrive. Thus, few ruanoch worship Maelstrom but instead view it as the personification of rage and destructive might—something to bring them strength or fill them with righteous frenzy.

Symbol: Nine Waterspouts and Lightning

Alignment: Chaotic Neutral

Domains: Tempest



CORE MONSTROUS RACES

The following revised core races have been enhanced with additional traits, feats, and spells. In cases where traits or other information is unchanged from the core rules, the item is listed without a description. Only new information is presented with full descriptions.

AARAKOCRA

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Talons, Languages – No change from Core Race.

SECONDARY TRAITS

Ability Score Increase. Increase your Wisdom by 1.

Flight. You can expend a hit die to gain a flying speed of 50 feet for 1 minute. To use this speed, you can't be wearing medium or heavy armor.

BATTLEBORN

As constructs that are created and not creatures born of flesh and blood, we suggest that the battleborn are not allowed to take bloodlines. Even so, some GMs may choose to allow such things in their game, and as such, we have presented options for them to have secondary traits.

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Constructed Resilience, Integrated Protection – No change from Core Race.

SECONDARY TRAITS

Variable Ability Score Increase, Sentry's Rest, Specialized Design.

FEATS

BATTLEBORN SWIFTNESS

You can expend your innate energy to fuel a hastened flurry of movement.

Prerequisites: Battleborn race

Benefit: As a bonus action, you may expend a hit die and take the Dash action. As a reaction, you may expend a hit die and gain a +1 bonus to your AC.

BUGBEAR

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Powerful Build, Languages – No change from Core Race.

Sneaky. You are proficient in the Stealth skill. You may expend a hit die to gain advantage on a Stealth skill roll.

SECONDARY TRAITS

Ability Score Increase, Surprise Attack, Long-Limbed – No change from Core Race.

CHANGELING

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Languages – No change from Core Race.

Shapechanger. As an action, by expending a hit die, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change.

You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. This trait doesn't change your clothing and equipment. You stay in the new form until you use this action to revert to your true form again or until you die.

SECONDARY TRAITS

Variable Ability Score Increase, Changeling Instincts, Keen Senses.



DRAGONBORN (REBORN)

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Languages – No change from Core Race.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

DRAGON	DAMAGE TYPE	BREATH WEAPON
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Breath Weapon. You can use a bonus action to expend a number of hit dice and exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry.

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes an amount of damage equal to 1d6 per hit dice spent in the exhalation. The amount of hit dice you can spend in one attack is equal to one die per three levels, with a limit of 6d6 at 15th level.

LEVEL	BREATH WEAPON LIMIT
3rd	2d6
6th	3d6
9th	4d6
12th	5d6
15th	6d6

SECONDARY TRAITS

Ability Score Increase. Your Strength and Charisma increase by 1.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

DWARF

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

BASE TRAITS

Constitution Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Dwarven Resilience, Dwarven Combat Training, Tool Proficiency, Stonecunning, Languages – No change from Core Race.

Variant Dwarven Resilience. As a reaction, you may expend a hit die when you are dealt a critical hit. Treat the



result of that attack as a normal hit instead. You cannot use this ability again until you have taken a long rest.

DWARVEN VARIANTS

DUERGAR BASE TRAITS

Strength Ability Score Increase, Superior Darkvision, Extra Language, Duergar Resilience, Sunlight Sensitivity – No change from Core Race.

Duergar Magic. When you reach 3rd level, you can expend two hit dice and cast the *enlarge/reduce* spell on yourself, using only the spell's enlarge option. When you reach 5th level, you can expend two hit dice and cast the *invisibility* spell on yourself. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. Intelligence is your spellcasting ability for these spells.

HILL DWARF BASE TRAITS

Wisdom Ability Score Increase, Dwarven Toughness.

Variant Dwarven Toughness. When you make a death saving throw, you may expend a hit die to gain advantage on the roll.

MOUNTAIN DWARF BASE TRAITS

Ability Score Increase. Your Strength and Charisma increase by 1.

Dwarven Armor Training.

FIRBOLG

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Powerful Build, Languages – No change from Core Race.

Firbolg Magic. As an action, you may expend a hit die to cast *detect magic* or *disguise self* with this trait, using Wisdom as your spellcasting ability for them. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

SECONDARY TRAITS

Ability Score Increase, Hidden Step, Speech of Beast and Leaf.

GNOME

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Gnome Cunning, Languages – No change from Core Race.

GNOME VARIANTS

FOREST GNOME BASE TRAITS

Ability Score Increase. Increase your Dexterity by 1.

Natural Illusionist, Speak with Small Beasts.

ROCK GNOME BASE TRAITS

Ability Score Increase. Increase your Constitution score by 1.

Artificer's Lore, Tinker.

DEEP GNOME BASE TRAITS

Ability Score Increase. Increase your Dexterity by 1.

Superior Darkvision, Stone Camouflage.

GOBLIN

BASE TRAITS

Age, Alignment, Size, Speed, Darkvision, Languages – No change from Core Race.

Ability Score Increase. Increase your Dexterity score by 1.

SECONDARY TRAITS

Nimble Escape.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, as a free action, you can spend a hit die and cause the attack or spell to deal extra damage to the creature. The extra damage equals your level.

GOLIATH

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Languages, Natural Athlete, Powerful Build – No change from Core Race.

SECONDARY TRAITS

Mountain Born.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a hit die. Add your Constitution modifier to the number rolled, and reduce the damage by that total.

HALFLING

BASE TRAITS

Age, Alignment, Size, Speed, Lucky, Brave, Nimble, Languages – No change from Core Race.

Ability Score Increase. Increase your Dexterity score by 2.

HALFLING VARIANTS

LIGHTFOOT BASE TRAITS

Ability Score Increase. Increase your Dexterity by 1.
Naturally Stealthy.

STOUT BASE TRAITS

Ability Score Increase. Increase your Constitution by 1.
Stout Resistance.

GHOSTWISE BASE TRAITS

Ability Score Increase. Increase your Wisdom by 1.
Silent Speech.

HALF-ELF

Your half-elf character has the following racial traits from their human and elven parentages.

BASE TRAITS

Ability Score Increase, Age, Alignment, Size, Speed, Darkvision, Skill Diversity, Languages – No change from Core Race.

HALF-DROW

Ability Score Increase. Increase your Charisma and Intelligence scores by 1.

Drow Magic. (as per drow ability). This replaces Skill Versatility.

HALF-ELADRIN

Ability Score Increase. Increase your Charisma and Intelligence scores by 1.

Fey Step. (as per eladrin ability). This replaces Skill Versatility.

HALF-HIGH ELF

Ability Score Increase. Increase your Charisma and Dexterity scores by 1.

Cantrip. (as per high elf ability), this replaces Skill Versatility.

HALF-WOOD ELF

Ability Score Increase. Increase your Dexterity and Wisdom scores by 1.

Trance. (as per the elf ability). This replaces Fey Ancestry.

HALF-ORC

Your half-orc character has the following racial traits from their orc and other humanoid parentages.

BASE TRAITS

Ability Score Increase. Increase your Strength and Constitution score by 1.

Age, Alignment, Size, Speed, Darkvision, Menacing, Languages – No change from Core Race.

HALF-GOBLIN

Ability Score Increase. Increase your Dexterity score by 1.

Savage Attacks.

Nimble Escape. (as per goblin ability). This replaces Relentless Endurance.

HALF-HOBGOBLIN

Ability Score Increase. Increase your Constitution score by 1.

Relentless Endurance, Savage Attacks.

HALF-HUMAN

Ability Score Increase. (Choose any one: +1)

Savage Attacks.

Skilled. (as per human ability), this replaces Relentless Endurance.

HALF-OGRE

Ability Score Increase. Increase your Strength score by 1.

Relentless Endurance, Savage Attacks.

HOBGOBLIN

BASE TRAITS

Age, Alignment, Size, Speed, Darkvision, Languages – No change from Core Race.

Ability Score Increase. Increase your Constitution by 2.

SECONDARY TRAITS

Martial Training, Saving Face.

KENKU

BASE TRAITS

Age, Alignment, Size, Speed, Mimicry, Languages – No change from Core Race.

Ability Score Increase. Increase your Dexterity and Wisdom by 1.

SECONDARY TRAITS

Ability Score Increase. Increase your Dexterity by 1.

Expert Forgery, Kenku Training.

KOBOLD

BASE TRAITS

Ability Score Increase. Increase your Dexterity score by 1.

Age, Alignment, Size, Speed, Darkvision, Pack Tactics, Sunlight Sensitivity, Languages. – No change from Core Race.

SECONDARY TRAITS

Ability Score Increase. Increase your Dexterity score by 1.

Grovel, Cower and Beg.

LIZARDFOLK

BASE TRAITS

Ability Score Increase. Increase your Constitution and Wisdom scores by 1.

Age, Alignment, Size, Speed, Bite, Hold Breath, Natural Armor, Hungry Jaws, Languages – No change from Core Race.

SECONDARY TRAITS

Ability Score Increase. Increase your Constitution and Wisdom scores by 1.

Cunning Artisan, Hunter's Lore.

ORC

BASE TRAITS

Ability Score Increase. Increase your Strength and Constitution score by 1.

Age, Alignment, Size, Speed, Darkvision, Aggressive, Languages – No change from Core Race.

SECONDARY TRAITS

Ability Score Increase. Increase your Strength score by 1.

Powerful Build, Primal Intuition.

SKINCRAWLER

Your skincrawler character has the following racial traits born of their were-touched ancestry.

BASE TRAITS

Constitution Score Increase, Age, Alignment, Size, Speed, Darkvision, Keen Senses, Languages – No change from Core Race.



Shifting. As a bonus action, you can expend a hit die and assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you expend and roll a hit die, gaining temporary hit points equal to your hit die + your Constitution modifier (minimum of 1 temporary hit point). You also gain benefits that depend on your shifter subrace, described below. You may not shift unless you have hit dice to expend.

BEASTHIDE

Ability Score Increase. Increase your Constitution score by 1.

Tough.

Shifting. Whenever you shift, you may expend up to two hit dice at once, and while shifted, you have a +1 bonus to your AC.

LONGTOOTH

Ability Score Increase. Increase your Strength score by 1.

Fierce, Shifting.

SWIFTSTRIDE

Ability Score Increase. Increase your Dexterity and Charisma score by 1.

Graceful, Swift Stride, Shifting.

WILDHUNT

Ability Score Increase. Increase your Wisdom and Charisma score by 1.

Natural Tracker, Mark the Scent, Shifting.

CHAPTER FOUR

NEW MONSTERS

ANT, IRON

The sound of a thousand needle-pointed legs scurrying across the cobblestone floor, the occasional clink of ferrous exoskeletons mingled throughout, announces a carpet of inch-long elemental vermin—the iron ants.

Serving as carrion scavengers on the elemental plane of earth, iron ants are almost omnipresent there, scurrying about to find and claim bits and flecks of raw metal throughout the landscape and returning with them to their central nest and their enormous, hidden queen.

Individually the iron ants are roughly one inch long, bearing the same body structure as a large, steel-grey carpenter ant with a body comprised entirely of solid cold iron. If it weren't for their constant scurrying and wriggling, an onlooker might think of an iron ant as some kind of forge-born sculpture.

ELEMENTAL STOWAWAYS

Iron ants are commonplace vermin on the elemental plane of their origin. They are often tucked away in the cracks of a proper elemental, or stashed in the folds of a dao's flowing robes. However, they might be hidden, when those beings are called to the prime plane for whatever reason, or when travelers carelessly dimension door their way through, the occasional iron ant might accidentally come along for the ride and end up stranded on the prime plane. When that happens, the straggler ants instinctively begin to seek out each other to form swarms to better their chances of survival.

FERROUS APPETITE

On their home plane, iron ants roam about finding ore scraps and other metallic leftovers to dine upon and bring back to their queen. On the Prime Plane their instincts have not changed, but their menu has. Raw ore is not as easy to come

by as it is on their home plane, so these roving swarms are drawn to collections of smelted materials, worked metals, and if they must – alloys. The ants do not individually eat much, leaving behind tiny scratches on metallic objects, taking weeks to scrape a dagger or ingot to bits as they carry it around within the swarm, searching for a way to their impossibly distant nest queen.

THE QUEEN

Somewhere on the Elemental Plane of Earth, there lies a towering anthill filled with millions of common iron ants, a few hundred thousand soldiers, and the gargantuan queen they protect. There is only one iron ant queen known to exist, and her psionic control over her children—all of them—extends only to the edges of their home plane. For the swarms of those caught on the Prime Plane, they constantly gather food and seek her out, never truly able to find her.

An alchemist claimed it would make sense for a second queen to eventually evolve on the Prime Plane; a situation that would immediately cause every iron ant on the prime to gather their meals and find her in order to create a new nest here. Wherever something like this would appear, it would dominate the landscape for miles around.



Ant, Iron

Medium swarm of Tiny elementals, unaligned

ARMOR CLASS 18 (natural armor)**HIT POINTS** 39 (6d8 +12)**SPEED** 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities lightning**Damage Resistances** piercing, slashing**Damage Immunities** bludgeoning**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned**Senses** blindsight 15 ft., passive Perception 9**Languages** —**Challenge** 2 (450 XP)**ABILITIES**

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

ACTIONS

Bites (Swarm). Melee Weapon Attack: +9 to hit, reach 0 ft., one creature in the swarm's space. Hit: 8 (2d6+1) piercing damage, or 4 (1d6+1) piercing damage if the swarm has half its hit points or fewer.

Bite (Individual Ant). Melee Weapon Attack: +4 to hit, reach 0 ft., one target being crawled upon. Hit: 1 piercing damage.

TACTICS

Initial Round—A swarm of iron ants will go after whatever person or creature bearing the most iron, copper, or other objects made from natural metals. It is their instinct to seek out concentrations of their primary diet.

Subsequent Rounds—A swarm of iron ants that finds itself attacking a target that has been knocked prone, paralyzed, and/or unconscious will crawl all over the target—but only to seek out juicy metal bits to tear off and take away to feed the swarm. The ants are looking for a meal; they don't bear vengeance or ill will, and they do not fathom their advantage in any tactical sense at all.

Defensive Round—Destroying the swarm is as much dispersing it as it is killing the individual creatures. Considering how sturdy individual iron ants are, when

the swarm reaches 0 HP it is effectively destroyed, but 2d10 individual ants scatter from the last space the swarm was in – and can be caught using DC 12 Dexterity saving throw.

D6**IRON ANT TREASURES**

1	1d4 gp worth of natural iron/copper ore.
2	2d8 copper pieces; 50% chance for a slightly chewed upon dagger.
3	A random metal martial weapon, only slightly chewed upon.
4	A suit of half-plate with the buckles chewed off, requiring 2d10 gp worth of repairs.
5	3d20 silver pieces in a hollow monster skull.
6	A buckler shield made from either mithril or adamant (50% chance of either).

**BEETLE, ASSASSIN**

Standing 5 feet tall, atop six spindly legs, assassin beetles represent the pinnacle in the evolution of ambush insects. These agile predators developed the ability to teleport short distances, striking rapidly with their needle-sharp legs before disappearing just as quickly. Whether this power comes from rogue magical experimentation or a steady diet of blink dogs and other magical beasts is hotly debated amongst arcane academic circles.

MASKED IN GORE

Sticky secretions emitted from pores on the shell of the assassin beetle aggregate ever-increasing layers of gore and viscera. The blood and corpses of its victims provide the beetle both visual and olfactory camouflage. The sight of this horrific mantle often panics prey ambushed by the assassin beetle as it materializes upon them.

TOXICITY

The acidic blood coursing through the chitinous hide of the assassin beetle fuels its deadly speed and drives its insatiable hunger. Upon its death, the beetle's exoskeleton cracks and rapidly dissolves, covering the area nearby in toxic ooze. Alchemists, assassins, and wizards place great value on the beetle's blood, utilizing it to craft deadly poisons and reckless haste potions. Due to the short shelf-life of raw assassin beetle blood, the dangerous liquid must be acquired fresh and quickly preserved.

Assassin Beetle

Medium monstrosity, unaligned

ARMOR CLASS 11 (natural armor)

HIT POINTS 33 (6d8 +6)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Skills Deception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

ABILITIES

Toxic Demise. When the beetle dies, toxic green blood pools on all ground within 5 feet. Creatures that enter the area for the first time on a turn or start their turn there suffer 5 (2d4) acid damage.

Translocate (Recharge 4-6). The beetle can take a bonus action to magically teleport, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The assassin beetle makes 2 claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Claw Dance. The assassin beetle makes one claw attack against each creature within 5 feet.

TACTICS

Initial Round—An assassin beetle strikes from hiding, translocating into the midst of its prey and using either its claws or claw dance for maximum effect.

Subsequent Rounds—An assassin beetle translocates as often as possible, focusing lone targets or punishing clustered targets with its claw dance.

Defensive Round—If reduced below 15 hit points, an assassin beetle translocates away and attempts to hide. Once safe, the beetle stalks its prey, looking for another opportunity to strike.

Victorious Round—Once all of its prey lies dead, an assassin beetle impales them with its hardened mandibles and drains them of their liquids. The beetle then thrashes around in the gore from the battle, coating itself in the remains of its victims.

D6

ASSASSIN BEETLE TREASURES

- 1 A pristine, needle-sharp assassin beetle leg. If used as a weapon, it deals 1d6 piercing damage and counts as magical for the purposes of bypassing damage resistance.
- 2 A skeletal hand is stuck to the beetle's hide. A heavy silver signet ring worth 5 gp adorns one finger.
- 3 A pool of toxic blood yields a vial of acid worth 50 gp.
- 4 An undamaged chunk of shell provides a bucket full of sticky resin worth 15 gp.
- 5 Under layers of mud and leaves, assorted coins worth 10 (3d6) gp adhere to the beetle's shell, along with several official-looking documents in various states of decay.
- 6 An intact section of exoskeleton faintly inscribed with conjuration runes. The fragment supplies 50 gp worth of material components when used to cast conjuration spells.)

BRAIN GORGER

Brain gorgers are among the most feared denizens of the deep dark. Like their lesser cousin flayers, they are ruthlessly amoral and live to feed on other sentient beings' psychic energy and brains.



While brain gorgers will work together to protect a colony or a city, they are most commonly encountered alone. They do occasionally interact with other psionic or psychic feeding creatures. Much like their kin, they regard all other sentient races as food sources suitable only for dominating and consuming.

Brain gorgers are not much for physical combat, vastly preferring to order their minions to attack while using their devastating psionic and spell abilities at a distance.

EVIL OVERLORDS

Few know that the brain gorgers are the true power behind their lesser cousins, the Flayers-Who-May-Not-Be-Named. Extradimensional, despicable beings of truly malignant, alien evil. They use their paramount psychic powers to dominate

the flayers, the brain gorgor spawn, and subjugate all other races to their will, forcing them into servitude as minions in their ever-growing machinations.

SLAVEMASTERS OF THE DEEP DARK

Brain Gorgers are relatively few in number and depend on enslavement to further their goals. They have no real form of government or structure, being primarily ruled by those with the greatest mental powers. They will, of course, adopt forms of control required to maintain order in those they have enslaved.

Brain Gorgor

Medium aberration, lawful evil

Armor Class 16 (breastplate)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	20 (+5)	18 (+4)	16 (+3)

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

Skills Arcana +9, Deception +7, Insight +8, Perception +8, Persuasion +7, Stealth +7, Survival +8

Senses darkvision 180 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 10 (5,900 XP)

ABILITIES

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

Innate Spellcasting (Psionics). The brain gorgor's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*, *hypnotic pattern*

1/day each: *dominate monster*, *dominate person*, *plane shift* (self only)

Spellcasting. The brain gorgor is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The brain gorgor has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blur*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *clairvoyance*, *lightning bolt*, *sending*

4th level (3 slots): *confusion*, *dimension door*

5th level (2 slots): *telekinesis*, *wall of force*

ACTIONS

Tentacles. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 16 (2d10 + 5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 17) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Brain Gorge. Melee Weapon Attack: +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the brain gorgor. Hit: 60 (10d10 + 5) piercing damage. If this damage reduces the target to 0 hit points, the brain gorgor kills the target by opening up its skull and feasting on the target's brain.

Stunning Pulse. The brain gorgor emits a wave of mind-rending magical power in a 60-foot cone. Each creature in the area must succeed on a DC 17 Intelligence saving throw or take 23 (4d8 + 5) 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.

Enslave (1/Day). The brain gorgor targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed by the brain gorgor until the brain gorgor dies, it voluntarily releases the target, or until it is on a different plane of existence from the target. The charmed target is under the brain gorgor's control and cannot take reactions. The brain gorgor and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the brain gorgor.

TACTICS

Initial Round— They lead all confrontations with their stunning pulse and by commanding their slaves to defend them.

Defensive Round—Should things be going unfavorably for the brain gorgor, they will attempt to use their enslave ability upon any powerful warrior, turning them against their allies and on the following round becoming invisible.

Victorious Round—On a victorious round, often when the brain gorgor's opponents are unconscious; they use their tentacles to grapple an unresisting opponent and then gorge on their brain.

D6

BRAIN GORGER TREASURES

- | | |
|---|--|
| 1 | A platinum orb covered in alien runes (worth 100 platinum pieces). |
| 2 | Five tentacle rings, each worth 1d4 x 100 silver pieces. |

- | | |
|---|---|
| 3 | A manual filled with alien writings, bound in a leather-like covering that appears all-too- familiar (worth 250 gold pieces). |
| 4 | A potion of greater healing (worth 100 gold pieces). |
| 5 | Five white onyx carved in the shape of brains (worth 50 gp each). |
| 6 | 2400 gold coins of differing ages from a wide array of civilizations. |

CAMAZOTZ

Fearful peasants tell their children that when they hear great wings flapping quietly in the dark, it is the great bat, the camazotz. These terrifying creatures are native to the rainforests and lower mountainous regions in equatorial lands. The camazotz resembles a gigantic black bat with expansive membranous wings and an elongated head dominated by its oversized jaw. The creature has two sets of arm-like limbs, with one set extending from its upper torso and the other from its lower torso. These appendages end in humanoid-like hands bearing curved claws.

Camazotz live in small groups occupying caves or clusters of trees. Despite their monstrous appearance, camazotz possess above-average intelligence and cunning, which makes them dangerous predators.

Those dwelling near a camazotz lair often refer to these creatures as death bats or the winged death. Many believe the camazotz are either messengers or avatars of the god of death. To many, the sight of one camazotz represents an omen of impending death, while a sighting of multiple camazotz promises an oncoming disaster with many deaths.

DEATH BRINGERS

Camazotzes are rarely seen, emerging from their remote lairs only a few times each year in search of unwary prey. A camazotz doesn't require food or drink, subsisting on other beings' fearful feelings and the metaphysical energy manifested in the death of a mortal. The death of a victim in the throes of terror sustains these mortal fiends.

SOUL THIEVES

The first camazotz was created by the god of death to lead the souls of the dead to the underworld. The experiment



failed when the camazotz refused to turn the gathered souls over, instead hoarding them for itself. As the creature's collection of stolen souls grew, it split into two identical creatures. The second camazotz immediately departed for its own territory, not wanting to vie with its progenitor for sustenance. Since their origin, each camazotz periodically multiplies in this fashion, and the newly spawned creature finds its own hunting grounds.

FALSE GODS

Some cultures view the local camazotz as a god, and they leave sacrifices for it, hoping it will leave them be in exchange. Depending on the society, a sacrifice might be a maiden, a young warrior, or a wizened elder. A few settlements have made deals with a camazotz to bring it their condemned criminals and other unwanted miscreants as tribute. Camazotzes, being creatures of avarice, rarely turn down such offers though they prefer to find their own victims.

Camazotz

Large aberration, chaotic evil

ARMOR CLASS 19 (natural armor)

HIT POINTS 262 (25d10 + 125)

SPEED 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	21 (+5)	10 (+0)	14 (+2)	21 (+5)

Skills Perception +5, Stealth +10

Senses blindsight 60 ft., darkvision 60 ft.; passive Perception 15

Languages Undercommon

Challenge 5 (1,800 XP)

ABILITIES

Aspect of Death. A creature that is within 20 feet of a camazotz when it is reduced to 0 hit points is considered to have failed its first death saving throw.

Dread Flyer. If a camazotz has surprise when it makes its first attack, all surprised creatures within 30 feet of it must succeed on a DC 19 Wisdom saving throw or be frightened of it, and be unable to use Recovery Dice, for 1 minute. A frightened creature can make a new saving throw at the end of each of its turns to overcome the effect.

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

Flyby. The camazotz doesn't provoke opportunity attacks when it flies out of an enemies reach.

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

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

ACTIONS

Multiattack. The camazotz makes three attacks: one with its bite and two with its claws. It can replace one of these with its ultrasonic shriek.

Draining Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage plus 17 (5d6) necrotic damage. A creature that takes necrotic damage from the camazotz must make a DC 19 Constitution saving throw or lose one Recovery Die, which the camazotz can use its bonus action to immediately recover 10 (1d10 + 5) hit points.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

Ultrasonic Shriek (Recharge 5 – 6). The camazotz emits a high-pitched scream in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 49 (14d6) thunder damage and is deafened and stunned for 1 minute. On a successful save, a creature takes half that damage and is deafened and poisoned for 1 minute. A creature can make a new saving throw at the end of each of its turns, overcoming the stunned or poisoned conditions on a success.

TACTICS

Initial Round—The camazotz prefers to strike from above, shrouded in darkness approaching from unexpected angles. Its great sentience allows the camazotz to identify spellcasters and then concentrate on eliminating them.

Defensive Round—If intruders prove too dangerous for a camazotz, it takes to the air to identify the most vulnerable creatures for it to attack. The camazotz prefers using its Vampiric Shroud attack against solitary creatures or individuals separated from their allies.

Victorious Round—Once the camazotz no longer feels threatened by enemies, it makes certain to check each fallen body for any remaining fluids to drain.

D6	CAMAZOTZ TREASURES
1	An elven scout with a family heirloom longbow and 5 +1 arrows.
2	Dwarven trapsmith carrying a rusty bear trap and a light crossbow with 20 bolts
3	Human merchant carrying a pouch with 152 sp and 37 gp, as well as a letter of credit for 250 gp
4	A dragonborn sorcerer equipped with a <i>wand of enemy detection</i> .
5	An orc shaman wearing a necklace of teeth and still gripping a <i>dagger of venom</i> .
6	Gnome adventurer carrying a pouch with 13 pieces of jade, each worth 20 gp, and a special set of <i>thieves tools</i> .

CARIBE

The razorfish has a mouth filled with needle-like teeth similar to, but larger than, those of a piranha. Unlike a piranha, the razorfish boasts two pairs of sharp, bladed fins resembling wings along its sides. Razorfish travel in large schools, both for mutual protection and to help take down larger prey. When the swarm senses movement on the water's surface, these aggressive fish leap from the water and fly through their target's space, using their wings to

cut and slash. Once the prey enters the water, the razorfish swarm over them and tear them to shreds in a matter of a few heartbeats.

OUT OF NOWHERE

Caribe are not particularly stealthy or deceptive by nature, but their flying ability requires them to plunge deep below the surface to gather speed prior to launching past the water's surface. Unwary sailors can easily be surprised at the sudden initial appearance of these aggressive predators, but even when aware, subsequent attacks may come from unexpected quarters.

SLIPPERY WHEN WET

Caribe are covered with especially slimy scales, which make them difficult to attack with melee weapons. The slippery fish are able to slip out from under attacks and are extremely difficult to grapple or capture. The slime itself is acidic, making them dangerous to hold and control. All of these factors allow caribe that make it onto a boat's deck a fair chance of flip-flopping back into the sea.



Caribe, Flying Razorfish Swarm

Medium swarm of Tiny beasts, unaligned

ARMOR CLASS 14**HIT POINTS** 44 (8d8 +8)**SPEED** 0 ft., swim 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	3 (-4)	12 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned**Senses** darkvision 60 ft.; passive Perception 11**Languages** -**Challenge** 2 (450 XP)**ABILITIES****Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.**Flyby.** The swarm doesn't provoke opportunity attacks when it flies out of an enemy's reach.**Swarm.** The swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny fish. The swarm can't regain hit points or gain temporary hit points.**Water Breather.** The swarm can only breathe underwater.**Acidic Slime.** The caribe is covered with a viscid layer of slime that burns on contact with exposed flesh for d4+1 points of damage per round of contact. The slime sticks to skin but can be removed with strong alcohol.**ACTIONS****Bladed Fins.** Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half of its hit points or fewer.**Bites.** Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) slashing damage if the swarm has half of its hit points.**TACTICS****Initial Round**—Every initial round is considered a surprise round unless the intended target is immune to being surprised.**Subsequent Round(s)**—Caribe swarms disappear under the waves following their attacks and then dive to gain speed for subsequent attacks. They then surface to attack without warning from unexpected directions. Targets that fail to succeed on a Perception check (15) are considered surprised for all attacks during that round.**D6****CARIBE TREASURES**

1	5 black pearls (50 gp)
2	Leather scrap of a mysterious map
3	A length of silver chain (10 sp)
4	Half of a wooden <i>holy symbol</i> (GM's choice)
5	A pouch with the following contents: 3 golden teeth, <i>ring of protection +1</i>
6	A small sealed tube with the following contents: 6 star sapphires, <i>potion of vitality</i>

*Treasures possessed have been swallowed by the fish and can only be found after cutting it open.

CHATTERBOX

The appearance of a grimacing shrunken head covered in runes and scraps of leathery flesh chatterboxes raises the hackles of anyone who sees them. When they begin to quiver, whisper, scream, and babble, most sane individuals attempt to move away as quickly as possible. Chatterboxes rarely cease making noise for long and often grumble angrily to themselves for hours when in their dormant state.

HEADS YOU WIN

Hoarding information comes naturally to spellcasters, and wresting it from other wizards is a very direct route to this knowledge. Depending on the lengths this approach takes, it can be dangerous to leave the dead bodies of wizards lying about for fear of them returning for vengeance as an undead or through magical revivification.

One method for countering this is sever the dead wizard's head and create a chatterbox. This serves a dual purpose in removing a future threat and providing ongoing security and defense.

FICKLE FAMILIARS

When a chatterbox becomes aware of an intruder (any creature not introduced or approved by its master), it will scream loudly and unceasingly to warn its wizard. While not technically a familiar, the means of their creation may create resentment between master and servant.

As a result, chatterboxes may be charmed by charismatic creatures to allow intruders entry to a wizard's lair or into divulging sensitive information. This is doubly dangerous as it won't alert its master to the presence of danger.

SCHEMING BODY SNATCHERS

Chatterboxes often retain more of their original personality than their new master would prefer. This manifests as resentment in the loss of their freedom and mobility and leads to them hatching elaborate plots for escape and vengeance.

If they can manage to gain their freedom, their next motivation is bring their master to a sticky end. Stories abound concerning being stitched to a zombie body, being hardwired into an alchemical golem, or learning how to move via telekinesis.



Chatterbox

Tiny undead, neutral

ARMOR CLASS 10 (13 with mage armor)

HIT POINTS 67 (15d4 + 30)

SPEED 0 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	15 (+2)	16 (+3)	14 (+2)	9 (-1)

Skills Arcana +5, Perception +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poison, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common, one other language

Challenge 2 (450 XP)

Abilities

Alert System. If the chatterbox senses a creature, it doesn't recognize, it raises an alarm that is audible out to 300 feet.

Dismaying Chatter. The chatterbox never ceases its murmurs and grumbles. A creature that starts its turn within 10 feet of it has disadvantage on attack rolls against it.

Exploding Head. When the chatterbox is reduced to 0 hit points it explodes. All creatures within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) slashing and 7 (2d6) necrotic damage on a failed save, or half as much on a successful one.

Spellcasting. The chatterbox is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The chatterbox has the following spells prepared, requiring no material or somatic components:

Cantrips (at will): *chill touch, dancing lights, mage hand, poison spray*

1st level (4 slots): *grease, mage armor, sleep*

2nd level (3 slots): *acid arrow, blindness / deafness, hold person*

3rd level (2 slots): *fear, slow*

Actions

Multiattack. The chatterbox can use caustic words in the same round it casts a spell that can be cast as 1 action.

Caustic Words. Melee or Ranged Magic Attack: +5 to hit, reach 5 ft. or range 30 ft., one target. Hit: 8 (1d10 + 3) psychic damage.

TACTICS

If it isn't surprised, the chatterbox sounds an alarm and casts mage armor before combat starts.

Initial Round—The chatterbox multiattacks, using Caustic Words on the closest enemy and then casts *slow* on the six creatures nearest to it.

Subsequent Round(s)—The chatterbox multiattacks, using *Caustic Words* on the same enemy as the previous round or on the closest enemy if that enemy has been neutralized. If it has lost concentration on *slow*, it casts *fear*, hoping to catch as many creatures as possible in the area of effect. Otherwise, it casts *grease* on the floor beneath it.

Defensive Round—The chatterbox multiattacks, using *Caustic Words* on the same enemy as the previous round or on the closest enemy if that enemy has been neutralized. Depending on its action in the previous round, it casts *grease* as in round 2, or it casts *sleep* with a 2nd-level spell slot, catching as many people as possible in the area of effect.

D6

CHATTERBOX TREASURE*

- | | |
|---|---|
| 1 | A pouch containing a pair of lacquered wooden dice with azurite pips worth 188 gp |
| 2 | Set of thieves' tools |
| 3 | <i>Dust of dryness</i> |
| 4 | Spell <i>scroll of silence</i> |
| 5 | Felt hunter's cap in green with electrum stitching worth 34 gp |
| 6 | Pouch of 2d10 freshwater pearls worth 10 gp each |

*Treasures possessed by the chatterbox are either worn as jewelry or have been placed inside its hollowed skull.

CLURICHAUN

Cousins to the more elusive leprechauns of the deep Feywild, clurichauns are faerie pranksters that exist solely to keep the drunken party going for eternity. These small, ruddy-skinned imps are the distillers, the brewers, and the moonshiners of the Feywild. More than anything else they are destructive forces of playful mayhem whenever they come to the realm of mortals.

FAERIES OF KEGS, BOTTLES, & SONGS.

Clurichauns are the personification of the gregariousness and capricious nature of someone deep in the bottle. They tend to appear at carnivals, festivals, taverns, pubs—anywhere there are people drinking and enjoying alcohol.



They are generally pleasant creatures, but as the drink keeps flowing and the party continues, their prankster nature tends to come out, and the event turns into a truly liquor-soaked madhouse. They also possess Feywild Draughts both Wondrous and Baleful variants. (see *Feywild Draughts table* below).

ALWAYS UP FOR A CHALLENGE.

Aside from alcohol, clurichauns have one weakness—they cannot turn down a gamble, dare, or contest. If challenged to a contest or to gamble with honest and reasonable terms, a clurichaun will always accept. This is generally how to “defeat” a clurichaun in small ways, but also can be a quick way to steer its pranks and malice toward someone who gets the better of it, cheats, or tricks the trickster.

Clurichaun

Small fey, chaotic neutral

ARMOR CLASS 16

HIT POINTS 68 (8d6 + 40)

SPEED 25 ft.

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

Damage Vulnerabilities lightning

Damage Resistances piercing, slashing

Damage Immunities bludgeoning

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 15 ft., passive Perception 9

Languages Common, Fey

Challenge 2 (450 XP)

ABILITIES

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

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

At will: *charm person*, *create or destroy water* (except alcoholic beverage), *knock*

3/day: *mass suggestion*, *vicious mockery*

Inebriating Touch. Any creature that the clurichaun makes social contact (shaking hands, hugging, a friendly kiss, etc.) with must pass a DC 12 Constitution saving throw or become mystically inebriated for the next 1d6 hours. A creature that has already been drinking alcoholic beverages has disadvantage on this roll. While mystically inebriated, a creature has advantage on Charisma-based skill checks and saving throws but suffers disadvantage on Dexterity, Intelligence, and Wisdom-based ones.

Feywild Draughts. The clurichaun will always have flasks, bottles, and kegs hidden away in its pockets filled with faerie brews and vintages. Depending on the clurichaun's mood, these can be beneficial or punitive. If given freely to friends or properly won as part of a gamble or challenge, roll secretly on the Wondrous Spirits column. If stolen, taken forcefully, or if given to someone on the wrong side of the clurichaun's mean streak, roll secretly on the Baleful Brews column. A creature may only be affected by the last Feywild Draught they drink (see Draughts table).

ACTIONS

Shillelagh. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) magical bludgeoning damage.

Disappearing Act. In any combat round where a clurichaun can move to a space where it can become hidden from view, it can make a DC 14 Dexterity (Stealth) skill check. If this check is successful, the clurichaun becomes invisible until the end of their next round.

TACTICS

Initial Round—Clurichauns enjoy chaos and hedonism more than anything, normally opening any kind of conflict with uses of their mass suggestion spell and inebriating touch in order to turn the scene into a debauchery of drink, challenges, and madness.

Defensive Round—If a clurichaun is put on the defensive, it will often try to bribe an attacker with a quickly poured baleful *feywild draught* (see *feywild draughts* table), or finding a way to get to a place and use their Disappearing Act action. Spending a round invisible can help the little troublemaker turn things around with a charm person or clever action.

Victorious Round—If a clurichaun wins a conflict, it means that everyone is either fighting among themselves, too drunk to stand, engaged in lewd acts with one another, or unconscious. When they win, they spend a moment to gloat, leaving a single feywild gold piece for each defeated “foe”, and not a drop of alcohol within a hundred paces!

D6

CLURICHAUN TREASURES

- 1 A half-empty mithril flask containing a single use of a randomly determined *feywild draught* (even chances wondrous vs. baleful); flask itself is worth 150 gp.
- 2 A pouch full of 5d10 x 2d6 strangely minted feywild gold pieces.
- 3 As per #2, but one (only one!) of the feywild gold pieces counts as a *ring of protection* while being worn or held somehow.
- 4 As per #2, and a hip jug containing 1d3 uses of a single roll on the feywild draughts table; equal chances to be a wondrous spirit or a baleful brew.
- 5 As per #2, and a large bottle containing 2d3+1 uses of a single roll on the feywild draughts table on the wondrous spirits column.
- 6 As per #3, and two small bottles, each containing 1d3+1 uses of a single roll on the feywild draughts table – one being a wondrous spirit and the other a baleful brew.

FEYWILD DRAUGHTS

Special concoctions created by the clurichaun, many of them have unusual side effects.

D6

FEYWILD DRAUGHTS

- 1-2 *Midian's Mighty Mead*: Adds +4 to Strength and Constitution for 2d4 hours -or- *Wyld Wormwood Whiskey*: Must succeed in a DC 12 Constitution saving throw or become poisoned for 1d6 hours after drinking. (75 gp)

- 3-4 *Satyran Silkwood 'Shine*: Drinker gains resistance to non-magical damage for 2d4 hours -or- *Lustful Lhiannan Lager*: Must succeed in a DC 14 Wisdom saving throw when next making eye contact with a living creature or become charmed and obsessed with it for 2d3 hours. (100 gp)

- 5-6 *Single Malt of Cernunnos*: Affects the drinker as per the Heroes' Feast spell, but only for 2d4 hours. -or- *Balore's Brandy of Belligerence*: Must succeed in a DC 14 Constitution saving throw or immediately suffer from the *compelled duel* spell effects emanating from the first creature to speak to the drinker. Lasts until the "duel" is won or lost. (100 gp)

DIRE CHEETAH

This large, sleek feline resembles its smaller cousin but with serrated claws and impressive fangs the size of long knives. The dire cheetah can obtain astounding ground speeds when chasing prey.

BEAST MODE

The dire cheetah combines the speed of its lesser cousin with the brutal force of a much more powerful creature. The claws are longer, sharper, and serrated. The body is sleek, speedy, and heavy enough to knock its prey prone. This leads many to attempt to create an ultimate hunting beast through breeding and training, but this has mixed results as the wild and unpredictable nature is nigh impossible to eradicate from the offspring.



Dire Cheetah

Large beast, unaligned

ARMOR CLASS 16 (natural armor)

HIT POINTS 32 (5d10 + 5)

Speed 70 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	13 (+1)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +8

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

ABILITIES

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

Stealthy. The dire cheetah doubles its proficiency bonus when making Stealth checks.

Pounce. If the dire cheetah moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must make a DC 13 Strength saving throw or be knocked prone. If the target is prone, the dire cheetah can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the dire cheetah's long jump is up to 25 feet, and its high jump is up to 10 feet.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage.

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

TACTICS

Initial Round—Springing from a hidden position or barreling down on its prey from an unseen angle, the dire cheetah is unrelentingly aggressive, hoping to knock prone anything in its path. If it manages to do so, it will savage the victim immediately.

Subsequent Rounds—If the dire cheetah fails to knock a target prone, it will continue to run and return with another charge. It resists coming to a stop if possible unless it has downed prey.

D4	DIRE CHEETAH TREASURE
1	+2 Arrows (d12)
2	Silver Spear (100 gp)
3	Slashed pouch with 40 gp
4	Necklace of agates and amethysts (25 gp)

DIRE STIRGE

Unlike the swarms of their mundane brethren, dire stirges tend to be solitary, apex predators. Covered in razor-sharp hooks used to shred their victims, these six-winged monstrosities spear meals with a long, jagged proboscis, draining prey of their blood as it pins them to the ground.



BRISTLING WITH BARBS

Much larger and stronger than mundane stirges, dire stirges do not need to hide and feed in the dark. Dire stirges build shallow nests upon the desert ground, tucked into hilly crags, or carved into the sides of trees. Curled up in their nests, dire stirges can often be mistaken for thorny reddish shrubs. The presence of desiccated and mangled corpses nearby is often a sign of a dire stirge nest.

BORN IN BLOOD

Dire stirges rend their victims to tatters before they can finish draining them, with their bristling proboscis. The dire stirge's proboscis and pores exude a viscous liquid, increasing blood loss before driving the monster into a feeding frenzy. Satiated, the dire stirge implants its eggs in mutilated corpses before returning to its nest, leaving a serious problem for carrion-eaters in the area. While eggs laid by a dire stirge typically hatch into regular stirges, eggs that incubate inside a host creature violently birth more dire stirges.

Dire Stirge

Medium, beast, unaligned

ARMOR CLASS 12

HIT POINTS 53 (8d10 + 8)

SPEED 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	4 (-3)

Skills Perception +4, Stealth +8

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

ABILITIES

Bleeding Wounds. Creatures detached from the dire stirge's Exsanguinating Lance or who fail to save against Wing Thrash begin to bleed. Bleeding creatures must make a DC 12 Constitution saving throw with disadvantage at the end of each of their turns or suffer 2 (1d4) bleeding damage. A successful saving throw or magical healing stops the bleeding.

Hooked Hide. Creatures within 5 feet which make a melee attack or Strength (Athletics) check against the dire stirge suffer 2 (1d4) slashing damage.

ACTIONS

Exsanguinating Lance. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (3d4 + 3) piercing damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone and grappled as the dire stirge attaches to it. While attached, at the start of each of the stirge's turns, the target loses 10 (3d4 + 3) hit points due to blood loss. The dire stirge does not need to use an action to drain blood in this way.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature, including the target, can use its action to attempt a DC 12 Strength (Athletics) check to detach the stirge. Creatures detached from a dire stirge suffer the effects of Bleeding Wounds.

Wing Thrash (Recharge 4-6). The dire stirge thrashes its deadly wings, slashing all creatures within 5 feet. Each creature in the area must make a DC 12 Dexterity saving throw. On a successful save, a creature suffers 2 (1d4) slashing damage. On a failed save, a creature suffers 5 (2d4) slashing damage and the effects of Bleeding Wounds.

TACTICS

Initial Round—When stalking tightly grouped prey, a dire stirge first dives in and uses *Wing Thrash* to bloody its victims before launching back into the air. As blood begins to flow, the frenzied dire stirge dives back down to impale and feed upon the bloodiest victim with

Exsanguinating Lance. When stalking individual prey, a dire stirge simply dives in, using *Exsanguinating Lance* to feed while frequently using *Wing Thrash* to keep attackers at bay.

Defensive Round—If overwhelmed, a dire stirge uses its *Wing Thrash* and then launches into the air to circle its target or flee. The following round, if it stays, it dives and impales the bloodiest creature with its *Exsanguinating Lance*.

Victorious Round—Once it drains 20 hit points of blood, a dire stirge proceeds to *Wing Thrash*, *Lance*, or grapple any remaining living creatures until they die. It then lays the eggs in their corpses and flies off to its nest. If its hunger is fully sated and the dire stirge is brought below 15 hit points, it flies off to digest its meal and return later for a second meal.

D4**DIRE STIRGE TREASURE**

- | | |
|---|--|
| 1 | A badly shredded <i>cloak of protection</i> . The cloak's +1 bonus to AC is disabled due to the excessive damage. |
| 2 | A severed hand wearing a heavy golden ring worth 50 gp. |
| 3 | A greenish organ inside the stirge's mouth provides enough anticoagulant saliva to coat 5 pieces of ammunition, granting them the effects of <i>Bleeding Wounds</i> on a successful hit. |
| 4 | A tattered <i>scroll</i> containing a random 1st level spell. There is a 25% chance the scrolls disintegrate when used, causing the spell to fail. |

DREAD DEVOURER

Dread devourers are violent, bizarre aberrations that prowl the dark depths of the earth, searching for live prey. Their bulbous body shares some aspects of a carnivorous fish and



includes a wide, powerful tooth-filled mouth and gullet, but that is where the comparison ends. These terrifying creatures can fly and hover at will, terrain, and space permitting, and often use this ability to descend unnoticed on their prey.

The lower margin of their body is ringed with five muscular tentacles tipped with flesh rending claws. These tentacles allow the dread devourer to move quickly in tight places and even scale walls and ceilings with ease. The bottom of the body is covered in a series of overlapping scales protecting them as they descend on their victims.

Even more bizarre, the dread devourer's back is covered with a mat of coarse green fur which emits a strangely attractive odor that may lure victims closer.

SHARK OF THE UNDERDARK

Much like a terrestrial shark, the dread devourer is feared and avoided by any that know of its sheer ferocity and deadly attacks. It does not suffer any effects of fear in encounters and will return to attack repeatedly even when suffering terrible wounds. It is a relentlessly aggressive predator. A perfect feeding machine.

Dread Devourer

Large aberration, chaotic evil

ARMOR CLASS 17 (Natural Armor)

HIT POINTS 180 (19d10 + 76)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	6 (-2)

Saving Throws WIS +7

Skills Perception +7

Condition Immunities Prone

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

ABILITIES

Multiattack. The dread devourer can make three attacks, one with its bite and two with its tentacles.

The dread devourer makes its initial move at two times its normal

Blood Frenzy. The dread devourer has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Alluring Aroma. The dread devourer's fur emits a compelling odor that draws prey closer and dulls their perception at the same time. Within 60 feet of the dread devourer, potential victims suffer disadvantage on all Perception checks.

Fearless. The dread devourer is immune to all fear-based attacks, effects, and spells.

ACTIONS

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) piercing damage. Those bitten by the dread devourer must make a DC 17 Constitution save or suffer an additional (7) 2d6 damage at the beginning of their next turn.

Tentacle. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

TACTICS

Initial round—If prey comes within 30 feet of its hiding place, the dread devourer charges towards the nearest opponent with terrifying swiftness.

Subsequent Rounds—The dread devourer makes its full attacks on a single target until it stops moving. Feigning dead could conceivably allow a character to avoid death, assuming the devourer is not hungry, merely aggressive.

If greatly injured—The dread devourer is an alpha predator and never retreats when injured, fighting on to the death.

DREAM WASP

Amid humid hazes and azure sky, lone wasps drift sightlessly through the jungle forest, searching for overly ripe fruit and rotten meat. When a colony of dream wasps comes together, their nature shifts to violent territoriality that drives them to hunt in swarms. These swarms are led by the larger, more cunning drones and the colony's queen. When colony size reaches into the thousands, the entire collective displays further heightened aggression and strange magical powers, waging war against neighboring colonies and strangers with equal ferocity.

STRANGE MAGIC

As a dream wasp colony grows, so does their bizarre ability to use magic. Some believe the wasps somehow connect to the Dreamlands and communicate with each other in that strange dimension. Even more puzzling, while large colonies are capable of intricate planning and devious traps, there seems to be no way of communicating with dream wasps either by symbolic language or magic.



Dream Wasp Drone

Small beast, unaligned

ARMOR CLASS 14 (studded leather)

HIT POINTS 36 (8d8)

SPEED 10 ft., fly 50 ft.

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

Saving Throws Con +9

Skills Perception +2, Stealth +2, Survival +3

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ABILITIES

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

ACTIONS

Stings. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, take 17 (5d6) poison damage on a failed save, or half as much damage of a successful one.

A failed saving throw also charms the target. But this strange, disorienting charm puts the creature in a swirl of hallucinations preventing them from attacking any dream wasp from the same colony. At the start of each turn, a creature currently charmed by the dream wasp's sting can attempt a DC 12 Will saving throw.

TACTICS

Initial Round—Dream wasp swarms move swiftly to debilitate creatures with their stings. If a drone is among the swarms, it keeps to the edges, swooping in to specifically stubborn or troublesome prey. They have an innate sense for arcane magic and target those using it.

Defensive Round—Swarms give little heed to defense and tend to attack until dissipated or destroyed. Individual drones are cautious, fleeing when reduced to fewer than half of their hit points or when the swarms have taken substantial damage. A drone that escapes can warn the queen and the colony of the new threat within their territory, and such intrusion always provokes reprisal.

Victorious Round—Once victorious, the dream wasps quickly move on. Dream wasps leave their victims to rot on the forest floor, waiting for decay to make the meat more palatable. This typically takes a week, at which point they return to feast.

DREAM WASP COLONIES & MAGIC

- A small dream wasp colony consists of anywhere between 2-4 swarms, a pair of drones, and a queen.
- A large colony has 4-8 swarms, a trio of drones, and a queen, and each gains the large colony modifications below.
- A massive colony has more than 8 swarms, a half-dozen drones, and a queen, and each gains the massive colony modifications below.

LARGE COLONY MODIFICATIONS

Drones gain Intelligence increases to 10 (+0), and they gain the following ability.

Innate Spellcasting. The dream wasp's innate spellcasting ability is Intelligence (spell save DC 10, +12 to hit with spell attacks). The dream wasp can innately cast the following spells, requiring no material component.

At will: *mage hand*, *silent image*

1/day: *sleep*, *misty step*

Each queen's Intelligence increases to 14 (+2), increasing their spells save to DC 13 and +15 to hit with a spell attack. They gain the following innate spells in addition to the ones they already have.

At will: *poison spray*

1/day: *hold person, invisibility*

Dream Wasp Swarm

Medium swarm of Tiny beasts, unaligned

ARMOR CLASS 14 (studded leather)

HIT POINTS 36 (8d8)

Speed 10 ft., fly 50 ft.

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

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

ABILITIES

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

ACTIONS

Stings. Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 4 (1d4 + 2) piercing damage or 2 (1d4) if the swarm has half of its hit points or fewer. Those damaged by the sting must make a DC 12 Constitution saving throw, take 10 (3d6) poison damage on a failed save, or half as much damage of a successful one.

A failed saving throw also charms the target. But this strange, disorienting charm puts the creature in a swirl of hallucinations, preventing them from attacking any dream wasp from the same colony. At the start of each turn, a creature currently charmed by the dream wasp's sting can attempt a DC 12 Will saving throw. On a success, the charm ends.

MASSIVE COLONY MODIFICATIONS

Intelligence increases to 10 (+0), and they gain the following ability.

Innate Spellcasting. The dream wasp's innate spellcasting ability is Intelligence (spell save DC 10, +12 to hit with spell attacks). The dream wasp can innately cast the following spells, requiring no material component.

1/day: *misty step*

Drones gain Intelligence boost and innate spellcasting as those in a large colony, and they gain the following innate spells in addition.

At will: *poison spray*

1/day: *invisibility*

Each queen's Intelligence increases to 16 (+3), increasing their spells save to DC 14 and +16 to hit with a spell attack. They gain the following innate spells in addition to the ones gained as a large colony and that they already have.

At will: *shield*

1/day: *confusion, nondetection*

Dream Wasp Queen

Medium beast, unaligned

ARMOR CLASS 14 (studded leather)

HIT POINTS 36 (8d8)

SPEED 10 ft., fly 50 ft.

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

Condition Immunities charmed, frightened, stunned

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Abilities

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

Actions

Innate Spellcasting. The dream wasp's innate spellcasting ability is Intelligence (spell save DC 12, +15 to hit with spell attacks). The dream wasp can innately cast the following spells, requiring no material component.

At will: *mage hand, silent image*

1/day: *detect thoughts, mirror image, misty step*

D4

DREAM WASP TREASURE

- 1 +2 dagger
- 2 Secret boot pouch containing 10 platinum pieces and a ruby (100gp).
- 3 +1 longsword
- 4 +1 shield with a demon's face emblazoned on it.

DUSKBAT

Dusk bats are nocturnal predators known to harass travelers on the deserted byways between civilized settlements. They flit from their wooded bowers or sandstone caves in search of prey to target with their soporific, blood-draining bite. They continue the attack until their diminished prey collapses and can be consumed.

SWIFT, SILENT AND UNSEEN

Dusk bats appear similar to their mundane kin in most ways, but they have a special ability to attack in absolute silence from unexpected quarters and to disappear without being engaged. This makes them very difficult to defend against.

Dusk Bat

Small beast, unaligned

ARMOR CLASS 12

HIT POINTS 13 (3d6 + 3)

SPEED 10 ft., flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Saving Throws Dexterity +4

Skills Stealth +6

Senses blindsight 60 ft., passive Perception 11

Languages –

Challenge 1/4 (50 XP)

ABILITIES

Echolocation. The dusk bat can't use its blindsight while deafened.**Keen Hearing.** The dusk bat has advantage on Wisdom (Perception) checks that rely on hearing.**Swift Flight.** The dusk bat may move out of threatened squares without provoking opportunity attacks.

ACTIONS

Fatiguing Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (2d4) damage and the dusk bat stealthily attaches to the target. A Wisdom (Perception) check DC 16 is needed to notice the creature's bite. At the start of each of the dusk bat's turns, the target loses 5 (2d4) hit points due to blood loss, and the victim must also make a DC 10 Constitution save or lose a hit die. The dusk bat can detach itself by spending 5 feet of its movement. It does so after it drains three hit dice from the target or the target dies. A creature, including the target, can use its action to detach the dusk bat by succeeding on a DC 10 Strength check.

TACTICS

Initial Round—The dusk bat uses stealth to approach sleeping victims and prey upon them. Characters might be allowed a Perception check at disadvantage.

Subsequent Round(s)—The dusk bat attempts to drain a hit die from its victim, repeating this process each round.

Defensive Round—The dusk bat detaches and stealthily flies off.

Victorious Round—The dusk bat utters hypersonic squeaks beyond the hearing of its prey to attract more dusk bats to the feast.

D4

DUSKBAT TREASURE*

- 1 Worn wallet with 28 sp.
- 2 A full bottle of rare whisky (25gp)
- 3 A gold locket with a strange rune inside.
- 4 A platinum bracelet with three charms attached.

*This treasure can be found at the site of past attacks.

GLOOM MOTH

Gloom moths are often falsely identified as swarms of vermin, despite their appearance, and the swarm they generate is illusory. They came into existence accidentally as a reliable method to prevent illusionary deceptions. The experiments were partially successful; illusions have difficulty surviving in the presence of a gloom moth, but the illusory swarm the creature creates around itself is an unforeseen side effect.



Gloom Moth

Tiny aberration, unaligned

ARMOR CLASS 14 (natural armor)

HIT POINTS 82 (15d4 + 45)

SPEED 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	8 (-1)	10 (+0)	5 (-3)

SKILLS Perception +2

DAMAGE RESISTANCES poison

CONDITION IMMUNITIES exhausted, poison

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES -

CHALLENGE 4 (1,100 XP)

ABILITIES

Distraction. A creature that casts a spell within 10 feet of a gloom moth has disadvantage on spell attack rolls. A creature that makes a saving throw against a spell cast by a creature within 10 feet of a gloom moth has advantage on the roll.

Flyby. The gloom moth doesn't provoke opportunity attacks when it flies out of an enemies reach.

Phantasmic Void. Illusions that get close to the gloom moth sometimes fail. If an illusion is cast within 10 feet of it, the caster must succeed on a DC 13 saving throw of their spellcasting ability. A wizard would make an Intelligence saving throw, for example. On a failed save, the spell slot used is expended, but the spell has no effect. If an existing illusion, such as a creature under the effect of invisibility, moves or passes within 10 feet of the gloom moth, the affected creature must succeed on a DC 13 Charisma saving throw, or the effect ends.

ACTIONS

Desiccating Dust. Melee Weapon Attack: +5 to hit, reach 5 ft., all creatures within 5 ft. Hit: 14 (4d6) necrotic damage and the target must succeed on a DC 13 Constitution saving throw or have its speed halved until the end of its next turn.

Frightful Swarm (1/Day). The gloom moth uses its action to create the illusion of thousands of additional gloom moths emerging from its body and filling all spaces within 5 feet of it. A creature that starts its turn in or moves through the swarm must succeed on a DC 13 Wisdom saving throw or be unable to use Recovery Dice until the beginning of their next turn. If you aren't using Recovery Dice, the creature is frightened until the beginning of their next turn instead.

While surrounded by illusory moths, a creature that hits the gloom moth may hit the duplicates instead. Roll a d20. If the gloom moth is fully surrounded by its swarm, the attack targets the duplicates if you roll a 6 or higher. If it is two-thirds surrounded, the attack shifts to the duplicates if you roll 8 or higher. If only 1/3 of the duplicates remain, the attack shifts to the duplicates if you roll 11 or higher. Each time the gloom moth is struck, one-third of the illusory moths fall to the ground and disappear.

If not destroyed, the Frightful Swarm remains centered on the gloom moth for 10 minutes.

ATTRACTED TO MAGIC

Gloom moths can be found in large numbers in areas suffused with arcane energy. Magic items also attract them, though they seem less interested in those currently attuned to an individual.

They are drawn to all spellcasters and illusionists, mostly sensing their ability even if they aren't casting. The creature flutters about in a distracting fashion. If a spell is being cast, the gloom moth increases the speed of its dance, repeatedly darting through the caster's field of vision.

GLOOM MOTH DUST

The dust from a gloom moth can be used to create magical dusts. Roll d20 and consult the table below.

1-15: Amount needed for a single dose of magical dust.

16-19: Amount needed for two doses of magical dust.

20: Amount needed for creating three doses of magical dust.

If another result is rolled, the treasure can be found nearby in the environment.

TACTICS

Initial Round—The gloom moth uses Frightful Swarm and moves to engulf as many creatures as it can in the illusion.

Subsequent Round(s)—The gloom moth uses Desiccating Dust to affect as many targets as possible. It repositions itself if doing so allows it to hit more targets potentially.

Retreat—The gloom moth retreats if reduced to fewer than one-third hit points.

D4	GLOOM MOTH TREASURE
1	A packet of <i>dust of disappearance</i> .
2	A cloth pouch containing 2d4 peridots worth 5 gp each.
3	A packet of <i>dust of dryness</i> .
4	A packet of <i>dust of sneezing and choking</i> .

INFESTATION GOLEM

There is some debate among peculiar scholars whether the infestation golem is an actual golem. They are created with magic, but the spells are alien to most spellcasters' understanding of the elemental nature of other golems. The secrets of creating an infestation golem aren't found in some obscure magical codex, nor are they created by your typical spellcasters. Instead, these creatures are made by rare dream wasp queens.

STINGING SYNERGY

Beyond the most daring pirates' routes, live strange, blue and white dream wasps. These creatures are strange enough, with magical powers that grow in proportion to the size of their swarm under the ruthless control of their powerful queen. Stranger still, one queen in a thousand, instead of yielding a powerful hive, it creates an infestation golem.

MOBILE HIVE

Constructed with weavings of resin and natural materials, the infestation golem grows out of and around the rare dream wasp queen. The result is a

vaguely humanoid shape of great physical and arcane power that serves as home to the queen's aggressive and deadly children. The queen herself is encased within the golem body and is so intertwined into the material it is impossible to separate her from the golem.

INSCRUTABLE PURPOSE

Those who have lived through encounters with these strange constructs offer no common theme to their purposes: some stand sentinel over the ruins they have no connection to, others senselessly rampage, while others still offer their service to wizards and druids.

Infestation Golem

Large construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 114 (12d8 + 48)

SPEED 25 ft.

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

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

ABILITIES

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns, while berserk, the golem attacks the nearest creature that it can see other than its own swarms. If no creature is near enough to move and attack, the golem attacks an object with a preference for objects smaller than itself. Once the golem goes berserk, it will continue to do so until it is destroyed or regains all its hit points.

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

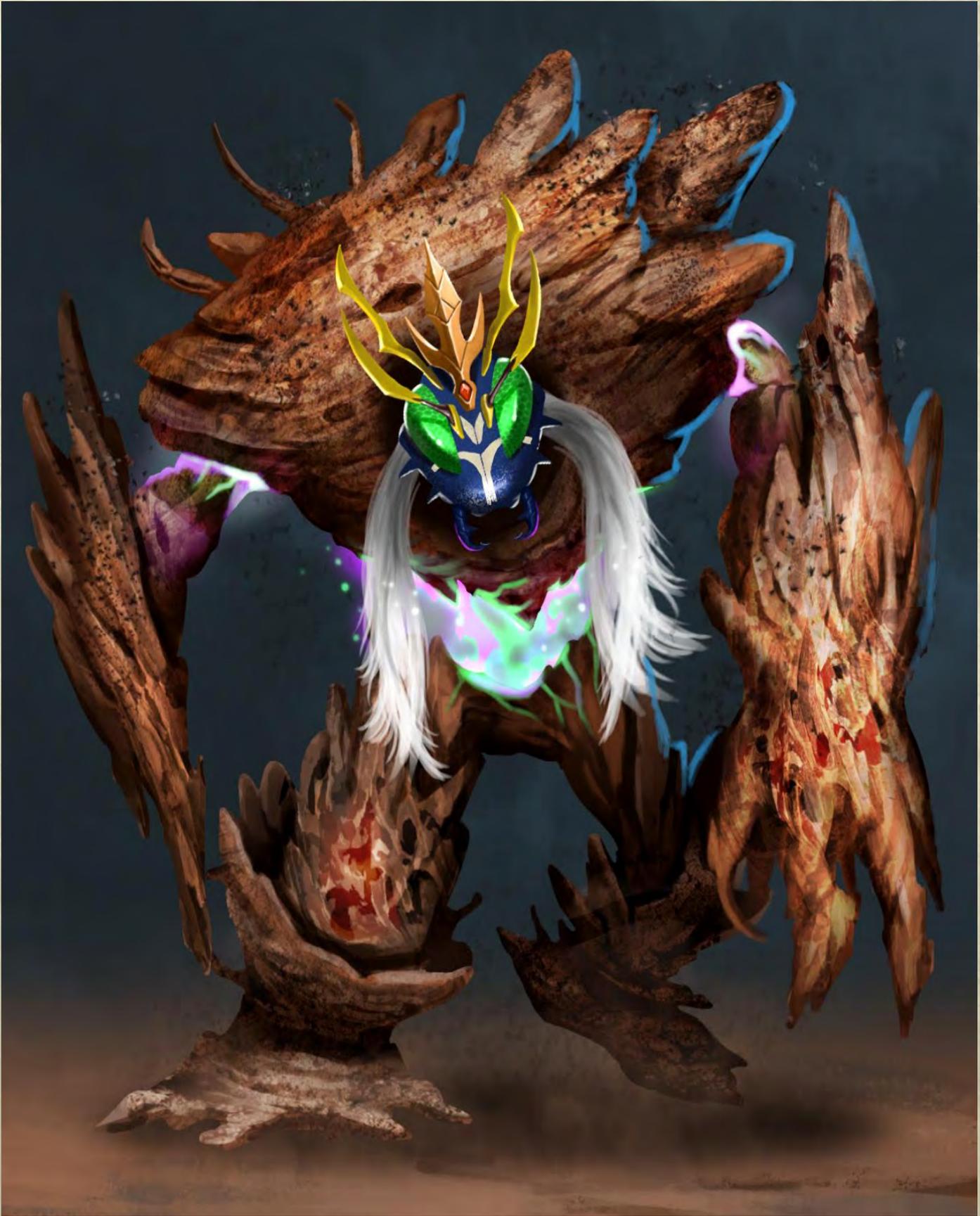
Innate Spellcasting. The dream wasp's innate spellcasting ability is Intelligence (spell save DC 12, +15 to hit with spell attacks). The dream wasp can innately cast the following spells, requiring no material component.

At will: *mage hand*, *poison spray*, *silent image*

1/day: *confusion*, *detect thoughts*, *hold person*, *invisibility*, *mirror image*, *misty step*, *nondetection*

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

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



NEW MONSTROUS RACES

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) magical bludgeoning damage.

Unleash Swarm. An infestation golem typically has four dream wasp swarms (with the abilities of a massive colony) living within it. With an action, it unleashes one or two of these swarms. The unleashed swarms then take their turn (and take future turns at any time during the infestation golem's turn). One of these swarms that enters the infestation golem's space can spend half its move or an action to enter the infestation golem's body. While inside an infestation golem, wounded swarms regain 2d8 hit points at the end of each of the golem's turns.

TACTICS

Initial Round—The infestation golem unleashes one of its swarms to harry approaching threats. If enemies are approaching fast, it will cast confusion, hold person, mirror image, or misty step to gain a better tactical footing during the fight.

Subsequent Round(s)—If the initial round puts them in an advantageous position, they will push forward with additional swarms. If they are in a weak position, they cast additional spells.

Defensive Round—The golem will use spells to try and control the battlefield or at least move into an advantageous position.

Victorious Round—After a victory, the infestation golem gathers its swarms back into it in order to heal and continues working toward its weird goals.

D6**INFESTATION GOLEM TREASURE**

- | | |
|---|--|
| 1 | Embedded within the hive-like body of the golem are 1d4 100 gp gems. |
| 2 | Trapped and covered by the golem's hive-like body are 1d3 minor magic items from Magic Item Table B. |
| 3 | As per #2, but it's two magic items from Magic Item Table C. |
| 4 | As per #2, but it's one magic item from Magic Item Table F. |
| 5 | As per #1 and #2. |
| 6 | As per #1 and #3. |

MAGMA DRAGON

Magma dragons are among the rarest of all dragon subtypes. They have submitted themselves to an arcane tradition that transforms them beyond the ultimate reach of the oldest and most powerful red drakes into something more primal, elemental, and fearsome. The spells and rituals are lost to all but the most mighty of fire elemental mages and powerful efreeti kings on the elemental plane of fire. While no one knows why a powerful pinnacle predator would subject themselves to this process, the rewards are great.

FIRE IN THE BLOOD

There is fire, there is magical fire, and then there are the myriad types of fire found on the elemental planes. The elemental planes have varieties of flame and heat that are unknown in mortal realms.

This is the core of the magic and power of the magma dragon. Its blood is literally elemental magma; not just flame, but stone and superheated gas, which can be delivered in a terrifying blast that can literally, pulverize and vaporize instantaneously.

BONES OF BASALT

The magma dragon is among the most primordial of all dragons and has an origin significantly different than that of other great drakes. It is said that they were born in the fires of creation and once served as guardians at the gates between the Material Plane and the elemental Plane of Fire.

Their hide is literally rock hard and forms obsidian plates with extremely sharp edges. Simple contact with their skin can result in terrible wounds to attackers. Their bones are hardened to withstand the intense pressure and heat of the deep earth. This offers them a significant advantage against any attacks that crush or bludgeon them.

Magma Dragon (Adult)

Huge dragon, chaotic evil

ARMOR CLASS 20 (natural armor)

HIT POINTS 256 (19d12 + 133)

SPEED 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Resistances piercing and slashing from non-magical weapons.

Damage Vulnerabilities cold

Damage Immunities fire and bludgeoning from non-magical weapons

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Ignan

Challenge 18 (18,000 XP)

ABILITIES

Glowing Blood. The lava dragon produces light from its magma-like blood, emitting light in a 60' radius.

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

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.

Wing Deflection. The dragon uses its wings to buffet aside normal-sized arrows and bolts as a bonus action with a DC15 Dexterity check.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. 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.

Magma Breath (Recharge 3-6). The dragon exhales fire and rock in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 81 (22d6) fire and bludgeoning damage on a failed save, or half as much damage on a successful one. Individual resistances only apply to half of the damage inflicted. Additionally, the bludgeoning aspect of the magma breath attack subjects targets to being knocked prone.

Magma Blood. When the magma dragon suffers damage from bludgeoning, piercing, or slashing attacks, it sprays a burst of superheated blood. Each creature within 20 ft. of it must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



TACTICS

Initial Round—While magma dragons are fearless, they will never attack directly, preferring to fly by and use their punishing breath weapon to soften foes. Their heightened recharge rate also allows them to use this attack with greater abandon. Focus is divided between front line fighters and spellcasters.

Melee Round(s)—When confronted on the ground, the magma dragon knows that its blood is deadly and that its wounds are dangerous to those nearby to some extent.

EXAMPLE DRAGON HOARD

<i>chainmail +1, small shield +1</i>	3 rare greataxes
7 <i>potions</i> (GM choice)	2 pirate prince cutlasses
15 sapphires	1 <i>spellbook</i> (GM choice)
7500 sp and 11000 gp	3 ornate spears (60 gp)



MECHANASPHERE

A mechanasphere is a powerful construct employed by duergar to defend their holy shrines and protect their secrets from intruders (and to a duergar, everything represents a secret). This construct, fashioned from brass and iron and powered by magically-infused crystal shards, obeys its master's commands without question for centuries.

When first encountered, the mechanasphere is likely in its dormant mode, resembling a metallic lattice globe with internal clockwork gear mechanisms. When activated by the presence of intruders, this globe spins to extend a set of three curved blades as well as a blocky mechanical head with glowing red eyes.

The duergar jealously guard the secrets to the construction of mechanaspheres. Building one of these constructs demands a considerable outlay in coin, time, and effort. It also requires rare gemstones, precious metals, and magical crystal shards to power the machine.

VIGILANT GUARDIANS

A mechanasphere remains intact, functional, and alert for centuries, hyper-vigilantly guarding its assigned location to

prevent intruders from breaching the site. If intruders flee, the mechanasphere may pursue intruders to ensure they can never return or reveal the location's secrets to anyone else. They will only abandon their position when all intruders in the immediate area are destroyed.

DEADLY TERRITORY

Because mechanaspheres often pursue intruders, duergar trapsmiths often place two of these constructs to guard one location. The construct attacks by whirling its blades in a constant weaving motion around itself in a 360-degree arc. These blades move so quickly as to appear everywhere at once. This allows the two machines to work in tandem to provide heightened security. Trapsmiths often erect fiendish traps in the vicinity (e.g., concealed pits, arrow launchers, poison gas jets). Then, if intruders breach the area, the mechanaspheres can attempt to drive enemies into the killing zone of these traps.

Mechanasphere

Medium construct, neutral

ARMOR CLASS 17 (natural armor)

HIT POINTS 90 (12d8 +36)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +5

Damage Vulnerabilities acid

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft.; passive Perception 15

Languages understands commands given in Undercommon but can't speak

Challenge 6 (2,300 XP)

ABILITIES

Charging Trample. If the mechasphere moves at least 20 feet straight toward a target and then hits with a rolling slam attack on the same turn, the target suffers an additional 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

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

ACTIONS

Multiattack. The mechasphere makes two attacks with its whirling blades or one attack with its whirling blades and one rolling slam.

Scything Blades. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Rolling Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage.

Whirling Blades (Recharge 5-6). The mechasphere can use its action to spin its blades in a series of interweaving arcs, targeting creatures of its choice within 10 feet of it in any direction. Each target must make a DC 14 Dexterity saving throw, taking 21 (4d8 + 3) slashing damage on a failed save or half as much damage on a successful one.

TACTICS

Initial Round—The mechasphere attacks the creature nearest to the construct's assigned area, often using its Charging Trample to force intruders back to knock them off-balance.

Subsequent Round(s)—In later rounds, the construct uses the threat of its trample, or its Whirling Blades attack to drive enemies into nearby traps, pits, and similar obstacles.

Defensive Round—The mechasphere has no concern for its own safety. If it senses it has sustained serious damage, it does everything in its power to kill as many intruders as quickly as possible.

Victorious Round—When all intruders are dead, the mechasphere returns to its guard post and awaits either additional intruders or new orders from its controller.

Defeat Round—If a mechasphere has been defeated, the victors can salvage one of these valuable components from the intact wreckage. See the *Mechanasphere Components* table for details.

D6 MECHANASPHERE COMPONENTS

1	A silver strut worth 75 gp.
2	A small brass cog worth 100 gp.
3	A large brass cog worth 150 gp.
4	A pair of rubies worth 150 gp apiece.
5	A collection of tiny metallic gears and small precious gemstones worth 300 gp.
6	A vial of <i>oil of slipperiness</i> —d3 applications.

RUST MIMIC

Mimics have plagued weary travelers and adventuring types for the span of written history, but only in recent decades have scholars begun to recognize some individual subtypes of the shapechanger appearing with some regularity. One of these subspecies called a rust mimic due to the special properties of their secretions. They are noted easily by their predilection toward particular objects to transform into a perfect trap to lure in targets who use things made from their most delectable dietary supplement—metal.

EVOLVED PREDATION

Mimics use their shapechanging abilities to draw in prey by looking like objects that attract animals and adventurers to their awaiting, sticky pseudopods. Rust mimics take an extra step in their predatory shifting by



choosing objects most likely to be touched or interacted with by common metallic objects, like locks, anvils, or toolshed racks.

TASTE FOR THE FORGED

Mimics of all kinds, while monstrous horrors in their own right, survive by consuming creatures drawn into striking range and then consumed. Unlike the rest of their cousins, they have evolved to require special additives to their diet—metal. The metals it eats are then used to strengthen and grow certain aspects of the creature, especially its jagged, rusted fangs. Yet to be explained by researchers, rust mimics cannot digest or corrode the semi-precious metal electrum; it is as if it almost has an allergy to the stuff.

Rust Mimic

Medium monstrosity (shapechanger), neutral

ARMOR CLASS 14 (natural armor)

HIT POINTS 67 (9d8 +27)

SPEED 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +5, Performance +2, Stealth +3

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

ABILITIES

Shapechanger. The rust mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing, carrying, or stuck to it isn't transformed. It reverts to its true form if it reaches 0 hit points.

Adhesive (Object Form Only). The rust mimic adheres to anything that touches it. A Huge or smaller creature adhered to the rust mimic is automatically grappled by it (escape DC 14). Ability checks to escape this kind of grapple are always made at disadvantage.

Grappler. The rust mimic has advantage on attack rolls against any creature grappled by it.

Specific False Appearance (Object Form Only). While the rust mimic remains motionless, it is indistinguishable from an ordinary object. Due to their specified dietary needs, rust mimics only shapechange into objects that serve as good lures to sate them. This means they often turn into weapon racks (weapons), armor mannequins (armor), heavily locked chests (lockpicks and treasure), and anvils (forge tools and materials) are all commonplace lure shapes.

Corrosive. Nonmagical metallic objects that contact a rust mimic for more than a few seconds begin to corrode. This includes weapons that strike it. After dealing damage (if an attack), the metallic weapon takes a permanent and cumulative -1 penalty to damage rolls. In the case of non-weapon items, they suffer -20% of their hit points automatically per round of contact. If a weapon is reduced by -5 damage permanently or another object loses 100% of its hit points, it is corroded to flakes of rust and tarnish beyond nonmagical repair. For some odd alchemical reason, the metal electrum is completely immune to this trait.

ACTIONS

Corrosive Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) bludgeoning damage. If the rust mimic is in object form, the target is subjected to its Adhesive and Corrosive traits.

Toxic Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) piercing damage plus 4 (1d8) acid damage. The rust mimic's teeth are always made up of half-corroded, jagged metal shards made from their meals, forcing a Dexterity saving throw DC 12 or become poisoned for the next 1d6 hours.

TACTICS

Surprise Round—Most encounters start with the shapechanged creature exploding outward from its hiding place—but not until it has taken a few rounds to corrode and absorb a rogue's thieves' tools or a warrior's prized dagger or helmet. Once it has a solid snack, a meatier meal is welcome.

Adhered Round—Once a rust mimic is grappled to a target, it will continue to try and maneuver itself around that target's body to corrode as much worn metal as the target has, all the while biting chunks from it. These bites are toxic, and once its foul tarnish infests its

target, it becomes even more difficult to be free of the sticky, malleable monster. Although capable of creating pseudopods to strike at non-grappled targets, rust mimics will normally maintain attacking a single target until it is fully incapacitated before moving on.

Hidden Round(s)—Rust mimics are not mindless beasts, and if injured badly, they will slink away to hide, shapechange, and heal. Once fully healed, the rust mimic will resume its normal hunting position and lure form.

D4 RUST MIMIC TREASURE	
1	<i>potion of hill giant strength</i>
2	4d20 gp
3	<i>arrow of slaying</i>
4	<i>arcane focus</i> (GMs choice)

SAND SHARK

Sand sharks are bizarre monsters that dwell in the desert and other arid, sandy locales. They have small, diamond-shaped brown, tan, and black scales, long, sharklike snouts filled with needle-like teeth. Their legs are fin-like and tipped with sharp claws. They have dorsal spines running the length of their bodies, which can lay flat against their torsos or raise into knife-like blades that cut through the sand.

HIDDEN TERRORS

Sand sharks are most often encountered burrowing near the surface of the desert while allowing their dorsal spines to stand erect. It's been theorized that they aid the creature in navigation and may contain sensing organs. If a sand shark wishes to go undetected, it can do so easily by keeping its entire body submerged.

SELF-PRESERVING STRIKERS

Sand sharks are ambush predators, always striking at a creature from hiding. If they fail to subdue prey within a few rounds, they submerge and retreat to seek out easier prey. Sand sharks rarely fight to the death.

SAND SWIMMERS

Unlike most burrowing creatures, sand sharks don't dig tunnels, they liquefy the sand in their immediate area and use their long tails to propel themselves through it. The sand re-solidifies once a sand shark has moved through it.



Sand Shark

Large monstrosity, neutral evil

ARMOR CLASS 15 (natural armor)**HIT POINTS** 123 (13d10 +52)**SPEED** 15 ft.

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

Skills Perception +2, Stealth +6, Survival +2*Condition Immunities* prone*Senses* darkvision 60 ft., tremorsense 60 ft., passive Perception 12*Languages* understands Common but can't speak*Challenge* 6 (2,300 XP)**ABILITIES**

Foreboding Fin. A creature within 30 feet of the sand shark that sees its fins cutting through the ground must make a DC 15 Wisdom saving throw, becoming paralyzed and frightened for 1 minute on a failed save or frightened for the same duration on a successful one. A paralyzed or frightened creature can make a new saving throw at the end of each of its turns, overcoming one of the conditions on a success.

Ground Cover. The sand shark is considered to have half cover if it is in contact with unworked earth. If only its dorsal fins can be seen, it is considered to have three-quarters cover.

Mancatcher. A sand shark can detect a human within 60 feet of it with pinpoint accuracy.

Liquefy Sand. A sand shark can liquefy sand in its immediate vicinity while burrowing. The sand resolidifies following its passage.

ACTIONS

Multiattack. The sand shark makes both bite and claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage. If the target is standing in quicksand, it must succeed at a DC 15 Strength saving throw or be pulled 1d4 feet into the quicksand and become grappled. A creature grappled in such a fashion can escape the quicksand by making a DC 15 Strength saving throw as an action.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage.

Quicksand (Recharge 5 – 6). As an action, the sand shark creates a 5-foot-radius, 10-foot deep area of quicksand centered on a point it can see within 30 feet of it. A creature standing in the area must make a DC 15 Dexterity saving throw or sink 1d4 + 1 feet into the sand and become restrained. On a successful save, a creature moves to the closest space that isn't quicksand. At the start of each restrained creature's turns, it sinks another 1d4 feet into the sand. If the creature isn't completely submerged, it can use its action to escape the quicksand by making a DC 15 Strength check. A creature that is completely submerged in sand starts to suffocate. A creature can pull another creature from the sand by using its action and making a DC 10 Strength check.

TACTICS

Initial Round 1—The sand shark moves within 30 feet of a group of PCs and allows only its dorsal fins to be seen, allowing it to use its passive Foreboding Fin feature.

Subsequent Round(s)—The sand shark uses its Quicksand ability to cause the ground beneath as many characters as possible to liquefy. It then dives beneath the ground gaining total cover. The sand shark then multiattacks a submerged PC, hoping to drag them completely into the quicksand. While it's doing this, it only gains half cover from its contact with the ground.

Successful Attack—If it successfully pulled a PC into the earth on round 3, the sand shark multiattacks them. If not, and it hasn't taken more than 20 points of damage, it reattempts its subsequent round tactic.

Retreat—If it takes more than 40 points of damage or fails to have a PC in hand by the end of round 4, it submerges itself completely and burrows away to look for easier prey.

D6	SAND SHARK TREASURE*
1	3d6 silver arrowheads worth 5 gp each
2	1d6 bloodstones worth 50 gp each
3	God of the Hunt's ivory holy symbol worth 50 gp
4	Pipes of the sewers
5	Palladium necklace with gold quartz pendant worth 350 gp
6	Hand-painted deck of cards worth 200 gp

*Treasure looted from a sand shark are almost always found in its gullet. The silver arrowheads are instead found buried under its skin.

SILHOUETTE GOLEM

A silhouette golem is formed from raw shadowstuff from the Plane of Shadow. The extraction of materials is dangerous and often leads to madness or death.

Once gathered, these shadows are placed in an arcane loom for two years, where it is then treated with many chemical and arcane processes. Once malleable, it is stretched, formed, and shaped into a two-dimensional humanoid form.

HIDDEN GUARDIANS

A silhouette golem is ephemeral and can fold into most shapes, making them easy to smuggle into restricted areas. Security-minded wizards and warriors covet them as they are absolutely loyal to their controller. Illusionists, entertainers, and artists use silhouette golems to study shape, line, and shadow, transforming them into everything from curiosities and monsters to hiding places. They possess a unique but limited form of teleportation.

SILENTLY OBEDIENT

Silhouette golems are eerily quiet. They move by stretching their form to a target location point and then shifting their form to reach that point. Watching one move can be disconcerting, and seeing them in numbers can be an overwhelming vision of rapidly shifting light and dark patterns. Depending on its configuration and whether it is located in shadows or darkness, a person can walk through an area containing a silhouette golem and never be the wiser.

Silhouette Golem

Large construct, neutral

ARMOR CLASS 17 (natural armor)

HIT POINTS 210 (20d10 +100)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	20 (+5)	3 (-4)	14 (+2)	1 (-5)

Damage Immunities necrotic, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 120 ft., passive Perception 12

Languages Common, one other language

Challenge 10 (5,900 XP)

ABILITIES

Arcane Guardian. If the golem's controller is within 100 feet of it, it can teleport to its side as a bonus action. The golem's controller is immune to the golem's attacks, and the golem is likewise immune to all its controller's damaging spells.

Magic Resistance. The golem has advantage on saving throws against spells and other magic effects.

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

Malleable. The silhouette golem can fold itself into any form of Tiny to Medium size.



ACTIONS

Multiattack. The golem makes two razor shadow attacks.

Razor Shadow. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 26 (4d10 + 4) slashing plus 22 (4d10) cold damage, and the target must succeed on a DC 16 Constitution saving throw or have its movement halved until the end of its next turn.

Throw Shadow. Ranged Weapon Attack: +8 to hit, reach 60 ft., one target. Hit: 14 (3d6 + 4) slashing and 10 (3d6) cold damage.

Shadow Burst (Recharge 5 – 6). The golem sprays shards of freezing shadow in a 20-foot-radius centered on itself. Each creature in the area must make a DC 16 Constitution saving throw, taking 21 (6d6) slashing damage and losing 2 (1d4) Recovery Dice on a failed save, or half as much damage on a successful one. If you aren't using Recovery Dice, the attack deals 21 (6d6) cold damage instead.

REACTIONS

Arcane Lodestone. The silhouette golem can use its reaction to Throw Shadow at a creature within 60 feet that casts a spell.

TACTICS

Initial Round—The silhouette golem teleports to the closest space to its controller. If there are three or more enemies within 20 feet of it or its controller, it uses Shadow Burst.

Subsequent Round(s)—If Shadow Burst recharges, the silhouette golem uses it. If not, it uses Razor Shadow on a creature that has targeted its controller.

Defensive Round—The Silhouette continues to focus attacks on creatures that attack its controller, using Shadow Burst when it can and Razor Shadow otherwise.

Victorious Round—The silhouette golem doesn't retreat while its controller is alive unless commanded to. If its controller is killed, it ceases acting and stands in place.

D6

SILHOUETTE GOLEM COMPONENTS

- 1 A star sapphire worth 1000 gp
- 2 A gold, diamond, and emerald crown worth 1,500 gp
- 3 A spell scroll containing *finger of death*
- 4 A *rod of absorption*

TITAN TREE

Like their lesser cousins, the treants, titan trees have a deep and meaningful relationship with their local environment. Where the treants seek a harmonious union between the wildness of nature and those creatures that coexist with it, the titan trees are less willing to “live and let live” with any creatures that seek to do harm. They know all too well what happens when little creatures with sharp steel enter their woodlands.

SOLEMN SHEPHERDS

Titan trees are larger and more fearsome than treants but serve similar aims. They rarely issue warnings or seek the counsel of those that aim to intrude into their sacred groves. They prefer to attack first and deliver a stern lesson to drive them off with no motivation to return. If intruders persist or fight back, the titans will attack to destroy anyone remaining in their vicinity.

Titan trees learn the languages of their enemies: orcs, goblins, ogres, kobolds, humans, etc. By understanding their foes at this level language, they can better plan their defense against them. They may send their animated tree allies to spy on interlopers to gather intelligence.

Titan Tree

Gargantuan plant, Neutral

ARMOR CLASS 16 (studded leather)

HIT POINTS 132 (8d20 + 48)

SPEED 25 ft., burrow 10 ft (soft earth and sand only)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	23 (+6)	12 (+1)	19 (+4)	12 (+1)

Saving Throws Str +12, Con +11, Wis +9

Skills History +11, Insight +9, Nature +11

Damage Vulnerabilities fire

Damage Resistances piercing

Damage Immunities bludgeoning

Senses passive Perception 14

Languages Common, Druidic, Elvish, Sylvan

Challenge 13 (10,000 XP)

ABILITIES

False Appearance. While the titan tree remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The titan tree deals double damage to objects and structures.

Walking Tall. The titan tree's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

ACTIONS

Multiattack. The titan tree makes three slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage. The target must make a successful Dexterity save or also be knocked prone.

Stomp. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage. The target must make a successful Dexterity save or also be knocked prone.



NEW MONSTROUS RACES

Thrown Stone. Ranged Weapon Attack: +7 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Bark Darts. Ranged Weapon Attack: +7 to hit, range 60 ft., up to four targets. Hit: 8 (d10 + 6) puncturing damage.

Animate Trees (1/Day). The titan tree magically animates 2d4 trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the titan tree. The tree remains animate for 1 day or until it dies; until the titan tree dies or is more than 120 feet from the tree; or until the titan tree takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TACTICS

Initial Round 1—Titan Trees hurl massive stones from afar to warn interlopers. They will roar in an appropriate language, issuing terrifying threats as they rain down death on the heads of interlopers. Essentially “Leave or die!”

Subsequent Round(s)—If the offenders haven't taken the hint yet, the titan tree animates trees to fight by its side. The titan tree and animated trees overwhelm opponents slamming opponents and sending them flying. They also continue the Thrown Stone and Bark Dart attacks once the treants have been summoned.

Retreat—If forced to retreat, they will lead the party through difficult terrain that it can ignore, and attack with their bark darts.

Injured—The titan tree will retreat into the woods, putting as much distance as it can between its attackers and itself. It will direct any summoned treants to cover its retreat.

D6

TITAN TREE SMASHED CORPSES

- | | |
|---|--|
| 1 | Smashed half-orc corpse with a coin purse: d4 gp, 2d6 sp, 3d8 gp. |
| 2 | Smashed goblin corpse with a jar of pickled toes. |
| 3 | Smashed orc corpse with a pair of elf-flesh leather gloves (50 gp). |
| 4 | Smashed human corpse with a magical hook hand—disadvantage on all Disarm attempts. |



TROLL, DESERT

Desert trolls are an offshoot of common trolls that evolved from those who were severely wounded and left in the driest of environments. Their natural regeneration, coupled with rapid dehydration and immersion in salts and sands, resulted in an emaciated, leathery, mummy-like creature with an endless thirst for juicy living prey. Desert trolls have developed insanely sharp claws and double the normal of flesh-slicing fangs in their snarling maws.

WITHERED HUSK

Desert trolls' are dense and heavy, filled with thick, tarlike ichor sluggishly trapped in stony, withered guts. Their skin is dry, stretched, and flakes off in papery wisps as they move around, constantly regenerating new layers to replace the old. Desert trolls are so dry and husk-like that, when they are not moving, they are oftentimes mistaken for mummified remains or burlap scraps—until they spring into action!

OF SAND AND BLOOD

Desert trolls regenerate using their surroundings' raw sand and dust combined with their own foul secretions to knit wounds closed. Desert trolls are also adapted to use the blood and fluids siphoned from other creatures to jump-start their own regenerative abilities.

Desert Troll

Large giant, neutral evil

ARMOR CLASS 16 (studded leather)

HIT POINTS 92 (8d10 +48)

SPEED 25 ft., burrow 10 ft (soft earth and sand only)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	8 (-1)	10 (+0)	7 (-2)

Saving Throws Con +9

Skills Perception +2, Stealth +2, Survival +3

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ABILITIES

Keen Smell. Desert trolls have advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The desert troll regains 5 hit points at the start of its turn. If the desert troll takes acid or fire damage, this trait doesn't function at the start of the desert troll's next turn. The desert troll dies only if it starts its turn with 0 hit points and cannot regenerate.

Sanguinary Healing. The desert troll uses blood and fluid siphoned from living creatures to boost its ability to heal. The desert troll heals damage equal to half of any damage it inflicts upon a living target with its bite attack, rounding down.

ACTIONS

Multiattack. On any turn where it does not vent its gizzard, the desert troll makes two attacks; one with its bite and one with its claw.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (3d4 +3) slashing damage.

Vent Gizzard (Recharge 6). The desert troll coughs up a cloud of stored salts and acids from its gizzard chain in a 15-foot cone. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 11 (3d8) acid damage on a failed save or half as much damage on a successful save. If this saving throw is failed on a natural 1, the target is also blinded for 1d4 turns.

TACTICS

Ambush Round—Desert trolls like to bury themselves in shallow pits of sand, burrowing quickly behind their prey and attacking any who are grouped together, focusing their Vent Gizzard action on catching as many of them as possible in the area of effect.

Crippled Round—Desert trolls are insidious, bloodthirsty combatants. If they are badly injured or have suffered regeneration-stealing damage, they will target opponents with their bite attack to siphon some of their fluids to heal. Incapacitated targets, animal companions, and mounts are easy choices.

Retreat Round—If forced to retreat, they will spend a round quickly burrowing into the loose sand or soil to a depth where attacks cannot reach them. They are subject to the need for air but can regenerate while buried in this fashion

Incapacitated Round—If a desert troll is incapacitated, it will do its best to “play dead” for a round or two while waiting for an opportunity to crawl or burrow to safety.

D6

DESERT TROLL TREASURE

- 2d6 x 5 sp scattered in the sands beneath where the desert troll nests
- 1d4 pieces of inedible jewelry that have passed through the desert troll; each are worth 1d6 x 1d10 gp
- The desert troll vomits up the last contents of its gizzard; concentrated salt acid crystals that can be ground down to become 1d3 uses of universal solvent or 2d4 vials of acid (2d4 damage).
- Make three rolls on Individual Treasure: Challenge 5-10 (DMG, pg. 136).
- As #4, but this desert troll also adorned itself with a sack of trophies. 1d2+1 rolls on Magic Item Table B (DMG, pg. 144).
- As #4, but this desert troll also thought of itself as king/queen of all desert trolls because it wore an *ioun stone* (random type) on a circlet around its head (but did not know how to activate its ability).



WYRWOOD

Strange and elusive constructs, wyrwoods tend to hover on the outskirts of civilization. They are always wary of the attention they provoke from arcane spellcasters interested in learning the secrets of their genesis and reproduction. While cautious and secretive, wyrwoods are intensely curious about the world: its dangers, its wonders, and its people. They have a deep-rooted desire to learn and test their skills in the wider world.

Wyrwood are incredibly agile and capable of feats that would put even an acrobat to shame. Constructed from the strange blue-tinged wood of the wyr trees, their woody flesh is covered in strange, swirling symbols, with

joints reinforced by steel, mithral, brass, or other precious metals. Their eyes are glimmering gemstones, often carved to mimic the eyes of a cat. They seldom speak, but when they do, their voices have a pleasant musical quality, as if created by a woodwind instrument.

INQUISITIVE ADVENTURERS

Wyrwood often work to keep their existence secret from curious and meddling wizards, but they also desire to advance their learning and experience. This desire to roam the world leads many wyrwood to the adventuring life. At all times, a wyrwood keeps their guard up for trouble. Every new chamber is evaluated, few escape routes go unnoticed, and many possess magic, allowing them a quick escape. A surprising number of wyrwoods pursue espionage as a profession. If questioned too intensely, wyrwood display an innate social skill of deflection, redirecting the conversation with their own brand of humor, which tends to be resplendent with puns, limericks, and wordplay.

SURVIVAL SKILLS

Wyrwood survival is focused on gaining skill and knowledge for the first half-century following their awakening. It's a difficult undertaking, balancing the need to gain new experiences while being canny enough to survive those experiences. Only following this period are they able to undertake the creation rites for a new wyrwood. These magical rites are kept strictly secret, but all wyrwood participating must transfer some fraction of their previous experiences to the newly created wyrwood.

Wyrwood

Small construct, neutral

ARMOR CLASS 14 (studded leather)

HIT POINTS 16 (3d6 + 6)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	15 (+2)	10 (+0)	9 (-1)

Saving Throws Dex +4, Int +4

Skills Acrobatics +4, Perception +2, Stealth +4

Damage Resistance poison

Condition Immunities disease, sleep

Senses darkvision, passive Perception 12

Languages Common, Thieves' Cant

Challenge 1/2 (100 XP)

VERIVORES

ABILITIES

Constructed Resilience. You possess remarkable durability and have the following benefits.

You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

You don't need to eat, drink, or breathe.

You are immune to disease.

You don't need to sleep, and magic can't put you to sleep.

Steady Logic. When you roll a 1 on an Intelligence ability check, you can reroll the die, and you must take the second result.

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit:5 (1d6 +2) piercing damage.

Shortbow. Melee Weapon Attack: +4 to hit, range 80/320 5 ft., one creature. Hit:5 (1d6 +2) piercing damage.

WYRWOOD TACTICS

Initial Round—Given a choice, a wyrwood attacks from afar and behind cover. They are always watching and waiting for the opportunity to surprise opponents or even avoid them.

Defensive Round—If the situation seems to be going against a wyrwood, their first reaction is to plan an escape route. If that is unlikely or impossible, they will often surrender, promising service to their once enemies but disregarding and promises once their escape becomes possible.

Victorious Round—Once a challenge is defeated, it's on to the next. They feel no exuberance for a successful fight and have no need to gloat or boast.

D4

WYRWOOD TREASURES

- | | |
|---|--|
| 1 | Long ivory tusk with minor healing properties—heal d6 hp per short rest. |
| 2 | A high-quality spyglass with crystal lenses. |
| 3 | A curio box containing a snail shell, 7 silver nails (7 sp), and <i>peript of health</i> . |
| 4 | 2 chipped green dragon claws—each function as a <i>dagger +1</i> . |

Verivores (or Truth eaters) share many physical characteristics across their five castes. They have large wings with two grasping digits and opposed thumbs attached to a torso. At the waist, the creature splits into a cluster of tendril tails they usually coil to stand upright. The cranial cavity of each verivore is crowned with a set of appendages similar to humanoid hands. Within this grasp form pale orbs of congealed reality called *Orbs of Verity*.

PSYCHIC REALITY PARASITES

Verivores are aberrations from deep within the Ethereal Plane tangential to the demiplane of Nightmares. They sap the will and steal essential truths, draining the “sense of being” from creatures they encounter. They repurpose the energy to form corrupt cysts in the fabric of reality. These cysts become the homes of each new verivore colony.

HOARDERS OF TRUTH

The Verivores' victims' stolen truths become enmeshed into organic spheres of quasi-reality known as the “Orbs of Verity.” These orbs provide the parasites with increasing expertise, expanding magical ability, and increasing mastery over reality. Corrupting the truths of civilized populations, these insidious creatures weave a tapestry of deception and distorted reality.

VERIVORE ABILITIES

All verivores have the following abilities:

Memory Sense. Verivores make an opposed Perception check against an Intelligence saving throw to view any memories (last 24 hours) for any target in visual range.

Orbs of Verity. Verivores generate one Orb of Verity, from the tendrils of their cranial cavity for each use of their psychic theft ability.

Their hit points increase by 5 for each Orb of Verity they have created.

- For every three Orbs of Verity, their proficiency bonus increases by +1.
- For every 2 Orbs of Verity, their AC increases by +1.
- When their orbs exceed their hit dice, they seek a safe location to cocoon and evolve into higher castes as dictated by the nearest voidhatcher.
- By holding an orb taken from it, a creature may undo the psychic theft it has suffered by succeeding against the original saving throw.

Seeking Telepathy. If a creature within 1 mile per hit die of the verivore has a Proficiency bonus greater than +1 it can sense the target's general direction.

Subversive Strength. All Verivores gain advantage on attacks and saving throws against creatures that have false memories, identities, or powers.



WILLSEEKERS

Willseekers are the scouts of the verivore cysts. They are drawn to beings of significant truth or areas of conflicted belief, reporting suitable targets to other verivores.

Willseekers Small Aberration

Armor Class 14 (studded leather)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	8 (-1)	15 (+2)	7 (-2)

Saving Throws Wis +4

Skills Perception +4

Senses Darkvision 120 ft., Passive Perception 14

Languages Deep Speech, Telepathy 120 ft.

Challenge 2 (450 XP)

Abilities

Verivore Abilities. See above.

Actions

Psychic Theft - Memory. The willseeker can attempt to steal a single memory (a moment 1 minute or less) of a creature within 30' and replace it with a false one once per round as a bonus action.

Deceptive Tails. The flickering sting of the willseeker requires a DC 12 WIS save to evade, otherwise the target of the attack takes 1d8+2 damage. For each Orb of Verity the willseeker has formed, it deals +2 more points of damage.

TRUTHEATERS

These aberrant drones stand on writhing masses of tails, wrapped in their iridescent wings like a mockery of a fine cloak. The clutches of its grasping cranial cavity swim with stolen lives.

Trutheaters Medium Aberration

ARMOR CLASS 16 (Natural Armor)

HIT POINTS 84 (13d8 + 26)

SPEED 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	17 (+3)	19 (+4)	18 (+4)

Saving Throws Int +6, Wis +7, Cha +6

Skills Deception +7, Perception +7, Persuasion +7

Senses Darkvision 120 ft., Passive Perception 14

Languages Deep Speech, Telepathy 120 ft.

Challenge 7 (2,900 XP)

ABILITIES

Verivore Abilities. See above.

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

At will: *invisibility*, *magic missile*, *see invisibility*

1/day each: *charm person*, *dimension door*, *gaseous form*, *sleep*

ACTIONS

Arcanovore. Trutheaters with at least one Orb of Verity containing the stolen truth of a spellcaster may cast one of that creature's cantrips at will.

Distortion Blast (Recharge 5-6). Trutheaters with at least 2 Orbs of Verity can emit a violent distortion of reality as a 30' line dealing 4d6 +4 damage against a Wisdom save DC 15 for half damage. For every 2 additional Orbs of Verity they deal +1d6.

Psychic Theft-Truth. As an action on its turn, the trutheater can attempt to steal a character's background (causing them to lose all proficiencies gained from it) and place it within an Orb of Verity. The Intelligence save to resist this ability is DC 15.

Weave Delusion. As an action, the trutheater can replace a stolen background (granting new proficiencies). The new background may confuse, torment, or otherwise cause the character to question their current allegiances and motives. The Intelligence save to resist this ability is DC 15.

FAITHKEEPERS

These hulking brutes drag themselves on stunted wings to harvest verity orbs from other verivores and serve as both living archives and siege engines during times of overt conflict.

Faithkeepers Huge Aberration

ARMOR CLASS 21 (Natural Armor)

HIT POINTS 252 (24d12 + 96)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	12 (+1)	19 (+4)	7 (-2)

Saving Throws Str +10, Con + 8, Wis +8

Skills Perception +8

Senses Darkvision 120 ft., Passive Perception 14

Languages Deep Speech, Telepathy 120 ft.

Challenge 11 (7,200 XP)

ABILITIES

Verivore Abilities. See above.

ACTIONS

Arcanovore. Faithkeepers gain resistance to any spell that can be cast by a creature it currently has an Orb of Verity from.

Multiattack. The faithkeeper can make three tail whip attacks a round.

Distortion Shear (Recharge 4-6). As a bonus action, the faithkeeper can emit a 60-foot-radius blast of reality disruption around itself. This deals 4d6 psychic damage with a Wisdom save of DC 16 to take half. For every 3 Orbs of Verity the faithkeeper contains it deals an additional +1d6 damage.

Gather Verity. The faithkeeper's tendrils can transfer Orbs of Verity from other verivores to its massive cranial crèche. Its exceptional reach can gather orbs at a range of 30 feet.

Tail Whip. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 13 (2d6+6) bludgeoning, and the target is grappled (escape DC 18) and is moved up to 5 feet toward the faithkeeper.

LIEWEAVERS

The tactical masters and nobility of the demiplanar cyst-colonies, these shape the false narratives that corrupt kingdoms that they target.

Lieweavers

Medium Aberration

ARMOR CLASS 19 (Natural Armor)

HIT POINTS 190 (20d8 + 100)

SPEED 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	21 (+5)	18 (+4)	18 (+4)	14 (+2)

Saving Throws Con +10, Int +9, Wis +9

Skills Arcana +8 Deception +7, Perception +9, Persuasion +7

Senses Darkvision 120 ft., Passive Perception 14

Languages Deep Speech, Telepathy 120 ft.

Challenge 14 (11,500 XP)

ABILITIES

Innate Spellcasting. The lieweaver's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spells). The lieweaver can innately cast the following spells, requiring no material components:

At will: *invisibility*, *magic missile*, see *invisibility*, *sleep*

2/day each: *charm person*, *dimension door*, *gaseous form*, *polymorph*

Verivore Abilities. See above.

Spellcasting. Varies.

ACTIONS

Arcanovore. Lieweavers with at least one Orb of Verity containing the stolen identity of a spellcaster may cast one of the creature's cantrips at will. If it has three Orbs of Verity it gains all spellcasting ability of the lowest level caster. Regardless of the original type, these spells become arcane.

Distortion Shear (Recharge 4-6). As faithkeeper, DC 17.

Psychic Theft - Identity. As an action on its turn, the lieweaver can attempt to steal a character's archetype (removing all benefits gained from it) and place it within an Orb of Verity. If it has already stolen an archetype, it may take the creature's alignment, feats, or background. The Intelligence save to resist this ability is DC 17.

Tapestry of Lies. As a bonus action, the lieweaver can replace the identity of a character whose identity it has stolen. They may replace any stolen attribute. This may confuse, torment, or otherwise cause the character to question their current allegiances and motives. The Intelligence save to resist this ability is DC 17.

VOIDHATCHERS

The powerful nexus of each Verivore hive, these masterminds guide the subversion of Prime Material realms and the seeding of new reality cysts.

Voidhatchers

Large Aberration

ARMOR CLASS 20 (Natural Armor)

HIT POINTS 253 (22d10 + 132)

SPEED 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Con +12, Int +12, Wis +13

Skills Arcana +8 Deception +7, Perception +9, Persuasion +7

Senses Darkvision 120 ft., Passive Perception 17

Languages Deep Speech, Telepathy 120 ft.

Challenge 19 (22,000 XP)

ABILITIES

Innate Spellcasting. The voidhatcher's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spells). The voidhatcher can innately cast the following spells, requiring no material components:

At will: *invisibility*, *magic missile*, see *invisibility*, *vampiric touch*

3/day each: *charm person*, *dimension door*, *polymorph*

1/day each: *dominate person*, *flesh to stone*, *gaseous form*, *time stop*

Verivore Abilities. See above.

Spellcasting. Varies

ACTIONS

Arcanovore. Voidhatchers with at least one Orb of Verity containing the stolen Orbs of Verity of a spellcaster may cast any of the creature's cantrips at will. If it has three Orbs of Verity it gains all spellcasting abilities of the lowest level caster. Regardless of the original type, these spells become arcane.

Distortion Shear (Recharge 4-6). As faithkeeper, DC 21.

Psychic Theft - Ego. As an action on its turn, the voidhatcher can attempt to steal a character's archetype, background, and alignment, placing them within an Orb of Verity. A second successful use of this ability steals the character's class (causing them to lose all class abilities). The Intelligence save to resist this ability is DC 21.

Ego Corruption. As a bonus action, the voidhatcher can replace the attributes of a character whose ego it has stolen. The new attributes may include a radically altered history, memories, and sense of self. To grant a new class exceeding a character's current level, it must possess an Orb of Verity stolen from a creature of a level equal to the new class' level. The Intelligence save to resist this ability is DC 21.



TACTICS

It is recommended that you plot out a few of the verivore tactics and have modified character backgrounds, skills, etc., ready to hand off to players who are subject to various attacks and substitutions. This will save time and maintain the flow during the game.

Initial Round—Given a choice, verivores will attack from a hidden location and use their perception to analyze the memories of their foes. Then it will use the various modes of psychic theft (dependent on verivore caste).

Subsequent Round(s)—If their initial round is successful, they will use their secondary attacks to replace what was stolen (in the case of a Trutheaters Weave Delusion ability or a Lieweavers Tapestry of Lies ability)

Victorious Round—Verivores will focus any other attacks on any foes whose memories, abilities, or backgrounds changed, gaining advantage for any of these attacks.

NEW BACKGROUND

Delusions of Yesterday. You have spent too long in the clutches of the verivores before becoming an adventurer. Select three backgrounds. Each day on waking roll 1d4:

1. First background.
2. Second background.
3. Third background.
4. Your choice.

Alternatively, the DM may award you Inspiration to choose a background for you for the day.

NEW ARCHETYPE

Living Lie. You have willingly or unwillingly absorbed other people's Orbs of Verity. Select three archetypes available for your class. Each day on waking roll 1d4:

- 1– first archetype
- 2– second archetype
- 3– third archetype
- 4– GM choice

Alternatively, the GM may award you Inspiration to choose your archetype for you for the day.

NEW FEAT

SHIFTING VERITY

You can interact with Orbs of Verity that are not your own.

Prerequisite: Verivore

Benefit: After a long rest, you may make a Will save against the same save DC that created it. If you succeed, you may trade its psychic theft contents with your own attributes.



CHAPTER FIVE

MONSTROUS ENCOUNTERS

We hope you will drop these encounters in wherever you need them and make whatever changes are necessary to create a harmonious game session that challenges your characters. Not all of these are standard adventures, like **The Shifting Sands** or **The Cauldron** with a beginning, middle, and end. **100 Goblin Encounters** are just snippets to get you started with some quick random ideas. **Code of the Sea** is a contest that can be used anytime a seaborne encounter rises to the challenge of settling scores on the high seas. The **Temple of the Bountiful Harvest** is a location and resource that has been around for a long time and offers the assistance to the characters with a steep moral price.

100 GOBLIN ENCOUNTERS

Traditionally, a “one hundred goblin encounter” meant simply throwing wave after wave of the filthy buggers at adventurers as a means of wearing them down and making the party easy pickings for the larger and more powerful opponents. The tactics were scattered, the violence chaotic, and the results were a lot of grinding through endless rounds of combat.

This is a LIST of one hundred goblin encounters. Each snippet is a different idea or thread the crafty GM can weave into an ongoing adventure or present as a standalone sequence. We have tried to imbue each of these ideas with just enough flavor and structure to serve as a jumping off point for a unique take on an age-old foe.

1. SNEAKERS

Goblin thieves sneak into the party’s camp at night and steal anything shiny, including weapons, armor, and belt purses. They work one or two at a time, staying away from guards until the camp is thoroughly devoid of wealth. Should they be caught, the group flees.

2. GOBLIN OUTCAST

A goblin exile offers to lead the party through a treacherous stretch of land. He might just lead the party into a confrontation with his former tribe to get his revenge. What does a goblin have to do to be expelled from its tribe?

3. WOUNDED GOBLIN

Characters find a goblin with a broken leg, near death, starving, and badly dehydrated. It begs pitifully for help. Should the characters aid the goblin, it may worship the healer as a powerful spellcaster! It fawns over that character and serves as a loyal cohort.

4. ANGRY WARBAND

A goblin warband rides on wargs and throws torches swiftly into a village or outpost, causing great terror in the ensuing chaos. They flee into the hills or woods afterward, but why? Usually, the goblins are just a minor nuisance.

5. GOBLIN SAPPERS

Goblins mine under a town and break into a trade guild, robbing them of thousands of gold pieces. They have set traps behind them, and the tunnels split, leading in unforeseen directions. The question is whether they lead to more traps, a lair, or more targets.

6. HONORBOUND CHAMPION

After the destruction of another group of goblins, the characters are tracked down by a goblin champion. He calls out the character who struck down the most of them, offering them a duel and seeking to avenge his clan’s honor.

7. BLOODTHIRSTY GOBLIN SHAMAN

A goblinoid shaman has taken over a goblin tribe, deposing a goblin warlord with his magic. Now the



goblins have taken on a terrifying habit of ritual sacrifice and are kidnapping travelers from the roads. When the characters enter the area, the common folk beseech them for aid and to return their loved ones before it's too late.

8. GOBLIN TRIBUTE

A more powerful monster has taken over the goblin's territory and is forcing them to pay tribute. In return, the goblins that may have once been little of a threat are suddenly rising up against the locals. Of course, when confronted, they are more than willing to point the characters against their new master.

9. RATS!

Goblin rangers (alternatively druids) have trained dire rats to do their bidding and steal food and other items from a village. An investigation will reveal the dire rats and lead back to the goblins who have grown fat and lazy from their easy operation.

10. AMBUSH!

Goblin warg-riders swiftly harry the party, only to rush off in a dangerous hit-and-run. They lead the party into a dangerous crossfire ambush, with goblin archers firing from the surrounding trees.

11. GOBLIN SHRINE

The characters come across a filthy and poorly camouflaged shrine to a dark god. If the characters destroy the shrine, the goblins are angered. The weather turns foul, which is possibly just a coincidence, and the goblin zealots track the characters down, seeking divine vengeance.

12. TROJAN HORSE

Goblins leave a “Trojan Horse” as a gift but accidentally lock themselves in. Now they howl pitifully for release. This can easily serve as a moral conundrum to the party as they decide what to do with the now helpless goblins.

13. THE TRINKET

After an encounter with a squad of goblins, the clan becomes obsessed with a PC’s trinket, convinced it is a holy relic from their god. They will follow the characters and make every attempt to steal the trinket, even if it means sneaking into an inn at night!

14. WOLF IN SHEEP’S CLOTHING

An urban thieves’ guild uses goblin sneaks altered with a wand of disguise self to appear as children. The “children” are making the other guilds lose out on money and approach the characters to end this nuisance. How will the PCs handle them, thinking they are children, and later when they are revealed as goblins? What happens if they attract some real children and the group is mixed between real and false children?

15. GOBLIN PROPRIETORS

Some semi-civilized goblins pooled their wealth and purchased an inn to live in the attic. They hired staff through an intermediary who is none the wiser. The staff doesn’t stick around long, thinking the place is haunted. Food and belongings go missing all the time, and strange sounds emanate from the walls. What happens when the characters learn of goblins hidden away within? Worse, what happens when they prove themselves legal owners of the property?

16. GOBLIN ASSASSIN

A feared goblin assassin has taken an interest in one particularly shady character, and whenever this character

is in town, the goblin will shadow them. Once noticed, the character may believe they are the assassin’s target, but he is simply interested in their methods and wishes them no ill will. The assassin could become a contact or allow the character access to a larger network if befriended.

17. WARLOCK’S CREW

An old man and his broken-down wagon block a bridge crossing. He waves the characters down, looking for help in fixing his wagon. A gang of goblin brigands hide in the trees nearby and attack the characters when they are given a signal. The old man is the leader of the group of goblins and actually a fairly potent warlock who has forced the goblins under his control.

18. GOBLIN ZOMBIES

A necromancer has decimated and reanimated the remains of a large goblin tribe to guard his tower and environs. A smaller, allied tribe has sworn vengeance. They are planning to attack the tower and the goblin zombies but are greatly outnumbered and outgunned. When the characters enter their territory, they are asked to aid destroying the undead and the necromancer. This could earn the characters an ally in a goblin chieftain.

19. TRAINED GOBLINS

A smaller band of hobgoblins has recently taken over a goblin tribe living in a dungeon. The hobgoblins train the goblins, teaching them how to use better weapons and tactics. Now the goblins wield tower shields and spears in the dungeon halls, making every bend in the dungeon very punishing to take.

20. CISTERN CREEPS

Goblins have snuck into the town well and made themselves at home. They collect the coins tossed in for luck and creep about at night, stealing food and other trinkets. Unfortunately, they are not terribly clean, and sickness is spreading through the town. With a little investigation, the characters realize that the water is to blame, and the cistern is infested with goblins!

21. GOBLIN TRIBUTE

After the near-destruction of a goblin tribe months ago, a pair of goblin children are delivered to the characters as “tribute” to prevent them from returning to kill the

survivors. The children fully expect to be killed and eaten by “The Destroyers.” The moral complexities abound here. What will the characters do with the children? If the characters return the children to their tribe, they are treated as terrifying gods by the remaining women, children, and the elderly.

22. HERO WORSHIP

A small group of comically inept goblins has developed a case of hero worship for one of the characters. They are the children of goblins the characters defeated early in their careers. Goblins who have decided the PCs are obviously superior and decide to emulate them.

23. GOBLIN JEWELERS

While finding buyers for their loot, the characters meet a small tribe of goblins who have become esteemed as talented jewelers by the human community in which they live. Contrary to expectations, they are scrupulously honest, despite their chaotic nature. Any actions against the goblins will incur the wrath of the entire community.

24. RISEN GOBLINS

A goblin god has noticed how many of its people have died at the character’s hands. The next seven goblins they kill immediately rise as undead of an appropriate level, which fight until destroyed. The entire time they wail, “Vengeance for our people!”

25. GOBLIN CHRONICLER

A young, neutrally-aligned goblin, exiled from his tribe, has decided to follow the path of the bard. Unfortunately for the characters, he has decided to chronicle their adventures. He is either really good at it or really, really bad.

26. GOBLIN IMMORTAL

Peshrak, the goblin, was cursed eons ago and cannot die. When reduced to 0 hp he returns 1d4 hours later fully healed. Other than that, he is a typical goblin, just one that is weary of existence and wishes to die. He tends to fixate on groups (like the characters) who he continually harasses with suicide attacks, convinced they might be the ones who could finally end his immortal existence. This will go on for anywhere from days to months before he focuses on a new target.

27. GOBLINS UNCHAINED

A goblin tribe was founded on its escape from servitude to dark elves. Their cruel overseers made them hardy goblins (+2 Con), and their shaman has a drow wand, taken from the lone priestess of a hunting band they viciously finished off at a fortuitous moment. Should there be elves in the party, the goblins are particularly impassioned to see their demise.

28. TROUBLED TEENS?

Children are running amok throughout a village, yelling, ransacking, and causing great havoc. Shortly after the characters begin processing the moral quandary of dealing with the children, the goblins’ glamour wears off, revealing their true nature. The goblins realize this by the following round, and prioritize fleeing with whatever foodstuffs, tools/weapons, and/or shiny things they have managed to grab.

29. GOBLIN HEROES

Representatives of a goblin tribe make a proposition to the characters: If the party kills a stronger creature or group of creatures, the goblins will not only offer the group perpetual safe haven with the highest honor in their territory, they promise to raise a statue or carving in the party’s honor.

30. GOBLIN HARBINGERS

Two goblins openly approach the party’s camp with neither caution nor commotion, perhaps drunk but definitely casual. They stop at the edge of the camp, expressionless, and the first begins a sentence that the second finishes, then the second continues into another sentence that the first one finishes. They seem to snap out of their previous state, their eyes go wide, and they look panic-stricken for a moment. What was the message, and who sent it?

31. RED VINES

Goblins run in pairs toward each character, holding thorny vines between them. They use their vines to lasso the characters, restrain them and bring them back to the goblin tribe. Are the characters to be used for sacrifices, or does their chieftain have another reason to bring the party into the fold?

32. TRIPLE CROSS

A would-be chieftain and a shaman want to unite some disparate goblin clutches into a tribe and take them underground to “seek the slime.” They quietly present the characters with a tempting offer (or compelling extortion) for them to agree to attack specific goblin clutches at a key point, then allow them a “big rescue” of the remaining goblins (after the specified few are killed). Of course, the goblins will double-cross the heroes after their “victory.”

33. GOBLIN GOODS

Goblins have a minor artifact (e.g., deck of many things) or another significant magic item (e.g., portable hole) and have gotten remarkably fluent with its use. These goblin ruffians attack the characters using the item but use it cleverly, making the encounter much more than a simple smack and grab.

34. THE ADOPTED GOBLIN

The group meets a lone goblin that claims it was raised by a dwarven (or other unusual race) hermit and seems to know that language, as well as common. The goblin is wise beyond its usual limits and may have some great advice or knowledge the characters seek.

35. GREEN GOBLIN

Word spreads of a goblin tribe with a troll. Moreover, the tribal shaman and the troll are said to have spawned a chieftain like none before, who regularly drinks the troll’s blood.

36. NECROMANTIC FINGERBONES

A tribe that uses bone darts and poison made from the bones and blood of former tribe members. A shaman enchants these bones, and the darts inflict a wicked curse upon those they pierce.

37. ZOMBIFIED

The party encounters a few goblins seemingly wandering aimlessly—slack-jawed, blank stares, and spattered with dried black blood. The goblins barely take note of the group, as though maybe they were just another terrain feature. What zombified these goblins and why?

38. DARK TASKS

The party’s scout overhears goblins talking about their hunt for a unicorn, so they can hack off its horn and return it to their dark master. They lament that another larger group already knows where it is. Will they aid the goblins in dispatching the other group or slay them both?

39. SWARM HANDLERS

A wild tribe of goblins employs bags of spiders, ants, and other vermin that burst on contact. They toss their tiny swarms and let the critters do their work while the goblins hammer the characters with ranged attacks.

40. BURNING HATE

A particular tribe of goblins has taken to new devastating tactics. They use sticky, flammable, pitch and tar in pit traps, flaming arrows, and over muddy ground. Torchbearers beware.

41. ACID TRIP

Hideously scarred goblins ritually use acid (to which they acquire a tolerance born partly through heavy scar tissue) and adorn themselves in battle with dozens of opaque containers of acid, each. When a melee attack hits one of these goblins, the weapon likely also breaks one or more acid containers, splashing the attacker and goblin with acid. The goblins also liberally throw the vials at their combatants.

42. THE HORNED ONES

A goblin tribe named after minotaurs has adapted traits embodied by that creature. They venerate a statue of a minotaur, wear horns, and live in a maze-like, underground warren filled with nasty thorn bushes they’ve planted. Their strange ways terrify other goblin tribes, as well as the numerous adventurers who have lost their lives seeking to end them.

43. GOBLIN COHORTS

A group of goblins working for the enemy immediately switch allegiances when that enemy is defeated, attaching themselves to the party. They beg for mercy and swear their allegiance to the victorious characters. They are still violent, evil, and chaotic, not to mention terrible

at following orders from their new “masters.” They are also loud about it, which can be off-putting to patrons, supporters, and followers.

44. THE CURSE

A group of goblins is encountered who are atypically good, peaceful, and law-abiding. They are actually a group of adventurers cursed to goblin form after laying waste to a goblin village. They are desperate to dispel the curse and find a way back to their true forms. Some believe that they must redeem themselves, and others will do anything they perceive may be necessary to end the curse.

45. INFERNAL LUCK

A lone goblin, infused with infernal power, is on a mission to eradicate every adventurer in order to protect his species. Clever and devious, he slowly stalks the party, arranging numerous “accidents” in their path. He also uses his infernal abilities to taint and poison their food and water supplies whenever possible. The characters should eventually realize their misfortune has a name and a target.

46. BARGE BANDITRY

Findo Wellet is a halfling who makes a living using his small barge to ferry people across a wide lake. A victim stumbles into the fishing village, saying Findo attacked him. Except that goblins have kidnapped Findo and used the lake fog or nighttime darkness to lure unsuspecting travelers onto the barge and rob them in the middle of the lake. Goblinoid brigands have been hiding in barrels both on the barge and staked down in the water as guide markers.

47. CROSSROADS SHRINE

Rumors persist of an otherworldly entity that has staked claim to a well-traveled crossroads. This demon has reportedly placed a shrine where travelers are supposed to leave gifts for safe passage. A band of goblins has actually set this up and watch from hiding, enjoying the fruits of their sown rumors. They claim the gifts when no one is around and harry those that don't leave anything at the shrine.

48. GOBLIN UNION

The party stays the night in a small town where local goblins are hired legitimately to work unpleasant jobs for most of the town's residents (mucking the gutters, cleaning stables, cleaning outhouses, etc.). The self-led goblin union has staged a peaceful sit-in, protesting low wages and dangerous working conditions. Some townsfolk attempt to trick the party into dealing with the “rampaging goblins” before they harm the town's inhabitants. This can be settled by blade or diplomacy.

49. THE TOWER

After years of being dormant, a long-abandoned wizard's tower suddenly shows signs of life. The locals whisper that it is haunted, as no one has been seen going in or out, and no tracks can be found. A trio of low-level goblin spellcasters have discovered the lab of the long-dead wizard and have been trying to unlock the secrets left behind. Have they been successful?

50. KIDNAPPED ARTIFICER

A squad of goblins have kidnapped a local artificer and have forced him to build them weapons of war. When the village hires the characters for a rescue mission, the goblins reveal their true motives: to have items built that will help them defeat an ogre warlord who has enslaved half of their tribe.

51. GOBLIN PIRACY

The Sly Fox, a well-known pirate ship, is feared for its fierce orc captain, Nevral. The pirate captain has recently hired a band of goblins for midnight raids on port towns, specifically to hide aboard merchant vessels and sabotage when the Fox is near.

52. GOBLIN DIPLOMACY

A goblin diplomat(!) enters town with a small entourage. The goblins speak fluent common and mind their manners, though they seem haughty and clearly perceive the humans as their lessers. They seek an audience with the town's leadership and place some sort of surprising demand on the village, warning of terrible retribution should they fail to produce the necessary tribute. Who leads these goblins, and how did they come to be so educated?

53. THE GOBLIN CRONE

The characters come across an aged and blind goblin crone sitting upon a rock on the side of the path. She chastises them for being tardy, making her wait... When confronted, she ignores the characters' questions and begins to recite a tale of prophecy. Do the characters trust the goblin crone or simply ignore her words?

54. MECHA-GOBLIN

A goblin inventor designs a golem-tech exoskeleton and begins a reign of terror that threatens to topple the local government. The suit immensely magnifies the goblin's physical abilities, and he's an impressively cunning specimen already. How can he be taken down? Is there a cog in his plan, or a flaw in his suit that could be exploited?

55. TALL FOR A GOBLIN

A group of goblins got on each other's shoulders with cloaks and trenchcoats, having managed to get through a day in town without being arrested. Now the entire town is filled with these incognito goblins. What are their plans, and what will happen when they are discovered?

56. GOBLIN BODY SWAP

A necromancer captures the party and switches the minds of the party with some of his goblin minions, leaving the party stuck in goblin bodies. In the character's bodies, the goblins head off to do whatever it is the necromancer needs doing. The party must get their bodies back without killing "themselves," foil the necromancer, reverse the switch, and possibly repair their reputations, depending on what the goblins did while 'wearing' the party.

57. BOOM-BAG

A goblin has made off with a stolen bag of explosives. At least that's what the goblin thinks (very loudly and proudly). The jars are actually magical and have trapped living spells (DC 20 arcana check to determine this exactly, DC 15 shows that they are likely experimental magic items. A DC 10 to determine they are magic explosives). If the party is too quick at killing and looting the goblin, they accidentally release these creatures. The living spells have no allegiance and simply seek to cast themselves on viable targets.

58. THE TRAPPED YOUNG

Traveling past a wooded area, the characters hear a faint, mournful call for help. Investigating, they discover a young goblin caught in a bear trap. "Please help me," she begs them quietly. Unfortunately, the trap was set for an owlbear who had been ravaging the area. The goblin's parents tried to lure it away to rescue their child, but it has grown bored of the chase and will return for an easy meal. So will the goblin parents, who may make the wrong assumption about the characters' intentions.

59. DANGEROUS MINES

The party is contracted to stop goblin miners that are reaching too close to the town and risk coming too close to the town's underground water system. When the party investigates, they find tool marks going away from the water system, not toward. The truth is that the goblins are close to uncovering an ancient secret that the town leaders don't want anyone to know about—and have hired the PCs to end the potential threat to their rule.

60. GOBLIN MERCHANTS

As the party approaches the cave/temple/encampment, they hear sounds of conversation ahead. A trio of guard goblins (Gurk, Dirk, and Querk) are doing a very poor job of guarding; rather, they are discussing their future in the clan. If the party continues to listen, they learn that the goblins desire nothing more than to leave this life of endless sentry duty and set up a roaming merchant business and see the world without being beholden to cruel masters. Should the party manage to befriend them, Gurk, Dirk, and Querk may in the future be found hawking their wares in the most unlikely of places. They will be friendly to the party, doubly so if the characters have invested in their business.

61. GOBLIN GOLIATH

While on route to their next adventure, the party hears a rumbling sound coming from directly ahead. They see the treetops rustling and freeze as they hear a god-awful screech. As they look for cover, a colossal humanoid form appears clothed in all sorts of rags and old clothing. Moving gangly toward the group, they hear a wretched, high-pitched voice magically project, "Run away if you can!" It stops, roars and flails its arms. If challenged, the mammoth figure teeters, totters, spins, and begins to fall,

with hundreds of goblins spilling out of the drapes and crags of cloth while it settles to the ground. Screaming and screeching, the marauding goblin horde fan out.

62. CHICKEN HUNT

The characters suddenly see chickens run right past them in a panic. Seconds later, goblins emerge cheering and shouting while bearing weapons. You've gotten between them and their sport (dinner?). That may have been a mistake!

63. GOBLIN SWARM

The town has been having problems with vandalism, but none of the guards can seem to figure out who or what, is causing it. The adventurers are hired to act as extra sentries to catch the vandals. To the surprise of no one, it's goblins. To everyone's surprise, it's a swarm of tiny goblins, roving around the town at night, getting into trouble and breaking all sorts of things.

64. TEST SUBJECTS

Investigation of an old goblin hideout will reveal signs of struggle but no bodies. Deeper in the lair, goblin guards will be encountered, but they are odd, colored strangely, and with strange growths, behaviors, and abilities. Eventually, alchemical apparatuses, experiment notes, and imprisoned goblins will reveal that a mad wizard took control of the hideout and began wicked tests on the goblins. When the party reaches the inner sanctum, they will have to face off against the mad wizard and a flesh golem rose from the corpses of goblins who had not survived his tests.

65. ODD-EYE THE MERCHANT

The party crosses paths with a small band of goblins drawing a cart piled high with junk. The goblins are friendly, and their leader, an old goblin with a glass eye, will attempt to barter with the characters. Their wares are mostly common items but include a small number of magical trinkets. A high enough check will reveal that the magic trinkets are only temporarily magical and will lose their magical properties after a few hours. A higher check will reveal that the leader's eye is an artifact that can grant temporary magic to mundane items. The characters can attempt to take the eye but will be in for a heck of a fight as they face a band of goblins with enchanted weapons and armor.

66. THE LOST UNICORN

A local populace has hired your party because their forest has recently become unsafe. The forest's guardian, a unicorn, hasn't been seen for many weeks. The party adventures through the woods, eventually finding a small tower (about three levels) filled with goblins who have captured the unicorn and are planning on sacrificing it for power. The party must make their way to the top floor to save the unicorn. If successful, the party can possibly gain a good NPC contact/ally for future use and be paid for killing the goblins.

67. GESTALT GOBLIN

A warband of fifteen goblins found and drank a mad wizard's moonshine, causing them to merge into a single, giant goblin. This giant goblin has the stats of a Hill Giant. For every 7 damage done to the goblin collective, an unharmed goblin is knocked loose, landing in the nearest unoccupied space and slightly shrinking the giant goblin. If the gestalt is down to 59 hit points, it has the stats of an ogre, 27 hit points, and it has the stats of a bugbear. The gestalt goblin could have been driven mad by the experience and go on a rampage.

68. GOBLIN MINE

The ore is valuable because it's anti-gravitic. Rather, it feels gravity dependent on its orientation. Turn it sideways; it *falls* sideways. Turn it upside-down; it falls up. Everyone wants some, but the goblins have had centuries to booby-trap their mine and learn to use the stuff to deadly effect, including making flying machines!

69. GOBLIN DEATH CULT

A group of goblins approaches the party, asking them to kill them in righteous combat. If the party doesn't, the goblins get more insistent and follow the party, becoming a nuisance, trying to stir the characters into action. The characters should realize they are being forced into committing murder and should seek to avoid it or placate the goblins.

70. POWERFUL BABES

A young girl in the village hires your party after her baby brother goes missing. The party soon uncovers that the goblin boss granted the girl's wish for her baby brother to be taken away. The party has one night to solve the

maze of the goblin boss. Will they save the girl's baby brother, will they forgo the quest, will they break out into performance next to the goblin boss? Who knows, and what is the power of the babe?

71. GOBLIN SIEGE ENGINES

A warband of goblins approaches the town. As they arrive, the town guards notice they bear siege engines. Once in position, they begin firing... goblins. The goblins are outfitted with relatively simple makeshift parachutes and begin landing everywhere in the town, scurrying to unlock gates and cause mayhem.

72. AMATEUR HOUR

A disorganized band of Goblins has laid out a poorly planned ambush. They know enough to cleverly hide in a variety of places: behind or up in trees, under rocks, in ruined buildings, etc. Approaching characters may make a Perception Check at disadvantage to spot the Goblins. Once the ambush begins, however, the lack of tactical planning is evident as the goblins attack wildly with little regard for each other. Make a Dexterity or Wisdom check at the end of each round. Failure indicates a couple of points of damage to each goblin from their own attacks. A wild and raucous fight.

73. BARK AT THE MOON

A local goblin horde has been cursed with lycanthropy endowing them with powers most goblins only dream of. Emboldened, they have begun to attack local churches hoping to eliminate anyone that can "cure them" of their new powers. The local village's mayor is a defrocked priest with ideas about how to deal with the problem. He is fearful of revealing his past shame and will need some convincing to ally with the party.

74. GOBLIN POLITICS

Your party has heard that goblins in the area have become more aggressive and have started taking children from the surrounding villages. After entering the forest, they encounter a group of two dozen goblins, twelve of which attack the party. After a few rounds of combat (or just before a member of the goblin group is slain), the leader of the goblins pleads with you to stop and orders his goblins to stand down. If your party listens, then the leader will introduce himself as the recently ousted goblin

king and asks for your aid in defeating a large crimson-skinned goblin that has stolen control of the local goblin clans from the goblin king. He explains that the red goblin worships an unknown deity and has been sacrificing the kidnapped children to this deity and drinking their blood once the sacrifices are complete. If the party aids him in defeating the red goblin, the reinstated goblin king stops the kidnappings and returns the remaining children. He promises the party permanent safe passage through the forest. He offers each party member their pick of several valuable weapons or armor that the goblins have obtained over the last several centuries.

75. MERRY BAND OF GOBLINS

Goblins are set up on forested roads or pathways where they can easily ambush riding parties and wagons. They begin by sending two or more goblins out of hiding, demanding payment from the traveling party, usually citing tolls or some other demand to make it ostensibly more above board. Assuming that party disagrees and pushes onwards without payment, the goblins call on an allied monster. The monster drives the party forward, chasing them so as to make them run from it into the goblins' trap. A pitfall trap (5-10ft drop) designed to break the legs on horses and wheels of wagons, the party is forced to dismount and climb out of the pit, which has been lined with the spines dropped by the Manticore (replaceable with whatever the monster chosen may have as a natural climbing deterrent). The goblin leader demands everything of value is handed over to the goblins. Fighting can ensue, with the death of the Manticore or lead goblin sending everyone into a panic as they flee.

76. GOBLIN SLED TEAM

A team of goblins pilots a huge felled tree with a sharpened trunk riding on a set of wooden wheels going downhill fast towards the town's gates. They will pierce the city gates unless the characters take swift action.

77. GOBLINS VS. KOBOLDS

The characters stumble on a group of goblins engaged in a standoff with some kobolds. Will the party choose a side or slay them both?

78. GREEN WEDDING

You interrupt a goblin wedding. They are unamused.

79. GOBLIN MONEYCHANGER

The goblin moneychanger works the bridge on the road to the capitol. It keeps a secret bucket under the bridge footing that changes gems into gold and silver. It will offer its services to any that wander along but curses any that bully him by increasing the weight of their silver and gold ten-fold (with no increase in value). A sincere apology lifts the curse.

80. GOBLIN RIDDLES

The adventurers find themselves lost in the city, the countryside, or deep underground and have reached an impasse. In turn, they are visited by one of three goblins: Grubble, who only tells convincing falsehoods disguised as truth; Grobble, who only shares unbelievable truths that beggars believe; and Grakz, who knows the answer to their dilemma. Make a rumor table with true and false options and assign them to the proper Goblin prior to your encounter.

81. THE HAG'S CLUTCH

A small group of goblins has used a ring of water breathing to their advantage to clear out shipwrecks near treacherous rock formations under the surface of a lake. A sea hag lair is near, and she enlists the goblins to bring her treasure in exchange for protection. The hag enlists a pair of merrow and a giant crab as well as the goblins. She could be part of a coven to add to the challenge or to start a campaign.

82. GOBLIN FORGERS

Paintings by Cecil become all the rage among the aristocracy. One patron hires the heroes to find Cecil's studio and bring back the freshest works. "Cecil" is a family of goblins living in the sewers below the city. They do business with a gnomish faction who move the art at a brisk pace. After some investigation, some fighting ensues as the heroes track down the origin of the art.

83. GOBLIN SERIAL KILLER?

A goblin goes on a killing spree. Timtam the Grey is an excellent thief, but he broke into the ancient vault of a serial killer and found his possessed gloves. When Timtam donned the cursed items, he turned invisible and

felt the overwhelming desire to kill. Timtam has strangled fourteen townsfolk so far, and the law has little to go on. The goblin has the stats of the fallen killer (rogue 6) while wearing the gloves.

84. REFINED AND REFORMED GOBLINS

A small group of goblins runs a pawnbroker shop in the city. They have a reputation for running a clean business and don't deal in stolen goods. The heroes have made good deals with the group in the past. One day, the shop is empty; down to the tables and display mannequins. The goblins have acquired enough money to pay the ransom of their leader, who was kidnapped by a black dragon living under the city. The heroes find the goblins just after the dragon's underlings have waylaid them. They want vengeance, and they want their warchief back. Can the heroes help?

85. STEAM PUNKS

Goblin tinkers have perfected; a steam-powered wagon for travel across the land. They hire the heroes to protect them on their maiden voyage. They have a contract to bring a highly-volatile liquid to a remote outpost some distance away. The previous record for the jaunt is seventeen days. The goblins have promised the delivery in eleven. Can the heroes keep the liquid from exploding and get it to the outpost on time?

86. REAL BIG GAME HUNTERS

A group of goblins known as Marauder V recently brought in the corpse of a triceratops to a town on the outskirts of a swamp. No one knows where the dinosaur came from, and the Marauders are staying mum. They say they are bringing in a pair of megaraptors in a few weeks and are trying to negotiate a price from interested parties. The Marauders are led by two humans (wizard 6 and ranger 6), who run the hunts and let the goblins take the credit and the brunt of the deaths. There used to be forty-four Marauders, now there are sixteen. Crocodiles, trolls, and a shambling mound wander the primordial core of the swamp where the dinosaurs roam.

87. A MOST DISGUSTING SPORT

The Boar's Quarter holds an annual drinking contest, requiring twenty gold pieces to enter. No magic is allowed, and the last person standing gets half of the gold

raised, the pub taking the other half to run/advertise/cleanup/secure the event. This year, a goblin has entered. Kullsh has built up his tolerance for alcohol over the past two years, and his compatriots are taking on all bettors. As the competition gets underway, Kullsh reveals his secret weapon, a conjoined twin with oversized kidneys and liver, who eliminates the strong drink nearly as fast as Kullsh can imbibe it (in the middle of the pub).

88. THE NINETY-NINE

The Ninety-Nine are everywhere! As the heroes move through a dense forest, they find goblins are tracking them. This tribe trains in guerilla warfare from puberty. They defend their lair with savage ferocity, using tunnels (designed to collapse behind them), traps (pits, spears, wire garrottes), and flanking moves (poison, gas attacks, and magic). They warn intruders to stay away with bloody shrines, but most travelers ignore the warnings until it is too late. The characters must travel through this territory to perform their latest mission, but will they all return?

89. PALE IMITATORS

A second troupe of goblins uses the reputation of the Ninety-Nine goblins (above) to their advantage. They are a splinter group of lazier goblins, and they use the imagery of the original group to scare surrounding towns into paying tribute or suffering their wrath. They've become bold after some humans tried to rout them but ran into the original Ninety-Nine, and suffered intense losses. The heroes find themselves in a gang war. If they side with the original Ninety-Nine they might earn grudging respect from the tribe (in the form of an ancient artifact only usable by non-goblins).

90. DOG RIDERS

The heroes suffer a 'kiting' group of goblin tacticians. This group rides war dogs and fires arrows from great distances only to disappear in a wall of fog if chased or retaliated against. They employ a pair of giant hawks to swoop in to strike as well. The dog riders only protect their hunting grounds in the rolling plains and leave the heroes alone after they pass through the large area. Unfortunately, a stray lightning strike starts a wildfire that drives the goblins into the heroes' camp one night. Chaos ensues.

91. BREADCRUMBS

As the heroes travel through a valley, they find increasingly helpful piles of goods on the unmarked trail. Food and firewood, a shield, a few small, simple weapons, etc., eventually ending with a small pile of copper pieces. Nothing attacks the heroes as they gather the tributes. Eventually, a trip of goblins beseeches the heroes to find their matriarch. They know she is in a tower nearby, but their communication skills are near zero. Once the intro of trying to convey their need is over, the heroes find the tower guarded by hobgoblins in a bid to take over the land owned by their lesser cousins.

92. A GOBLIN CHIMNEY SWEEP

During a drastically cold winter, a group of goblins climbs into the town's chimneys to keep warm. Many die, and the stench permeates the area. When the heroes arrive in the gagging smell, the townspeople offer the cleaning out of a nearby camp in return for room and board. The heroes soon realize chasing off a group of unwilling goblins is harder than they thought. They might even develop an alternative solution, such as clearing out a nearby mine from the undead haunting the cursed area or resorting to building the goblins a longhouse (which they immediately trash).

93. GOBLIN SHROOMS!

A group of cave goblins found two outcroppings of addictive mushrooms. One strain turns them invisible for up to five minutes; the other allows them to spit a glob of viscous foam (1d4 dmg for 2 rounds and ignites flammables/range 10'). The fungi also reduce the imbibers' Int by 6 and induces destructive anxiety. The complete chaos overruns the goblins as they accidentally kill a few of their own before directing the attacks on the village the heroes are sleeping in. Of course, minimal amounts of the fungi are intact when the heroes find the cave area.

94. WILLING HOSTAGES

The story goes that if the villagers do not give up a single infant every year, the goblins will come and take all of their children. This has gone on for decades, and the goblins have quite a few human, elf and dwarf captives back in their lair. All of the (now grown) captives fight for the goblins as that is all the family they've known. A few of them have sorcerous powers to defend the goblin masters.

95. LIZARDS AFOOT!

An isolated farming village approaches the party for help: their livestock is being stolen by lizardmen! They show the party a set of tracks that are indeed from a lizard man. The party investigates and discovers that a small band of goblins created specialized boots that allowed them to cover their tracks after they steal from the village. The idea of lizardmen out here is enough to spook the small community into not investigating on their own.

96. BAND OF GOBLINS

A squad of grizzled, highly trained, special-ops goblins returns home from a long war. After experiencing the outside world, they are no longer willing to suffer the oppression of the burgeoning nearby town. They have organized the rest of their tribe into a tactical militia and have been systematically raiding the town to drive them from their territory.

97. WEEKEND AT BURNEE'S

The characters make camp or secure lodgings in a region where a group of adventurers recently slew a beholder. Burnee, a local goblin shaman, has a *wand of animate dead* and uses it to animate the beholder corpse to terrorize locals (who would ask the characters for help) or the character's camp. In all the confusion, a crack team of goblins makes stealthy raids to snatch valuables.

98. THE CHARAKA LABA

While the characters are traveling or are in the wild, they are timidly approached by a few unarmed goblins who continually prostrate themselves as they edge nearer. They repeat the phrase "al Charaka Laba" (the chosen one) as they zero in on one of the characters. If not harmed, they gesture for more goblins to reveal themselves including, their shaman, who verifies (in goblin) that the character is indeed the Charaka Laba; the messiah who will heal the rift between their downtrodden tribe and the nearby town.

99. FATHER OF THE GOBLIN BRIDE

While traveling, the characters find many signs of goblins. Tracks lead to a secluded forest clearing where a host of two hundred goblins gather; most are unarmed, and some are even well-dressed. If characters remain unnoticed, they

witness the beginning of the wedding of the chieftain's daughter (who is sobbing). Partway through the event, the characters notice a party of armed dwarves converging on the gathering. Will the characters intercede?

100. GOBLIN BACK SCRATCH

The characters need something (info, healing, item, magic). They are surprised to find that their contact is a wily old goblin named Kud. Kud has what they need but will require a service from the party. Kud's tribe is being preyed upon by a local monster or town militia, and he demands that the characters neutralize the enemy.

101. CRISIS NEGOTIATION

During a botched late-night raid on a village, a small group of goblins gets cornered. Out of desperation, they take two children hostage and secure themselves in a villager's home. They keep shouting demands in goblin, but nobody understands them. The villagers turn to the characters as their only hope.

So yeah. There are more than one hundred goblin encounters. Goblins can't count...



CODE OF THE SEA

The open sea is a perilous, salty mistress that seemingly enjoys terrorizing those mortals foolish enough to brave her. Persistent fear has driven seafarers of every ilk to practice superstitions and customs designed to curry favor from the Deep Lady. All seafarers, be they pirates, soldiers, or noblemen, respect the Code of the Sea.

Call it luck, good fortune, or favor, the surest way to gain it is to claim it in a Challenge of Favor. According to the Code of the Sea, if a ship approaches with its flag at two-thirds mast, the challenge has been issued. When this occurs, the challenged ship must compete or voluntarily yield their good fortune to the opposing crew. Outright attacking a challenging ship only invites the wrath of the Deep Lady.

CODE OF THE SEA RUMORS

TRUTH	The Moon Dancer is always at sea. It never puts into port.
HALF TRUTH	Captain Ramshank and his crew are all wanted criminals.
HALF TRUTH	Captain Ramshank and his crew are cannibals.
LIE	The Moon Dancer's sails are made from the sewn skins of their fallen enemies.
TRUTH	The crew of the Moon Dancer has a secret island hideout where they keep their plunder.

PLAYER INTRODUCTION

CHARACTER HOOKS

- While in a port town, the party is recruited to sail aboard the Hungry Hammerhead (or any other ship). Its ambitious pilot, Captain Woodall, has discovered the whereabouts of the Moon Dancer and wants the party to serve as challengers against the fabled Captain Ramshank and crew.
- The characters are on a voyage, and their ship is overtaken by the Moon Dancer and challenged by Captain Ramshank. The captain of the party's ship

begs, bribes, or offers free passage for them to stand in as challengers.

- The party needs to book passage on a ship, but the captain will only take them if they agree to serve as defenders in any potential disputes or challenges. While at sea, they encounter the Moon Dancer and either seek to challenge them or are chased down to be challenged by them.
- Once the party has set sail, it's a good opportunity to learn more about seafaring skills and the rules for the Challenge of Fortune. Assuming they are not expert sailors, it would be wise for the party to hone their skills in Athletics, Acrobatics, Intimidation, and martial skills such as Unarmed Combat, Grappling, and Shoving. The dungeon master may consider awarding advantage on skill(s) which characters demonstrate extraordinary preparation.

OBJECTIVES

- Investigate the Moon Dancer crew to develop a winning strategy.
- Win the Challenge of Favor against the Moon Dancer, ideally hanging the Hungry Hammerhead's flag atop their main mast.
- Survive the challenge by not being eaten by sharks or falling from a great height.
- Avoid contracting lycanthropy.

ISSUING THE CHALLENGE

CHARACTERS CHALLENGE

Eventually, the party will locate the Moon Dancer in the waters where they were rumored to be sailing but getting near to the Moon Dancer is no easy task. If the party tries to approach during the day, the Moon Dancer will maneuver with great skill to maintain a distance until it is within one hour of sunset. The ship is swift and will make it difficult to overcome this timing.

MOON DANCER CHALLENGES

The Moon Dancer will sail near enough to intimidate with yelling and howling. Their crew scout the party's ship but won't issue a challenge until an hour before sunset. The party can use spyglasses to observe Captain Ramshank and his crew. The Moon Dancer's outer hull has countless captain's hats nailed to it.



The captain of the party's ship will become nervous and agitated. If the characters have not already agreed to be challengers, the captain will do whatever it takes to get them to agree. The rest of the crew will also pressure them since their good fortune is on the line.

As the ships approach one another, the challenging ship will fly its flag at two-thirds mast. The ships will maneuver broadside to one another and throw grappling hooks and ladders to lash the ships together.

CAPTAINS DISCUSS TERMS

Once the ships are bound together, Captain Ramshank and two officers board the party's ship to discuss terms. Notably, the crew of the Moon Dancer does not look very impressive. Most are unkempt and wild-looking, and Captain Ramshank is a tall, hunched man with a scraggly beard. He wears a coat but without an undershirt. His cold, penetrating gaze is predatory. When he meets the opposing captain, he compliments them on their hat in anticipation of adding it to his collection.

The first mate, Rhazmerta, is a weathered, dark-skinned woman with long dreadlocks laden with charms and twinkling chimes. She is a priestess of the sea (choose an appropriate deity) and veteran referee of countless

Challenges of Fortune. She is shrewd, loudly outspoken, and expects to oversee the challenge unless the characters negotiate otherwise. Anyone else presented as a referee will be demeaned and painted as inauspicious in the eyes of the Deep Lady.

The Quartermaster, Sweet Tooth, is even taller than Captain Ramshank and extremely obese. Looking sleepy, he doesn't talk much and has a seemingly endless supply of salted-honey fish on which he perpetually snacks.

The party should involve themselves in the negotiations to shore up their captain's nerves. The Moon Dancer will accept the standard terms and scoring outlined in the rules presented here. The dungeon master should size the Moon Dancer's team to match the party. Captain Ramshank will personally lead his team and disparages the opposing captain for not doing the same.

While negotiations ensue, the crew aboard the Moon Dancer chums the waters between the ships while drinking and shouting aggressively. It doesn't take long to amass a dozen circling sharks.

NEGOTIATION POINTS

The dungeon master should devise some personal stakes for the characters by looking into their backstories. Find ways to tie the characters into this challenge and drop hints about these motivations during the negotiations.

- Captain Ramshank will time negotiations for the challenge to begin at sundown. He will not budge on the timing.
- Rhazmerta will step up to serve as the Dark Lady's adjudicator for the challenge. She will use Intimidation with Advantage (being a Cleric of the Deep Lady) to convince sailors.
- **Optional:** Winning team claims up to 100 lbs. of goods from loser's hold. Moon Dancer carries exotic spices, fine clothing, mithril ingots, and rum.
- **Optional:** Winning team claims any one item from the loser's ship.

INVESTIGATING

While the particulars of the challenges are being discussed, the party can use Investigation checks to learn about the Moon Dancer crew. They should use any information they learn and the view of the established crossing to form a strategy.

D6

CODE OF THE SEA RUMORS

- 1 The Moon Dancer is surprisingly undisciplined for such a successful ship.
- 2 No one dares question Captain Ramshank's authority.
- 3 Despite Sweet Tooth's placid nature, everyone but Ramshank fears him.
- 4 Captain Ramshank, Sweet Tooth, and many of the Moon Dancer crew do not carry weapons.
- 5 Sweet Tooth moves slowly and precariously on the crossing ladders, looking uncomfortable.
- 6 Like flying monkeys, two halflings climb throughout the rigging of the Moon Dancer to get a better view of the Players. Likely challengers.

BETTING

Every sailor aboard both ships makes wagers on the outcome. Players can easily place bets if they so desire. If they manage to place bets with sailors from the Moon Dancer, they receive 2:1 odds against their team.

ENEMIES AND TACTICS

The dungeon master should scale the Moon Dancer challenger levels to match the party. The main tactical challenges will be to avoid being infected by the lycanthropes, overcoming their damage immunity, and not being knocked into the shark-filled sea.

Crossing the boarding ladders and ropes is considered difficult terrain. Any challenger shoved or taking 10 or more points of damage needs to make an Athletics check DC 12 or fall into the sea.

If they fall while near supporting terrain (lifeboats, ropes, etc.), the dungeon master may allow them advantage on this check.

The challenge begins as full darkness sets in. Thick clouds pull apart, revealing a brilliant silver moon.

Captain Ramshank

(Human/Werewolf, Fighter, 205 lbs.)

Ramshank transforms into a hybrid werewolf, howling and baring his fangs to intimidate enemy challengers with Advantage (fear of lycanthropy). He will lead the charge.

along the main route across the middle. He will use his fearsome attacks to open the way for Marcella, biting with his fangs and shoving with his claws. He will steadily make his way across to the enemy ship, assisting others where he can.

Sweet Tooth

(Human/Werebear, Barbarian, 350 lbs.)

Sweet Tooth transforms into a large hybrid Werebear. He makes a Strength check to swing Viola (tied to a rope) in a circle and launch her across the expanse. If she falls, Sweet Tooth does his best to reel her in and try again. Then he'll play defense aboard the Moon Dancer, repelling enemy challengers and staying positioned to block access to the main mast.

Viola Varo of the Varo Sisters

(Stout Halfling, Rogue, 50 lbs.)

Flying Viola will make an Acrobatics check (assuming Sweet Tooth's throw succeeds) to land on the enemy ship. Once she reaches the hull or deck of the enemy ship, she will remove the rope around her chest and attempt to entangle an enemy crew member.

Anyone she entangles will be yanked into the sea by Sweet Tooth, unless they make an Athletics check DC 14. Viola will use her Athletics and Acrobatics to avoid enemy crew and ascend the enemy main mast with a Moon Dancer flag. She will team up with or assist Marcella if she gets the chance.

Marcella Varo of the Varo Sisters

(Stout Halfling, Rogue, 60 lbs.)

Marcella will shadow Captain Ramshank and use his first assault to find an opening to board the enemy ship. She'll use her Athletics and Acrobatics to try to avoid enemy crew and ascend the enemy main mast with a Moon Dancer flag. She will team up with or assist Viola if she gets the chance.

Ol' Croony

(Human/Werewolf, Bard, 185 lbs.)

Croony is the ship storyteller and a tough old sailor. Everyone wants to be on his good side and be included in his stories. Croony transforms into a hybrid werewolf at the start of the challenge and howls every round. He'll will charge along a secondary route, biting with his fangs and

shoving with his claws to throw enemies into the sea. He will steadily make his way across to the enemy ship, assisting others where he can.

Other Crew Members

Rhazmerta proves to be a skilled referee. She maintains a high vantage point with a clear view of the crossing and main masts. She doesn't show any outward favoritism and adheres to the Code of the Sea.

The rest of the Moon Dancer crew will bide their time to get their licks in, shouting and antagonizing the entire match. Most will be armed with belying pins (as small club). The dungeon master should decide how many of the crew will be lycanthropes. More strategically placed lycanthropes can make it very difficult for characters to succeed and/or avoid lycanthropy.

SEAFARER SUPERSTITIONS

No whistling on board or singing into the wind! It invites a storm.

Gold loop earrings and nautical tattoos are good luck.

Cutting one's hair, beard, or fingernails while at sea is unlucky.

It's bad luck to say, "good luck." The only way to reverse the bad luck is to immediately draw blood by punching the person in the face who uttered the phrase.

"Red sky at night, sailor's delight. Red sky in the morning, sailors take warning."

Clerics who do not worship the sea are unlucky to have aboard and are generally shunned.

AFTERMATH

MOON DANCER WINS

If they are not antagonized by the Players, the Moon Dancer crew will be satisfied with taking the opposing captain's hat and collecting whatever bets they made. They will depart in peace.

PARTY'S SHIP WINS

The crew of the Moon Dancer will howl and yell threats at the party. Captain Ramshank, however, will not break the rules of the Challenge. He promises to find the character's

ship in the future to take back his ship's good fortune. He surrenders his hat and sees that his crew makes good on any bets.

IF THE PARTY CONTRACTS LYCANTHROPY

Regardless of who wins, Captain Ramshank will extend an invite to join his crew to any character contracting lycanthropy.

"Even yer own mother won't want nothing to do with ye. Like it or not, we're your new family now."



MONSTROUS ENCOUNTERS

Werewolf Sailor

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 (In Humanoid Form, 12 In Wolf Or Hybrid Form)

Hit Points 58 (9d8+18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities Bludgeoning, Piercing, and Slashing From Nonmagical Attacks Not Made With Silvered Weapons

Senses passive Perception 14

Languages Common (Can't Speak In Wolf Form)

Challenge 3 (700 XP)

ABILITIES

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite. (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

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

Spear. (Humanoid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d8 + 2) piercing damage. two handed.

ACTIONS

Multiattack. In bear form, the werewolf makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite. (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw. (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 4) slashing damage.

Greataxe. (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d12 + 4) slashing damage.

Werebear Sailor

Medium humanoid (human, shapechanger), neutral good

ARMOR CLASS 11 (In Humanoid Form, 12 In Wolf Or Hybrid Form)

HIT POINTS 58 (9d8 + 18)

SPEED 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +4

Damage Immunities Bludgeoning, Piercing, and Slashing From Nonmagical Attacks Not Made With Silvered Weapons

Senses passive Perception 17

Languages Common (can't speak In bear form)

Challenge 5 (1,800 XP)

ABILITIES

Shapechanger. The werewolf can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

THE SHIFTING SANDS

Azur, the half-djinn, has established a residence near a village and former caravan stop on the desert route. Before his arrival, the village was prosperous, with a steady water supply and caravan traffic.

The site of the spring supplying the town's water is holy to the villagers, and they believe a powerful curse will come down on any who enter the canyon of the spring. Azur has diverted the water into caves near the spring to make the villagers dependent on him for their water to gain control of the caravan stop. Even with the water dried up, they fear entering the valley.

But things have not gone to plan for Azur. With the water gone, the caravan route now bypasses the village, and many villagers have moved to the oasis, the new hub of commerce.

OBJECTIVES

- Discover the truth behind the mirage that Azur has placed over the spring
- Defeat or negotiate with the vegetarian Desert troll
- Defeat or bypass the Iron Ants
- Survive the unstable tunnels and watery hazards
- Defeat or negotiate with Azur

ADVENTURE HOOKS

The characters are lost in the desert and come upon the mirage covering the spring.

A caravan master hires the characters to investigate the town of Nouhel. The new route takes longer to cross the desert, cutting into his profits, and he would like to return to the old route.

The characters are with a caravan stopping in the oasis, and they meet a trader that used to live in Nouhel. Hearing the town's tale, they investigate the cause.

The characters are approached by villagers who think that the half-djinn is not the village's savior, as he pretends to be, but now controls the spring.

THE MIRAGE

The mirage is haunting and other-worldly. Everything seems peaceful on the surface, but these illusions should have a sense of menace underlying the surface. Emphasize the smells and sounds of the area, perhaps with the aroma of fruit and the sounds of movement. Characters who investigate these smells and sounds do not find anything.

The characters come to the place where the spring should be and find a lush oasis with tall purple trees and clumps of grey grass. The air is humid, and the smell of freshwater fills the area. A small pool of water is at its center, surrounded by small hillocks with holes at their center. PCs must make a Wisdom save DC 12 to stop themselves from taking a drink of the clear, cool water.

As soon as any character touches the pool, iron ants come spilling out of the small mounds (1 for every 2 PCs).



Ant, Iron

Medium swarm of Tiny elementals, unaligned

ARMOR CLASS 18 (natural armor)

HIT POINTS 39 (6d8 + 12)

SPEED 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities lightning

Damage Resistances piercing, slashing

Damage Immunities bludgeoning

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 15 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

ABILITIES

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

ACTIONS

Bites (Swarm). Melee Weapon Attack: +9 to hit, reach 0 ft., one creature in the swarm's space. Hit: 8 (2d6 + 1) piercing damage, or 4 (1d6+1) piercing damage if the swarm has half its hit points or fewer.

Bite (Individual Ant). Melee Weapon Attack: +4 to hit, reach 0 ft., one target being crawled upon. Hit: 1 piercing damage.

The mirage shifts into a small carved rock pool with an obelisk at its center when the iron ants are defeated. The smell of freshwater is overpowering, especially for characters that have been in a desert for days. PCs make a Wisdom save DC 14, or be overcome with an overwhelming need to continue to drink. Shaking or hitting a character who is subject to this effect will allow for another saving throw.

The obelisk is inscribed with an obscure written form of Primordial. An Investigate check (DC 14) will determine the method to interact with the obelisk. Alternately, this would be a good opportunity to use a skill challenge (3 successes before 3 failures), using History, Arcana, Religion, and/or Investigation DC 13.

After solving the puzzle, the pool and obelisk fade, replaced with the sight of a natural spring. The former course of the stream toward Nouhel is visible, but there is a large crevasse that bisects the stream, causing the water to fall into the depths. Off to one side is a small cave opening between several unstable-looking rocks that leads down to location 1.

THE CAVERNS

These caverns are a small series of natural caves and tunnels that have been enlarged but with no effort to support or reinforce them.

The *Unstable Tunnels* and *Water Hazard* tables make this a very dynamic environment for the PCs. The caverns themselves are part of the challenge of this adventure and should be used to heighten the dramatic tension and enhance the encounters. Make sure to adjust the save and skill DCs to reflect the inventiveness of your characters.

Loud noises (such as combat) and explosive magics will require a check to be made on the following table. If the

ceiling collapses, roll another d6. On a 6, the tunnel behind that chamber has completely collapsed. The only way out now is forward.

D6	UNSTABLE TUNNELS
1	The rocks above the area shift, and a fine dusting of sand fills the chamber.
2	The rocks settle with an ominous creaking and groaning coming from overhead.
3	The cavern shifts, and a cloud of sand and dust falls, obscuring sight in the area for 2 rounds.
4	The ceiling shifts, and a shower of rocks fall in the area. Every creature in the area needs to make a Dexterity save DC 13, or take 1d6 bludgeoning damage from the falling rocks.
5	The ceiling partially collapses. Every creature within that area needs to make a Dexterity save DC 13, or take 2d6 bludgeoning damage.
6	The entire ceiling collapses. Creatures in the area make a Dexterity save DC 13, or be partially buried in the rubble. Take 3d6 bludgeoning damage (half if saved). Those who fail this save are also immobilized. As an action, they can make a Strength save DC 14, to free themselves from the rubble.

It's very difficult to see the hazards under the sandy and silty water that fills these caverns. The hazards on this table can be avoided with a Perception check DC 18. If they make Athletics or Acrobatics checks DC 15, the PCs can climb the walls around or walk around the edges of the water. These checks can be made with advantage if the characters come up with a clever way to avoid them.

D6	WATER HAZARDS
1	Water drips through the rocks of the ceiling.
2	This area contains a hidden pool of 10-foot deep water. Dexterity save DC 13, or fall into the deep hole. Athletics check, DC 10 to swim to the edge.
3	This chamber has a very slippery floor. Dexterity save DC 13 or the character slips and falls taking d2 points of damage.

SHIFTING SANDS



MONSTROUS ENCOUNTERS

4

The floor is covered with deep, sticky mud. The entire chamber is difficult terrain. Dexterity save DC 13, or the character loses a piece of footwear in the mud.

5

A rip current lies beneath the water's surface. Dexterity save DC 13, or the character is swept out of the chamber and down the passageway to the next area. Athletics or Acrobatics check DC 15 to avoid taking 2d6 bludgeoning damage as the character is bounced off rocks on the way down (save for half damage).

6

The water here hides a 10x10 area of quicksand. Dexterity save DC 13, or the character is stuck up to its waist and is immobilized, sinking 1 foot each round unless they succeed in an Athletics or Acrobatics check DC 15. If another character takes an action to help, both characters must succeed on an Athletics check DC 13. A character can extricate themselves with an Athletics or Acrobatics check DC 18.

1. ENTRANCE

The tunnel from the surface curves around until it reaches this point. Loose rocks and debris cover the floor—survival check DC 13 to determine that the caverns are unstable.

2. CHAMBER

This area shows many signs of travel; footprints lead in and out of the cavern. A character who makes a DC 14 Survival check can determine that there are footprints of a booted humanoid, several large insects, and a large barefoot humanoid. A ranger with desert as favored terrain or any character who makes a DC 20 Survival check can identify the large barefoot creature as a troll or ogre of some kind.

3. COOL POOL

The cool water from the spring cascades down the northern wall of this chamber, pooling here before flowing down the passageways in a shallow stream.

4A. THE BATH

This chamber is a beautiful underground grotto. The characters find a huge silk robe on the floor near the tunnel. There is a 25% chance the Desert troll is here and he is swimming. The character may make a Perception check DC 15 to see the troll swimming below the surface.

This troll is a bit more intelligent and civilized than most trolls. He will block the way further into the caverns but is willing to parlay. If his gardens are destroyed, he is quick to display more violent behavior.

Desert troll

Large giant, neutral evil

ARMOR CLASS 16 (studded leather)

HIT POINTS 92 (8d10 + 48)

SPEED 25 ft., burrow 10 ft (soft earth and sand only)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	8 (-1)	10 (+0)	7 (-2)

Saving Throws Con +9

Skills Perception +2, Stealth +2, Survival +3

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ABILITIES

Keen Smell. Desert trolls have advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The desert troll regains 5 hit points at the start of its turn. If the desert troll takes acid or fire damage, this trait doesn't function at the start of the desert troll's next turn. The desert troll dies only if it starts its turn with 0 hit points and cannot regenerate.

Sanguinary Healing. The desert troll uses blood and fluid siphoned from living creatures to boost its ability to heal. The desert troll heals damage equal to half of any damage it inflicts upon a living target with its bite attack, rounding down.

ACTIONS

Multiattack. On any turn where it does not vent its gizzard, the desert troll makes two attacks; one with its bite and one with its claw.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (3d4 + 3) slashing damage.

Vent Gizzard (Recharge 6). The desert troll coughs up a cloud of stored salts and acids from its gizzard chain in a 15-foot cone. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 11 (3d8) acid damage on a failed save or half as much damage on a successful save. If this saving throw is failed on a natural 1, the target is also blinded for 1d4 turns.

4B & 4C THE GARDEN

These areas are filled with exotic underground plants. Any combat in one room will bring the inhabitants of the other into the room. With a Nature check DC 12, the PCs realize the iron ants are tending the garden.

- There is a 25% chance to find 1-2 iron ants in each chamber.
- There is a 25% chance the desert troll is here.

5A. THE TROLL'S CHAMBER

Other than the slight tang of body odor, this is a very comfortable chamber. This area is neat and orderly, with a stack of pillows and carpets in the corner that serve as the troll's bed.

- There is a 40% chance to find the troll relaxing here.

5B. STOREHOUSE

Here you will find oversized silks and other slightly tattered finery belonging to the troll, worth 100gp.

- There is a 5% chance the PCs the troll is here.

5C. THE TROLL'S MIDDEN

- There is a secret door under the midden, which leads to area 13.

6. IRON ANT COLONY

The walls of this large chamber are honeycombed with dozens of tunnels. 4 iron ants enter from these tunnels. After the PCs deal with the first wave of ants, they hear movement in tunnels—more ants! The iron ants do not follow the PCs when they leave the area.

If the PCs have killed more than 6 ants, the Queen will cause her workers to bring down the ceiling in the tunnel leading to area 9a after the PCs have left that chamber (either to area 8 or 9b). The ants can reach the lower chambers through the secret tunnels.

7. AZUR'S TREASURES

This room is filled with decanters, barrels, urns, bottles, jars, all containing rare and exotic waters from many diverse nations and places. Hidden amongst the jars is a *Decanter of Endless Water*.

The secret door leads to area 11.

8. A DRY SECRET CHAMBER

Hidden by a rockfall is an excellent place for the characters to hide and rest. The PC with the highest passive Perception discovers it—Investigation check DC 13 to determine how to open the tunnel safely.

9. WATER HAZARDS

Beginning here, Azur the Half-Djinn can partially scry through the waters. Any time the characters enter a chamber past this point, there is a chance that Azur will detect the party as they make their way through the caverns. These tunnels are more robust than those closer to the entrance, only roll on the *Unstable Tunnel* table in case of a massive noise or explosion.

Roll on the *Water Hazard* Table in areas 9c and 9e.

10. & 11. DANK GROTTOS

These chambers are filled with waist-deep dank water (3 feet deep). Roll on the *Water Hazard* table in each room.

- A secret door in Chamber 11 that leads to Chamber 7
- 50% chance of 1d4+1 iron ants hidden amongst the rocks near the secret door.

FLASH FLOOD!

When the party has completely entered the long passageway that leads from Chamber 11 to 12a, they hear a hissing white noise begin in the chambers behind them, gradually getting louder and louder. A few moments after they hear it, they see a wall of water coming down the tunnel, hitting the party with the force of a large wave and washing them down the tunnels.

As the initial rush of water hits the PCs, they must all make a Strength save DC 12 or take 2d6 bludgeoning damage from being buffeted about by the flash flood (save for half damage).

As they are swept away by the flood, the PCs must succeed on an extended series of saving throws to avoid drowning and being battered against the walls of the caverns.

The PCs must make 2 of these sets of checks as they tumble down the long passageway and a set of checks as they enter each of Chambers 12a, 12b, & 12c. Following this, all surviving PCs begin at the surface of the floodwaters.

If the character is on the surface:

- Strength save DC 12 to avoid going under the water (at disadvantage if wearing heavy armor).
- Dexterity save DC 12 to avoid damage from being

slammed into the walls (1d6 damage if fail, half damage if succeed).

If the character is underwater (failed their save in the previous chamber):

- Constitution save DC 12 to avoid 1d6 damage from inhaling some water.
- Strength save DC 12 to get to the surface (at disadvantage if wearing heavy armor).
- Dexterity save DC 12 to avoid damage from being slammed into the walls (1d6 damage if fail, half damage if succeed).

12A, 12B & 12C. LAST CHANCE

As the characters enter each of these chambers, they may make Survival checks at DC 15 to hang on to outcroppings and prevent themselves from continuing to be swept through the caverns.

If the players succeed on this check, they must make a Athletics check DC 13 for each subsequent round of the flood or be swept along once more. The flood will last for a total of 5 rounds:

- 2 rounds in the long passageway
- 1 round for each of chambers 12a, 12b & 12c).

If the characters are swept up again after having halted their progress, they will find themselves dumped into whichever chamber they find themselves in when the flood ends.

If they do not stop themselves, the party will be dumped, bruised, battered, and prone at the base of the rocks coming out of Chamber 12c down the edge of the water in Chamber 13. Characters may make Dexterity save DC 13 to avoid hitting the rocks and taking 2d6 damage (save for half damage).

13. AZUR'S CHAMBER

After tumbling through the dark underground flood, the PCs are dumped into this cavern, well lit by several braziers on the outcrop above the pool. Azur stands there, flanked by iron ants, and confronts the PCs.

TACTICS AND ROLEPLAY

Azur is not really interested in fighting the party. As the flood is washing the PCs down the tunnels, Azur casts *thaumaturgy* on himself three times to make himself look and sound more imposing than he really is and to be able to flare the light from the braziers impressively.

He hopes their rough ride through the flash flood will make them willing to parlay, but he is prepared to defend himself and his lair. Once he reaches half hit points, he will parley for peace or attempt to flee.

Azur, Half-Djinn

Medium humanoid (human, shapechanger), chaotic evil

ARMOR CLASS 15

HIT POINTS 71 (11d8 + 22)

SPEED 30 ft.

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

Skills Perception +4

Damage Immunities Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Speed 30 feet

Senses passive Perception 14

Languages Common, Genie

Challenge 8 (3,900 XP)

ABILITIES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wishmaster. A creature can ask you for a wish that replicates a spell that you can grant as a reaction. This counts as you casting the spell, which means you must consider range and line of sight when doing so. This spell must be a cantrip or 1st level. At 6th level, you can replicate 2nd level spells. At 11th level, you can replicate 3rd level spells. At 16th level, you can replicate 4th level spells. Once you use this ability, you must complete a long rest to use it again.

Limited Wish. A creature can ask you for a wish, which you can grant as a reaction. A creature can ask you for power, protection, or insight. A creature that asks for power gains advantage on the next attack roll that they make. A creature that asks for protection either causes the next attack against it to have disadvantage or them to have advantage on the next saving throw they make, whichever comes first. A creature asking for insight has advantage on the next ability check that they make. If not used, these gifts last for 1 minute. A creature can normally ask for one wish a day without any repercussion, but if you grant more than one wish to a creature before it completes a long rest, it gains 1 level of exhaustion.

ACTIONS

Multiattack. The half-djinn makes two attacks; one with each hand or simple or martial weapon.

THE CAULDRON

Deep into the forest lies a keep in partial ruin caused by overgrowth and something much worse, Bravokuss, the Manticore of Manipulation.

CAST OF CHARACTERS

Bravokuss—Manticore of Manipulation.

Gustilinreed—Vegemen Leader

Vegemen tribesmen—a collection to 40–60 of diminutive plant creatures who serve Gustilinreed and Bravokuss.

Povod—A poisoned treant serving as Bravokuss' roost at the crux of the branches.

OAKEN KEEP

Deep into the forest lies a grotto where Oaken Keep stands, overgrown and in ruins. Once a prominent holding outpost for trade and protection, remnants of the past can still be found buried in the remains. These ruins serve as home to a tribe of vegemen, strange plant creatures which prefer their isolated existence. They have recently been hunted by a nearby nest of owlbeats, who have yet to discover their hidden caves among the ruins of the keep.

Enter the manticore, Bravokuss, chasing the last of a mounted adventuring party into the forest, hoping for an easy meal. Upon landing, it discovered a nest of owlbeats feeding on the remains of the party. It slew the owlbeats but was severely injured in the fight.

While in and out of consciousness, the vegemen tribe tended to his wounds. During his recovery, he searched over the corpses of the horses and took special note of its protective barding armor. For the first time, it decided that armoring itself was possible. It decided it would need a talented smith and resources. That would require an organized effort and allies.

Through guilt, fear, and fire, he convinced the tribe to assist him. He offers to defend the vegemen grotto.

CHARACTER MOTIVATION

- Negotiate with the vegemen leader
- Help Bravokuss build his armor.
- Slay the manticore
- Heal the treant and ask it to help with the problem.

Start by informing the characters that a large flying lion has swept up the master smith of the city you choose on his way home from a day's work. The citizens say his shop was looted as well. The tools, materials, and even his anvil were taken from the shop.

APPROACHING THE GROTTA

This encounter will bring the characters face to face with vegemen under the tyrannical control of Bravokuss. The manticore arms his followers with tail spine weapons and armor. Currently, Bravokuss is slumbering in the roost but will attack if notified by the vegemen.

1. ENTRANCE

Plants grow over the entrance creating a lightless entry into the grotto. All that can be sensed is the wind blowing through the canopy and the sounds of running water.

2. TUNNELS

South Tunnel—The south tunnel is a carved path through the cliff rocks. Secretly it is set as an ambush point for intruders. The trail is lined with feathers from the owlbeats, and they will encounter d6 vegemen. Area(s) T1 are pits that characters can be forced into.

T1—Pit Trap This pit is open and will spill intruders into the pit below, a 20-foot fall that inflicts 2d6 bludgeoning damage. A successful DC 13 Wisdom (Perception) check discerns the pit and allows a Dexterity check DC 12.

T2—Hedge Tunnel The path forward is a thick hedge that grows over into a tunnel heading directly north. Secretly it is set as an ambush point for intruders. The vegetation hides d6 vegemen who can thrust through the hedge walls with long wooden spears while remaining in 3/4 cover.

North Tunnel—A long tunnel opens up onto a ledge wrapping around the north side of the grotto. Characters can sneak along the ledge as a group. Each must make two Stealth checks DC 13 against the vegemen's passive Perception. One failure causes 6 warriors to emerge from above and ambush the characters.

T3—Cliff Trap The ledge isn't prepared for the weight of the adventures, and there is a chance of collapse if combat breaks out. This cliff is unstable and will spill intruders into the grotto below, a 40-foot sliding fall that inflicts 3d6 bludgeoning damage. A successful Wisdom (Perception) check DC 13 discerns the pit and allows a Dexterity check DC 12 to avoid it.

THE GROTTO

3. REMAINS OF THE KEEP

These ruined buildings once served as watchtowers but are now overgrown and incomplete. Each one has 2 vegemen on guard duty. They are difficult to see if they are within 5 feet of standing vegetation. Wisdom (Perception) check DC 13 to notice them from a distance.

4. VEGEMEN LEADER

If the vegemen are being slaughtered, the vegemen leader, Gutilinreed, will emerge from the east, offering a truce. If the party is willing to release her devoted seeds from the cells in F, she will help fight against Bravokuss.

5. CELLS OF THE DEVOTED SEEDS

Within these 3 cells are ten devoted seeds of Gutilinreed, leader of the vegemen tribe. If freed, the devoted seeds will:

- Show the group away down the ruined lift at area 6.
- The way to Povod the treant at area 10, their fallen guardian
- The current location of the manticore allowing them to surprise it.

6. RUINED LIFT

This stone tower once housed a lift that is now not a broken ruin. Enough of the lift mechanism and framework remain to form a “ladder” down. Dexterity check DC 13 to traverse without falling for d6 damage.

7. DESCENDING VINE

If the party insists on circumventing the direct route forward, allow them to climb up the walls of the grotto with a Dexterity check DC 13 or fall for 2d6 damage. If they succeed, they can spend an hour circling around to arrive at the north edge of the map.

There they will find a knot of descending vines and a way down to the river with a Dexterity check DC 13 or fall for 2d6 damage.

8. POISONED RIVER

The manticore poisoned the water, wounding Povod and keeping him in a weakened state. The poison only affects plant life and should not present a threat to the characters, but it still tastes terrible.

9. BRIDGE TO NOWHERE

The bridge leads nowhere but can provide 1/2 to full cover during any encounters.

UNUSUAL APPROACHES

As a dungeon master, you will test the character's ability to choose to attack the vegemen or try to get some of the tribe members to join them.

Brush up on the flying rules because you will use the manticore to dive-bomb the characters throughout the encounter.

Each of the locations is detailed below, along with the trapped areas signified with a T and a number after it.

The manticore can be alerted through numerous sites on the map. If this happens, he will attack until characters flee into a covered area such as the buildings or tunnels or archers in the side saddles run out of their 4 spines.

If they run out, he returns to his roost for more, taking 4 rounds, giving the characters a chance to flee. The manticore will only use its own spines when grounded, or his riders die.

THE ROOST

10. POVOD THE TREANT

Forty-foot up in the branches of the dying treant, Povod, is the manticores' roost.

If the group approaches from the south, Bravokuss will attack with 4 vegemen riders on board, flying across the grotto and assaulting the PCs every other round using flyby attacks. It will keep assaulting the PCs and attacking his tail when his riders are dead or out of spines.

Povod can be healed by blocking the water leading to him.

- Collapse the bridge
- Use an appropriate spell
- Let the characters be creative.

THE CAULDRON

LAIR OF BRAVOKUSS

THE MANTICORE OF MANIPULATION



MONSTROUS ENCOUNTERS

Gustlinreed

Small plant, neutral

ARMOR CLASS 16 (Spine armor)**HIT POINTS** 23 (5d6 + 2)**SPEED** 30 ft.

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

Skills Perception +2, Stealth +4*Damage Resistances* lightning, piercing*Senses* darkvision 60 ft.*Languages* Vegepygmy*Challenge* 1/4 (50 XP)**ABILITIES**

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

Regeneration. The vegemen regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegeman's next turn. The vegemen dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The brain gorgier is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (save DC 13, +3 to hit with spell attacks). The vegemen has the following spells prepared:

Cantrips (at will): *shape water, mold earth, gust*

1st level (2 slots): *entangle*

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Vegemen

Small plant, neutral

ARMOR CLASS 16 (Spine armor)**HIT POINTS** 9 (2d6 + 2)**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4*Damage Resistances* lightning, piercing*Senses* darkvision 60 ft.*Languages* Vegepygmy*Challenge* 1/4 (50 XP)**ABILITIES**

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

Regeneration. The vegemen regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegeman's next turn. The vegemen dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Bravokuss the Manipulator - Manticore

Large monstrosity, lawful evil

ARMOR CLASS (Natural Armor and barding)

HIT POINTS 85 (10d10 + 30)

SPEED 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Vulnerabilities Fire

Damage Resistance Bludgeoning, Piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

ABILITIES

Dive Bomb. As a full-round action, Bravokuss can move 100 feet and attack with his tails spikes at one target during the dive with a +8 to hit and deal 3d8+9 using three tail spikes.

Ripping Maw. When both claws hit an opponent, Bravokuss can bite as a bonus action.

Riders attack. The two warrior riders on the side saddle each attack once per round at range.

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) piercing damage.

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

Tail Spike. Ranged Weapon Attack: +5 to hit, reach 100/200 ft., one target. Hit: (1d8 + 3) piercing damage.

Povod the Treant

Huge plant, chaotic good

ARMOR CLASS 16 (Natural Armor)

HIT POINTS 138 (12d12 + 60)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Senses Darkvision 60 Ft., passive Perception 11

Languages Common

Challenge 8 (3,900 XP)

ABILITIES

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, reach 60/180 ft., one target. Hit: (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

A BOUNTIFUL HARVEST

Lymeeriadhor, an ancient green dragon, has attained the rare power to shape change. Using this ability, she devised the persona of a mature, charismatic human female, Mother Lymeria, a faithful servant of the Bountiful Mother (or another nature god).

CHARACTER HOOKS

IN NEED OF POWERFUL HEALING

A party member or important ally has been badly injured or killed. There are rumors of a nature temple outside of Wyrms' End where the priestess can mend any wound and even perform resurrection.

Alternately, the party hears of Milo Steplively at the Temple of the God of Fortune in Wyrms' End. When they arrive, they discover the temple's power has been diminished by the rising Cult of the Harvest and can no longer perform major healing. The Temple of the Bountiful Harvest looks like their only hope.

INVESTIGATE MISSING PERSON(S)

The characters learn that one or more people have gone missing around Wyrms' End. Perhaps even someone they know. They will be someone Mother Lymeria took issue with or deemed a nonbeliever, resulting in them being used in a necromantic healing ritual to have their life force drained from them. Their remains now litter the Cave of Corpses beneath the temple.

HIRED TO INVESTIGATE NATURE CULT

Lord Mannex and/or Milo Steplively ask a favor or hire the characters to investigate the woodland temple and its suspicious rise to power. Lord Mannex recognizes the inordinate amount of influence that Mother Lymeria has gained over the people of his town. Milo feels the weakening effect of losing followers to the Bountiful Mother. They don't suspect Mother Lymeria has anything to do with Foulfumeous' skull, but they feel there is more than meets the eye and would like to understand her motives.

TREASURE HUNTERS

The party learns of the rising wealth of a rustic nature cult. Reportedly, they operate in the woodlands outside of Wyrms' End and have little defenses, despite having gathered a king's ransom in tithes. Should characters find their way into the caves beneath the temple, they will be in for a surprise when they realize it is the lair of a green dragon.

Alternately, the party hears of the fabled dragon slayers who have settled in Wyrms' End. Reportedly, they are long in the tooth and ripe to have their dragon hoard plucked from them. Once in Wyrms' End, the characters learn of the Cult of the Bountiful Harvest and their recent rise in wealth.

MOTHER LYMERIA

Mother Lymeria has reconsecrated a ruined temple in the outlying forest of Wyrms' End. She has steadily healed all those who offer tribute to the Bountiful Mother for the past five years. She performs miracles, including resurrection on the Winter Solstice, Spring Equinox, Summer Solstice, and Autumn Equinox.

In truth, Mother Lymeria uses necromantic powers to siphon the life from captive outlaws, vagabonds, and non-believers and transfer it to those in need of healing. Only a few of her most ardent followers know Mother Lymeria's true nature. Most are wholly convinced by the miracles she performs being direct recipients of her healing.

Mother Lymeria preaches the inherent balance in nature and that all living creatures, be they noble or beast, are created equal. She is humble and casually deflects compliments, claiming to be an ordinary conduit of the Bountiful Mother.

Secretly, she cherishes her follower's adoration and relishes the ironic game she has discovered: the more self-effacing she pretends to be, the more they love and fawn over her. She finds this approach more novel than compelling followers through fear.

LYMEERIADHOR'S PLAN

Lymeeriadhor was the younger mate of Foulfumeous, an ancient green dragon. Since his death, at the hands of Lord Mannex and the Sacred Seven, she has patiently plotted revenge with the end goal of resurrecting her beloved. One by one, she has killed the outlying members of the Sacred Seven, turning them into undead servants.



Lymeeriadhor has recently reached ancient status and gained the ability to change shape. With her alter ego, she is ready to enact the final phase of her plan: diminish the power of Milo Steplively and lure him and Lord Mannex into her grasp so she can slay them and *soul trap* their spirits. Then she'll look through their memories to discover the location and method of uncovering Foulfumeous' skull. With that, she will have what she needs to resurrect him.

LORD MANNEX AND MILO STEPLIVELY

Lord Mannex was a powerful knight that rode out of the deep north, with six stalwart companions, forming the Sacred Seven.

The Sacred Seven swore an oath to slay the paragon of each of the chromatic dragons. Their quest led to many exotic lands, where each time, they slew a legendary wyrm and its most powerful followers. The culmination of their quest brought them to this region, where they defeated the ancient and most terrible green dragon, Foulfumeous.

Having won the love and respect of the locals (and weary from his quest), Lord Mannex retired and founded the Town of Wyrms' End. That was thirty years ago. Lord Mannex is now a crusty, unsatisfied old man with little purpose. His singular friend is the only other remaining

member of the Sacred Seven, Milo Steplively: a halfling priest of the god of Fortune.

Milo also retired in Wyrms' End and used his share of the treasure to establish a church to the god of Fortune. He assisted Lord Mannex in destroying Foulfumeous' corpse. Unable to fully destroy his skull, Milo helped create a secure place where it would remain undiscovered. Since the Cult of the Harvest rose in prominence, the church of the god of Fortune's spiritual and political strength ebbed, weakening Milo's power and his ability to protect the skull.

NOT INTERFERING LIMERIA'S PLAN:

Mother Lymeria lures enough followers away from Milo to weaken his ability to ward Foulfumeous' skull. She also erodes public trust in Lord Mannex and gains political advantage.

Knowing Milo is suspicious, Mother Lymeria has one of her faithful (Sister Sashara) meet him in the woods, promising to reveal something incriminating. Mother Lymeria traps Milo in the labyrinth of Thorned Hedges (Green Dragon Regional Effect) and Confusing Fog (Lair Action). After bleeding him bit by bit and taunting him with her plan, she finishes him off using *finger of death*, turning him into an undead servant. She uses *soul cage* to trap his

spirit to question him about the location and protections placed upon Foulfumeous' skull.

Using undead Milo as bait, Mother Lymeria attempts to lure Lord Mannex into the woods to give him the same treatment. If he doesn't bite, she sends the undead Sacred Seven under cover of night to drag Lord Mannex from his bed and into the labyrinth.

Mother Lymeria learns that Foulfumeous' skull is buried under the Temple of the God of Fortune, encased in a Stone Golem. With the help of her most trusted followers, she liberates the skull and prepares it for resurrection. On the next equinox/solstice, she gathers her entire flock to the temple. She enacts a necromantic ritual to drain the life force from her common followers to resurrect Foulfumeous to full strength.

Lymeeriadhör tries to convince Foulfumeous to maintain a shadow hold over Wyrms' End to use as a base. In his wrath, Foulfumeous dissents and takes to the air, destroying the entire town.

Lymeeriadhör and Foulfumeous rise in power, easily dominating the area. In a short span of time, they undergo the ritual to become Dracoliches. Together, they plot a rise to regional dominance over the next thousand years.

WYRM'S END LOCATIONS

BOTTOMLESS KEG

In Wyrms' End, the Bottomless Keg is the best source of nourishment, rooms, and local gossip. As the most popular inn, it swells with hard-working townsfolk every night. Townsfolk are generally good-natured so long as nobody speaks out against Mother Lymeria or praises another deity. Escalating stories are traded about how Mother Lymeria healed their maladies, injuries, and even death.

(Sister) Sashara runs the inn during the evenings with her teenage daughter, Gillea. During the day, her teenage son, Odomo, manages things with a hired hand, Brokejaw, a grizzled old dwarf.

GILLEA'S ESCAPE

The party may notice the only person not completely enthralled with the talk of Mother Lymeria is Sashara's daughter, Gillea. She recently discovered that her mother and Brother Remis have been securing live captives in the Bountiful Alter. Now desperate to escape the cult, Gillea may

turn to the characters to help her leave Wyrms' End safely. She will be reluctant to tell the characters what she knows but will if she believes they will aid her. If any townsfolk learn of this, it will lead to the next encounter below.

MOB RULES

If the characters express anything negative or doubtful about Mother Lymeria or display overt signs of another deity, the locals confront them demanding absolute deference to the Bountiful Mother. If the characters do not comply, the crowd (led by Sister Sashara) becomes an angry mob and attempts to subdue the party using grappling and blunt weapons. While the characters likely outclass the mob in fighting skill, they will be outnumbered and faced with injuring townsfolk, including teenagers. If the townsfolk subdue the characters, they will disarm them (including magic items) and drag them into the woods to deposit them in the labyrinth.

Opposition: (35) Cultists of the Bountiful Harvest, Sister Sashara

FOREST LOCATIONS

With its densely packed trees and persistent moody fog, the forest holds a mystical quality. Skill checks to navigate or know direction will be at disadvantage.

LABYRINTH

The labyrinth is a sprawling environment, surrounding the temple for a mile in every direction. It consists of unforgiving, thorny hedges ten feet high and thick that block line of sight. The pathways through are at Mother Lymeria's whim, so the only way to the temple is for her to permit it or to hack through the dense vegetation.

The walls of the labyrinth rise to collect in a thorny canopy, making it impossible to fly out of it or view it from above. Once inside, the entrance seals itself, forcing characters to find an alternate exit. The persistent fog and darkness cause skill checks to navigate to be at disadvantage.

Brother Remis patrols the labyrinth and surrounding woods with a pack of six dire wolves. Mother Lymeria gifted him an *amulet of freedom of movement*, allowing him to pass freely through the thorny hedges. Dressed in his bear pelt, Remis is an impressive pack leader that frequently howls to communicate with packmates.

If the characters enter the labyrinth and are deemed a threat, Brother Remis hunts them with his pack. If the characters are in the woods and deemed a threat, he will

attempt to lead them into the labyrinth. Brother Remis will stay ahead of them, occasionally firing his longbow from cover, then disappearing into the hedges before he can be engaged. His tactic is to draw characters deeper into the labyrinth while his dire wolves attack stragglers from the rear, attempting to drag them away from the group to kill them one by one.

If the characters converge on the dire wolves, Brother Remis will harass them with his bow, forcing them to fight on two fronts.

Opposition: Brother Remis, (6) dire wolves, Labyrinth

MOON-KISSED LAKE

Ancient weather-worn statues ring Moon-Kissed Lake in the shape of exotic animal-human hybrids. The lake always seems calm, acting as a mirror for the environment and heavens above. Some fish can be spotted below the surface, but it is difficult to see much.

Thirty feet below the surface is a large tunnel opening that leads into the caves beneath the temple. This is where Lymeeriadhör enters/exits. She collapsed all other egresses larger than a badger hole, making this the only way in or out without magic.

While Moon-Kissed Lake looks placid from above, something entirely different waits in its depths. If the characters explore the lake and approach the entrance to the underwater tunnel, they trigger Lymeeriadhör's guardians.

FEEDING FRENZY

Clinging to the walls of the tunnel entrance, completely still, are a host of zombies (slain by Lymeeriadhör's *finger of death*). If a character penetrates the tunnel entrance, the undead swarms everyone within twenty feet. Their tactic is for three to four zombies to grapple each party member and cling to them so they cannot swim or make it to the surface. Once they have drowned a party member, they will deliver their bodies to the Cave of Corpses and resume their post.

Opposition: zombies (20)

WOODLAND ODDITIES

- Birds, squirrels, and other small creatures often sit nearby, intently watching the characters. They run off only if menaced.
- The forest contains no large game or predators. No large signs of passing whatsoever.

- The forest is eerily quiet. Only the occasional insect breaks the silence.
- The thorny labyrinth surrounding the nature temple seems to change pathways every night.

HIDDEN CAVES

UNDERWATER TUNNEL

The hidden caves are directly beneath the temple and are accessible via the underwater tunnel. The tunnel is natural and twenty-five feet wide. Other small animal fissures lead into the caves, but characters would need magic to traverse them.

Lymeeriadhör keeps one of her undead Sacred Seven guarding the tunnel leading in from the lake. If intruders make it through the tunnel, it is commanded to sound a brass bell positioned near where the water breaks the surface. Then it flees to the Cave of Corpses to blend in with the other undead. The bell alerts Lymeeriadhör.

CAVE OF CORPSES

The central cave is long and strewn with corpses painstakingly set up in a diorama. One of Lymeeriadhör's pastimes is to have her undead servants arrange the bodies as if still going about their lives in town. There is a wide walkway along one wall, with the two hundred or so dead taking up most of the remaining space. Valuables have been stripped from the bodies, but clothing and mundane items remain. Lymeeriadhör is banking these corpses to be used as an army after becoming a dracolich.

TEMPLE OF THE BOUNTIFUL HARVEST

The temple is an ancient, ruined building with a handful of standing walls and only one sheltered portion where Mother Lymeria supposedly sleeps. The temple sits on a rocky promontory in the center of the labyrinth. It has a steep drop on one side where it overlooks Moon-Kissed Lake, one hundred feet below.

There are many paths to lead the characters to Mother Lymeria at the Temple of the Bountiful Harvest. They could easily have a peaceful encounter where they offer a tithe to the temple, and she performs healing or resurrection. However, should the characters threaten to expose her, or penetrate her lair; they'll find themselves facing an ancient green dragon that will likely kill them all.

LYMERIA'S TEMPLE

OF THE BOUNTIFUL HARVEST



1. ALTAR OF BOUNTY

The temple's centerpiece is its massive stone altar, slightly curved and fashioned of green and gold stained stone. It once stood in a great hall but is now open to the air. Mother Lymeria conjured five large bramble patches in an array around it, enhancing its nature vibe. Secretly, this is where

victims who will have their life siphoned during rituals are entombed. They are bound and gagged by the undergrowth. After they have served their purpose, their remains are pulled down into the earth to be delivered to the Cave of Corpses.

Those who are to be healed or resurrected are placed within the altar. It can hold up to three medium-sized creatures.

Tithes are placed upon the altar, where animated vines pull them into the earth to be deposited in Lymeeriadhör's lair.

2. TEMPLE POOL

A large pool of water has gathered here from rainfall through the open roof and the flow of the underground river. Provided they can hold their breath

3. FAUX BEDROOM

Limeria does have a bedroom kept here to give the impression of her human nature to any curious enough to intrude. A bedside table and a simple camp chair are all that are found here.

MISTRESS OF HER DEMESNE

If the characters attempt to expose Mother Lymeria in any way, she will defend herself socially by positioning any attack on her as one against the natural order of things. Any evidence that arises will be painted as ridiculous and jealous propaganda. She will not hesitate to engage her followers first, using them to escape should the scales tip against her. She moves freely through the labyrinth and can lead her follower through difficult terrain with advantage.

The temple always has at least forty cultists in proximity. During a ritual, there will be two hundred. Should the characters confront Mother Lymeria, they will be swarmed and subdued by cultists, assisted by Sister Sashara, Brother Remis and his dire wolves. Mother Lymeria will use lair actions and animate grasping vines to entangle characters and summon a charming fog to sway them.

If the characters are taken prisoner, they will be stripped and caged in an earthen prison. During the next ritual, they will be encased in the altar to have their life force drained. Their only chance of escape is to appeal to Sister Gillea before they are sacrificed.

Opposition: Mother Lymeria, Sister Sashara, Brother Remis, (6) dire wolves, (40-200) cultists

LYMEERIADHÖR'S LAIR

1. DESCENDING ENTRANCE

The obvious entrance to this area is through a hole in the temple floor above (80 feet), requiring the characters to descend by some means.

This area is lit with a strange combination of warm orange and necrotic green light. Both light sources are magical: the

orange is an illusionary flame that radiates light without heat and provides strong illumination to the entire area. The glowing green pots are filled with a putrid green goo. Bones float in the necrotic gel.

2. GUARD WARREN

20 undead guardians (GMs choice) are found here milling about if they are activated by the presence of intruders.

3. RUINED ROOM

This room is partially collapsed. There is nothing of value here.

4. LYMEERIASHÖR'S CHAMBER

This chamber sits directly beneath the altar. It holds the accumulated wealth of all tithes gathered from locals and pilgrims over the past five years. It is an impressive mound of mostly coins and gems with a scattering of minor magic items, but for a dragon hoard, it is relatively minor. Any magic items are clustered in a pile to be used as Lymeeriadhör's pillow, causing some of them to be crushed or misshapen.

Lymeeriadhör keeps her remaining undead Sacred Seven guarding her treasure. They stand silently in the shadows until someone disturbs any part of the treasure mound. Then they are commanded to sound a brass bell and attack intruders. The bell summons any other undead in the caves and alerts Lymeeriadhör.

NEW SPELL

Life Transfer

Necromancy Level 5

Casting time: 1 action/target

Range: 60 feet

Components: V, S

Duration: Instantaneous

Casters: Wizard (Necromancy)

Caster siphons health from one or more living targets within range to mend the injuries of one or more living creatures. Limit one target per caster level. Targets can make a successful Constitution saving throw for half damage.

Siphon targets take 4d8 necrotic damage each, and creatures of your choice that you can see within range regain hit points equal to twice the necrotic damage siphoned (divided equally amongst them).

LYMEERIADHOR'S LAIR



At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Lymeeriadhor's lair is comprised of three connected areas: the underwater entry tunnel, Cave of Corpses, and Lymeeriadhor's Lair. If the characters penetrate her lair, the encounter escalates to the highest challenge rating.

SUDDENLY A DRAGON

If confronted in the caves or the lake, Lymeeriadhor takes her true form. If not taken by surprise, she casts *create undead* to animate four ghouls from the Cave of Corpses. She also summons the undead guarding the underwater tunnel if they have not been destroyed. She will command her undead

to attack first, including any undead Sacred Seven she has on hand.

Lymeeriadhör's first attack will be her Poisonous Breath (as a surprise, if possible), then she'll emerge from the mists to reveal her Frightful Presence. She knows to target spellcasters and keep her distance. She will wait until one of the characters are drastically injured before using *finger of death* to finish them off. Then she raises them as one of her permanent undead and commands them to attack.

If Lymeeriadhör becomes over engaged in melee, she will use her Shake the Earth ability to knock down her enemies. If she needs to retreat, she will use her breath weapon in combination with Dangerous Ground to slow her enemies.

Opposition: Lymeeriadhör, (4) ghouls, (5-7) Undead Sacred Seven zombies, (20) Underwater zombies



PERSONAS

MOTHER LYMERIA/LYMEERIADHÖR

(Green Dragon, Necromancer 9)

Lymeeriadhör is an ancient green dragon with the power to Shape Change. Her Strength is reduced to 24, and her Charisma is raised to 24. She is a Necromancer and can cast the following spells once per day: *speak with dead*, *vampiric touch*, *life transference (other)*, *create undead*, *soul cage*, *finger of death*, *resurrection*.

Mother Lymeria will only reveal her true nature in an absolute emergency. Her goal is to maintain her dual identity, becoming accustomed to basking in her followers' adoration. She only assumes dragon form when submerged in the lake or in her lair. She stays in the woods and never enters town. She demonizes the idea of lords or anyone being held in a higher station. This ideology has taken root and has become a danger for Lord Mannex since most of Wyrms' End follows her as a spiritual leader.

Mother Lymeria uses her necromancy (and most dragon) powers in human form. She uses her ability to manipulate the vines and undergrowth to sell the illusion that her powers come from nature. The small creatures of the woods serve as her eyes and ears. Her followers are her spies in town.

BROTHER REMIS

(Human Ranger 5)

Brother Remis was once a solitary woodsman. A powerful specimen of man, he carries a great ax and hunting bow. Mother Lymeria found him dead in the woods after being savaged by a bear. After she resurrected him, he became one of her most faithful. He is now Head Brother, wears the fur of the enemy bear on his back, and is trusted with Lymeeriadhör's secret. He is completely loyal and will enforce her word with unflinching brutality. He lives in the woods and has dire wolves for friends.

SISTER SASHARA

(Human Necromancer 5)

Sashara is the boisterous proprietor of the Bottomless Keg, the most popular inn in Wyrms' End. Three years ago, while working late, her home started on fire, claiming the lives of her two children. She thought she had lost everything until a friend led her to the Temple of the Bountiful Harvest, where Mother Lymeria resurrected her children from

just a few bones. Since then, she has dedicated her life to Mother Lymeria and will do anything to protect or assist her. She is Head Sister, trusted with Lymeeriadhor's secret, and practices her esoteric style of healing (Necromancy), convinced she is channeling nature power.

SISTER GILLEA

(Human Necromancer 1)

Gillea is Sashara's fourteen-year-old daughter. Grateful to Mother Lymeria for her and her younger brother's lives, she followed her mother's example and joined her following. She was enthusiastic until she spied her mother and Brother Remis securing live prisoners in the altar to siphon their life force. Her innocent mind can't reconcile the exchange of life as something good, provoking second thoughts about Mother Lymeria.

LORD MANNEX

(Retired Knight 12)

Sir Julianor Mannex is a highborn knight from a distant northern kingdom. Born under an auspicious star, great things were expected of him. He assembled the Sacred Seven to take up the legendary dragon quest that claimed his father, culminating with him founding Wym's End. He is a widower of seven years and has two grown children who live elsewhere.

Mannex is a hard but fair man with a rigid view of good and evil. He has done his best to provide a good life for the citizens of Wym's End and has been held in high regard until Mother Lymeria began to illustrate the inequality of his station. Now he suffers snide comments when he walks the streets and can count only a few true friends.

Mannex is old and only half the man he once was, but if he can put a name or face to an enemy, he will mount his horse and ride out to meet them.

MILO STEPLIVELY

(Venerable Priest 12)

Milo is a clever and highly superstitious Cleric of the God of Fortune who sees everything as either lucky or unlucky. After thirty years of living the good life and enjoying enhanced powers from his strong following, he has found himself diminished and not a little scared. Now he's an old, overweight halfling who is not feeling so lucky. Something terrible is brewing; he just can't figure out what it is.





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Brian Hampel
Brian Hrischuk
Brian Lavery
Brian Neville
Brian Suskind
Brian Zuber
Briana R
Bridgitte Rivers
Briony
Brittney
Brocha Goode
Bryan Brake
Bryan Evans
Bryan Lorin Whitmore
Bryan Mccormick
Bryant Lasken
Bryant Olejnik
Bryce Cox
Bryce T
BTO
buttd2010
Busy at Work
Byron Grassing
BZ
C.R. Fahey
Cade
Cale
Calliope Quessenberry
Cameron
CaptainNorway
Carey Williams
Carl G Mendoza
Carl Wiseman
Carlos Mercado
carter lien
Casey Jackson
Casey Kirkpatrick
Cassandra
Castreek
celmoy
CeyowenCt
Chad
Chad Acker
Chad Duncan
Chance Ryan
Charles Milgrim
Charles Nadeau
Charles Wright
Charmaine Kwong
Chase Leone
Chelsea D.gamache
Chelsea Smith
ChosenShadow
Chris Casillas
Chris Edwards
Chris Giesy
Chris Hartmann
Chris Jones
Chris McCarthy
Chris Rheinherren
Chris Robeck
Chris Sposato
Chris Striker
Chris Tafel
Chris Woerz
Christian Bedard
Christine
Christoph Wagner

Christopher
Christopher Brown
Christopher Gray
Christopher Hoffman
Christopher Patzke
Chuyee Yang
CJ Boat
cjd11
Clint Hillert
Clint Malcolm
Colin Ward
Colleen Ewing
Connor Badham
Connor Smoot
Corben Jubian
Corinna Clanton
Cory Macdonald
Courtney
CPick
Craig Earl
Craig Hackl
Craig Hymowitz
Cristin Chall
Brian Zuber
Cynthia Ditch
Cynthia King
Cznic
Dakota majjala
Dakota Nikaido
Dale
Dale A Gaus
Dale Hanrahan
Dale Henderson
Damian
Dan Abrahmsen
Dan Bodenstien
Dan Edwards
Dan Leitch
Dan Lyman
Daniel Coutinho
Daniel Gielen
Daniel Gonzales
Daniel Hung
Daniel Kirkegaard
Daniel Marjoram
Daniel O'Halloran
Daniel Sollars
Daniel Zoller
Danny Awalt Jr.
Danny Silva
Danny Strus
Dante Parker
Darby Keene
Darktrooper
darkwolf
Darth Kreder
Dathon
Dave
Dave Hall
Dave Knight
David Aspell
David Chamberlain
David Dalton
David Ellsworth
David Fong
David Hy
David Jones
David Kessler
David Marion
David May
David Nguyen
David Paul Guzmán
David Rache
David Ross
David Stephenson
David W Nixon
David Wallace
Death4allages
Debbie Howard
Dedric
Delwyn Gee
Demandred
Denise Layton
Denise Schroeder
Denver Lybarger
Derek

Derek Gustafson
Derrick C
Descamps Axel
Desirae Newell
Devin
Devin
Devin Collins
Devin Lyons
Devon Bettencourt
die_brotdose
Diego Belozerc
Dirk Leysen
Ditani
DJ Castle
Dominic Rumsey
Don Elrod
Downward_Spiral
Drew Sanderson
Drew Zugenbuehler
Duarte Cruz
Dustin Hill
Dwarven Knight
Dylan
Dylan Carlson
Dylan Petterson
Dysnomia
E David Miller
Eamon
Eddie Chew
Eddyj
Efrain Duran
Eli
Elizabeth
Elizabeth Horsebane
Elliot Halsall
Elliot Tadlock
Emily Berry
Emily Smirle
emusick
Eric Aleksander Vik
Eric Bertolotti
Eric Canapini
Eric Haines
Eric Moffitt
Eric Portner
Eric Seiler
Erich Sheogorath
Erik
Erik Dahl
Erik Saltwell
Ethan Sandoval
Evan Pratt
Evil Midnight Lurker
F P Montagu-Shoesmith
Felipe Rebollo
Fellgrave
Feres Rainwhisker
Ferron
Ferry Nice Games
fgsheajr
Fionnuala Fisk
Flare18
Fold39Crane
François Des Roches
Francois Mersch
Frank W Patnaude Jr
Frédéric Rating
Gabriel
Gabriel Cabbage
Gabriel Viens
Gabrielle
Gadget
Garrett Shay
Gary Reich
Gary Watts
Geno Stern
George Gillis
George Hope
gerner julien
Gianluca Pagliaro
Giuseppe
Glenn
glenn dallas
Graeme Doherty
Greg Anderson
Greg Le Mouton

Greg Lucas
Greg Schroeder
Gregory Rihn
Gretchen
GrimmStone
Grover White
Grumpy Shaman
Guest 647425984
Guy Rainey
Hal Howard
Halley Duncan
Hannah
hans sagan
Hao Le
Harley Stuart
Heath Hoxsie
HeavensRevenge
Hector Gembe
Hector Hernandez
hehei62
Helen Louise Owen
Helen Mooney
Henrik Lemos
Henry Milby
hent4k
HoldXtoRevive
Hugo
Hugo Solis
Hunter Newell
Huon Croucher
Hyphen
Ian Barnes
Ian Choi
Ian Steffen
Ian Woodley
Igor Fridland
ImmOrtal rryuu
imredave
Inge Rasch
Isaac
Isabella 'Izzy' Von Lichten
Isidro
Isidro De Paz
ItoSora
Ivo Goudzwaard
J Brenner
J.T. O'Connor
Jack Hanks
Jack Maeve
Jack Stone
Jackson Jelenic
Jackson Means
Jackson S.
Jacob Burkett
Jacob Bush
Jacob Christian Tooze
jacob harrington
Jacob Jardine
Jacob Keating
Jacob Ross
Jacob Whittington
Jake
Jake LoGiudice
Jake McGarry
James
James A. Halderson
James Adnitt
James Arnold
James Austin
James Curd
James Dillard
James Duffie
James Freeman
James Harder
James Huckaby
James Mackin
James Meredith
James Millington
James Morrison
James Patrick Patrysun
James Woodward
Jamie Denney
Jamie Sage
JamieXIII
JanBob12

Jan-Erik Arms	John Zett	Kun	Mech45	Nicki Dominique Hallett	Richard Rubel
Jared Levinson	Johnny Jacobsen	Kurt Piersol	Megan Isherwood	Nicolas Desjardins	Richard Vojtek
Jared Strickland	Johnny Lavinus	kyle	Melissa Wood	Nik Miller	Richard Welker
Jarod	Johnny Yarbrough	Kyle	Micha Dean Hicks	Nikephoros Gorgonites	Rick Cox
Jason	Jon Goranson	Kyle Capps	Michael	Nils Holte	Rick Heinz
Jason	Jon Nghtmr	Kyle Collis	Michael	Nimrod Borja	Rick Underwood
Jason Adams	Jon Razo	Kyle G. Crider	Michael Brum	Noah Hatfield	Riley
Jason Bean	Jon Terry	Lakshman	Michael Busse	Noah Johnson	rob
Jason Best	Jonas	Lance R Jordan	Michael Byars	Noah Kunin	Rob Lebowsky
Jason Greenleaf	Jonathan	Landon King	Michael Clark	NumberTenOx	rob manning
Jason Hennigan	Jonathan A. Cohen	Larry Hetrick	Michael Clements	Oh Zhi Wei	Rob Parks
Jason Householder	Jonathan Brock	Larry Obern	Michael Fangel	Oliver D. Dickerson III	Rob Rivera
Jason Kucera	Jonathan Martinez	Lars Bengtsson	Michael G	Oliver Grumme	rob.parmenter
Jason Lincoln	Miranda	Lastlaugh70	Michael Henderson	Oracle Sights	Robert
Jason Maurer	Jonathan Sari	Laura Picou	Michael Kesavan	Orson Davis	Robert Alvarado
Jason Mendez	Jonathan Smith	Lauren Bonnell	Michael Lewis	Ovidiu Tudose	Robert Huss
jason patterson	Jordan Kemp	Lauren Phillips	Michael Marsik	Owen Johnston	Robert J Correa
Jason Spivey	Jordan Pilato	Lauren Toenniges	Michael McGuirk	P	Robert Jameson
Jason White	Jordan Schreck	Lawrence Bagg	Michael Merchant	Pamela Reimer	Robert McNeal
Jason Yarbrough	José Luis Porfirio	LeO	Michael Morey	parker	Robert Murphy
Jay Lofstead	José Ramón	Lee Benzacar	Michael Morris	Parker Stapley	Robert Norton
Jay Minnix	Joseph Barry-Shaw	Leland Salazar	Michael Raymond Floyd	Patricia Ross	Robert Shelkofsky
Jay Wood	Joseph Brian Palmer	Lena	Luton	Patrick Anderson	Robert Smith
Jayne Bell	Morales	Leon Bedwell Jr	Michael S. Wallack	Patrick Beaulieu	Robert Spalding
jayoung	Joseph Cowburn	Liam Fitzgerald	Michael Santiwan	Patrick Curtin	Roberto Ln
JCortes	Joseph Pacheco	Liam Knights	Michael Schilingno	patrick diez	Robyn Morin
jean luc	Joseph Tanner Owens	Liam Sullivan	Michael Seitz	Patrick Edward Scagnelli	Rod Godfrey
Jedidiah Ferrer	Joseph Taschler	Lilavati	Michael Sessions	Patrick Marinelli	Rod Shelton
Jefepato	Joseph Telezinski	Lin Liren	Michael Sheppard	Patrick Mueller-Best	Rolland Therrien
Jeff Hjelm	Josh	Lloyd Moore	Michael Warren	Patrick Trapp	Ronald Whitehead
Jeff Holt	Josh Everett	Lory Cozens	Michael Waters	Patrik Andersson	Ronan Plessis
Jeff Workman	Josh Garvais	Louise Dash	Michaela	Paul Ashby	Ross Eaton
Jeffrey	Josh Green	Luca	Michaela Hough	Paul Direktor	Ross Gimblett
Jeffrey Harris	Josh Simon	Ludwig Vinterdag	Michal Nance	Paul Haberman	Ross Nendick
Jeffrey Kreider	Joshua Crann	Luigi Mastrangelo	Micheal Meyers	Paul R. Smith	Rostow
Jeffrey Tyler	Joshua Flood	Luis Böhler	Michel Kack	Paul Sheppard	Roy Tan
Jennifer	Joshua Garrett	Luke	Mighel Mike Vincent	Paul Winters	Runar Magnusson
Jennifer Manvell Bowersock	Joshua Goldfarb	Luke Dore	Mike B	Paul Woods	Rune
Jenny Nielsen	Joshua Muscat	Luke Hendriks	Mike F.	Paul Young	Russell Ventimeglia
Jens Renberg	Joshua Nypaver	Lurker Bees	Mike Hegger	Paula Schlax	Ruth Imhoff
Jerard Carney	Josue Pena	Lynna Landstreet	Mike Rushby	Pavan Mudaliar	Ryan
Jeremiah31.3	Julian	Madeline Feinstein	Mike Snyder	pchoucino@gmail.com	ryan
Jeremy	Julian Welsch	MagicalPurpleMan	Mike Weber	Penoes	Ryan Burbridge
Jeremy Handler	Justin Durel	Mahmoud	Mike Welham	Per Stromberg	Ryan Dukacz
Jeremy Heneger	Justin Dutch	Marc Touchton	Mikkel Ungstrup	Peter Adkison	Ryan E
Jeremy Huggins	Justin Jackson	Marcus Good	Christensen	Peter Gray	Ryan Kent
Jeremy Kear	Justin Shiroff	Marie - The catless wonder	Milton Oberlechner	Phil	Ryan Novakovich
Jeremy Mahr	Justin, the Anti-Social Worker	Marisa Younker	Mistress Pheonix	Phil Barlow	RyanCrow
Jeremy Prier	Mark	Mark	Mitch McKee	Phil Kenyon	Sam Bateman
Jeremy Wiltse	Kainoa Quezon-Vicente	Mark	Mitchell Dingo Jenkins	Phil Sweet	Sam Stoute
Jerod Anderson	Kaleb	Mark Maklenburg	moesley	Philip Engström	Sam Taylor
Jesse Drenters	Kanonfawder	Mark Peyton	Monte Young	Philippe A. Vandepierre	Samantha Michaels
Jesse R.	Kathryn Keyser	Mark Rehill	Monty Montgomery	Venegas	Samson
Jesse Roberge	Katie Sharpe	Mark Widner	Mooshroom	Phlokati	Samuel Dumas-Chevalier
Jesse Talbert	Kayla Wells	Markstarter	Morgan	Pia Pedersen	Sanchez, the Gamer
Jessica Carter	Kaytee Pappas	Martin	Morrison	Pierre Sicard	Sander Zandwijk
Jethro Teal	Keith Bigos	Martin C. Howard	MrAnArcade	Pierre-Luc Noël	Sandra Fabiano
Jim Dovey	Keith E. Hartman	Martin Heim	Murray Smith	Pierre-Philippe Beaudry	Sandy Bain
Jim Remmes	Keith Mackay	Martin Milan	Musawwar Alvi	Pietro	Santiago Harrig Shrock
Jim Sigler	Keith Williams	Martyn Wood	Mythril Sage	Pine Bestul	Sarah Dillon
Jochen Morent	Kelcy Davis-Hubble	Marva	Nat Cal	Post Apocalyptic Gamer (Maxadon96)	sarah haslam
Joe Aquilina	Kelly Grooms	Mary Moody	Natalie Renee P.J.	Purpose-Porpoise	Sarah Omland
Joe Gressis	Ken Reinertson	Mat Oliver	nate	Quantum Ogre	Sarah Taylor-Knight
Joe Knapp	Kendal Larson	Mathias Borsch	Nathan Carr	Quentin McDonald	sbarrie
Joe Taylor	kendall ten haken	Matiija Strujić	Nathan Messenger	Rachel Lott	ScooterPeppe
Joel Aabs Plott	Kenderkim	matt	Nathan Zagrean	Raeden2020	Scott Alan Brubaker
Joel Nunez	Kennie N. Norgaard	Matt	Nathaniel Guenther	Raimondo Mancinelli	Scott Armstrong
Joel Phoenix	Kent Reinbold	Matt	Nefet	Randall Jenkins	Scott Beeh
John "johnkzin" Rudd	Kevin	Matt Faltese	Neil	Randy Williams	Scott Cook
John Chamness	Kevin Chua	Matt Gordon	Nelson Griffiths	Rashka91	Scott J. Dahlgren
John Cmar	Kevin Gill	Matt Kruse	Neonivek	Rayne Beau Rains	Sean ☐
John Doerr	Kevin Haws	Matt Ludwig	Neroboy1234	Rebecca	Sean Caballero
John Doughty	Kevin Moreau	Matt Sabo	Nicholas Baughman	Rebecca Lynne Minor	Sean Cooke
John Dwyer	Kevin Plymale	Matthew Buras	Nicholas Gaydos	Rebekah Morris	Sean McStravick
John G. Pierce	Kevin Thompson	Matthew Carroll	Nicholas J Drozdowicz	Recovery13	Sean Owen
John Helfrich	Kielo Maria Maja	Matthew Clark	Nicholas Lane	Reg Mc Reynolds	Sean Scrimger
John L. Graham	Kieran Roberts	Matthew Evangelidis	Nicholas McKeta	Reid Dawson	Sean White
John LaPoint	killervp	Matthew Gill	Nicholas Muehlenweg	Remington Mckane	Sebastian Geers
john lawton	Kim Haling	Matthew J Weidman	Nick Clark	Ricardo Lopez Anton	seby
John Lemay	Kim McCoy	Matthew Jaeckel	Nick Dunn	Rich Catlett	Selachimorph
John Paul	Kirk Graves	Matthew Jensen	Nick Fin	Richard Auffrey	Sergey Yulin
John Shirley	KIRK, Chaos Lord of Valoria	Matthew Newman	Nick Grey	Richard Kates	Sergio Borges
John Sperry	Koenraad Gossaert	Matthew Nocivelli	Nick Naseman	Richard Knudson	SH Tan
John Szasz IV	Kostadis Roussos	Mattholomew	Nick pater	Richard MrSwanz Inness	Shad
John Warden	Kris Hunter	Max Thomas	Nick Querci	Richard Quitadamo	Shade
John William Botting	Krista Hoxie	Maxime Bombardier	Nick Reynoso		Shahar Kli

Shannon Carl	Todd L.	Alexandre Pelletier	Chiseri	Easter Christopher	Jason Ostrowski
Shawn	Tom Lewis	Alisha Richelle Cox	Chris	eddy morrow	Jason Stephens
Shawn DeWeerd	Tom Williams	Allan Richmond	Chris Alvarez	Edwin Bryer	Jason Thorne
Shawn Kennedy	Tom Williams	Allen	Chris Anderson	Elden May	Jason Wilson
Shoj Wiebelhaus	Tomasz Cymes	Alton C. Capps	Chris Behnke-Nead	Eli Gilles	Jason Yarnell
Showteks	Tony Garza	Alycia Icenroad	Chris Dennett	Elias Malmberg	Jasper
Siegfried	Topher	Alyssa Jones	Chris Evans	Elizabeth Rache	Jay Richard
Simmy Sims	Travis Johnsen	Amanda Epp	Chris Lloyd	Emery	jchawley
Simon Parkin	Travis K	Amara Snively	Chris Martinez	Eric Bungler	Jeff
Sion Clarke	Travis Spencer	Amy Egan	Chris Nathan Pilling	Eric Frederickson	Jeff
Sir Dave, Esquire of Valoria	Trevin Atwood	Andrew Dicks	Chris Nehring	Eric Heupel	Jeff Lee
SJames	Trevor Hardy	Andrew Griggs	Christian Thier	Eric Marshall	Jeff McClinchey
Skannah	Trevor Swanson	Andrew Hovanec	Christina Sanz	Eric Miles	Jeff Ostermiller
Skeeter Green	Trey Byerly	Andrew Kapsar	Christopher B	Erik Frankhouse	JeN Bergevin
Smiley	Tristan Merrick	Andrew Madden	Christopher Barney	Erin Keuter Laughlin	Jeramie
somnambulist	Troy	Andrew Taylor	Christopher Cox	Eser Unger	Jeremy Archer Waterman
Sonia	troey Sandlin	Andy Nguyen	Christopher Raslan	Est Cal	Jeremy Bass
Spike Chuong	Ture Westlund	Anthony Da Silva Ferreira	Christopher Robichaud	Ethan	Jeremy Midwinter
Spyda133	Tyler Fletcher	Apaphous	Christopher S. Knott	Étienne Bourgeois	Jeremy Reiman
Staffan Björk	Tyrneathem	Arthur Penndragon	Christopher Strickland	Evan Cotter	Jess
Stefan Verweij	ulthanos	BADJRM	Christopher Williams	Fabian	Jesse Benavidez
Steinar Olberg	VaetheDM	Barbara Holt	Chuck Parker	Flynn Maloy	Jesse Christensen
Stella	ValdDrakul	Barry Chapman	Clayton	Francis Trottier	jessica mims
Stephan	Verllamica	Beau Lawrence	Clayton Freund	Frank Adams	Jim
Stephanie Huskey	Verne Wuertz	Beau Sampson	Cleston Carvalho	Frank Bloom	Jim B
Stephanie Möllmann	Vic Harris	Ben Balestra	Clifford Hull	Frank Lewis	Jim B.
Stephen Bulla	Victoria	Ben Casto	Cody Lewis	Frank Schlesinger	Jim Heston
Stephen J. Lucas	Vince Madai	Benjamin Byers	Collin Teal	Friðrik Skúlason	Jim Stryker
Stephen Jedynak	Wade Cottell	Bennett Robertson	Connor Baldowski	Gabriel	Jim Woodruff
Stephen Murrell	Warr Byrd	Beruge	Connor Evelich	Gail Courtney	Joe
stephen napoles	Wes Rist	Blake Filbin	Cooper & Danielle Coit	garvin anders	Joe Coupal
Stephen Stalker	West Bongiardino	Blik & Stilty Games	Coty Owens	Gary Robert Criss Jr	Joe Gulley
Steve Fitzgerald	WhiteRice (Michael)	Bobby DeRisi	Crafts + Minis	Gaul	Joe Jones
steven	Will McHaffie	Boogeyman	Craig Zielonka	gdRios24	Joe U
steven hayes	Will Nyteshade	Bos	CT Riggs	Gene Wolski	Joerg Franck
Steven Kohler	William Fields	Bramme Vanaelst	Cully Smutzler	Ginette Beavis	Johannes Welzig
Steven Lord	William Jones	bran.digital	Curtis	Gjermund Follestad	john
Steven Schwartz	William Myers	Brandan	Cynthia Y. Valdez	Goffin Geoffrey	John
Steven Smith	William Scott	Brandon Cyr	Dakota Skinner	Gordon Dietz	John Adams
stewart burwood	William Waltz	Brandon Maier	Dakota Streubel	gordon lewer	John Barrow
Stig Arne Lærkerød	Wilson Luther	Brandon Miller	Dale Ogden	Graham Davey	John Favaro
Stijn Peeters	Wyatt	Brandon Wheeler	Dan Santiago	Graham mould	John Gingras
Stirling Westrup	Xavier Ceaser	Brendon Croft	Daniel E Lelito	Grant Landrum	John Law
Stormkitten	Xtopher Collier	Brenna Koeppen	Daniel Montero	Greene Machine	John snyder
Stronghumankind	yaky22	Brenton Webber	Daniel Sloppy	Greg D	Jon Gameson
Stuart Butterworth	Yousef 'dreamwalker'	Brett	Danny Santiago	Greg Fonseca	Jon Geimer
Sven Vanden Eynde	Taouk	Brett Bachelor	Dany Tetreault	Greg Trombley	Jon Harding
Swaza	yurekaer	Brett Harris	Darin Deyoe	Greta Hanson	Jonathan Hill
Sylvain Cousineau	Zacchary Falconer-Barfield	Brian	Darkerfalz	Gryphon Ludwig	Jonathan P
Tad Myers	Zachary	Brian	Darkulic	Gunnar Rightnour	Jonathan Phelan
Taiga Brenerman	zachary crotts	Brian Bower	Darren Velez	Hachevy	Jonathan Sill
Talon	Zachary DeDionisio	Brian Childress	darren wageman	HAMILTON	Jonny Soriano
Tana Kumar Thayalan	Zachary Pruckowski	Brian Fortunato	daryl graham	GENSHEIMER	Jordan
Taylor Proberts	Zak Hennessey	Brian Kim	Dave June Hearn	Hayderino	joseph
Ted	Zakor95	Brian Rollet	Dave Powell	Heather M Edlund	Joseph Anderson
Temple of The Twelve	Zara	Brock Harton	David Daverio	Hexturn	Joseph Donaghue
Teris	Zbigniew Zelga	Bryan	David Hetherington	Hey_Meow	Joseph Edge
Tharathip Opaskornkul		Bryan Félix	David Kelley	Hogofogo	Joseph Hackney
Theo Wiklund		Bryan Koches	David Smith	Isaac Cacciottolo	Joseph J. Leonard, Jr.
Thomas Cole		Bryan Smith Jr.	Dawid Wojcieszynski	Brightmore	Joseph Marek
Thomas Dols		Bryce	dcapps123	J Paul Keller	Joseph Nicely
Thomas Geno-Stumme		Bryon Atkinson	Dean Bressler II	Jackson Donovan	Josh Reese
Thomas Geysels	Aaron Egely	Bryston Beggs	Deborah Spiesz	Jacob Forsman	Joshua
Thomas Lange	Aaron Gomez	Burzum	DeChevalier	Jacob Kelly	joshua cremosnik
Thomas Moldrup	Abe Wiebe	Cactuscat	Dee Taylor	jaimie delorge	joshua palmer
Rasmussen	Adam Caverly	Caeden Crotty	Dennis	Jake D.	joshua Slick
Thomas P. Kurilla	Adam florig	Caleb Schirmer	Dennis Campola	jake de bis	Julian Thornton
ThreeWolf	Adam Gottfried	Cameron LaMance	Dennis G	Jake of all trades	Justin Hacker
Tiaan Botes	Adam Roy	CaptiveBow	Depressed_Puppy	Jake Stevens	Kasey Wince
Tighe Hotchkiss	Adam Ryen Daniels	CaseOfEm3rg3ncy	Derek Fiedler	James	Kate Young
Tim	Adam Starkweather	casey cain	Derek Vendt	James	Kathryn Andrews
Tim Baker	Adam Wilton	Casey Corbin	detef hallermann	James Eddy	kazdar
Tim Czarnecki	adamhowell97@hotmail.com	Casey Luchsinger	Dillon	James Jones	Kelly Clark
Tim Ward	Adrian Czajkowski	Cassandra Thomasson	DJLProjects	James Juden	Kelly Sykora
Timipher Christithy	ÆtherDeity	Cat Hunter	Don	James Perry	Ken Seier
Whittlemore	Affejungen	Cat Ward	Donna Crawford	James Pinkston	Kenneth L McClain
Timothy	Alberto Faria	cavafis1979	Doug Bolton	James Terry	Kennon Pogue
Timothy James McDewitt	Alec Hunter	CesiumKitty	Doug Mutart	Jamess Phillips	Kenzie Brundage
Timothy Juckett	Alessiocanepa	Cha Os	Doug Williamson	Jared Kennedy	Kevin
Timothy W. Gile	Alex Hurst	Chad Boyce	Douglas Molineu	Jared Williams	Kevin Bauer
TinyCat	Alex Meadows	Chad Lynema	Drew Emmetts	Jason	Kevin Detlefsen
Tobias Currie	Alex Norman	charles	Duncan	Jason B	Kevin Franklin
Tobias Gies	Alex Ornelas	Charles Archibald	Dustin	Jason Dubuc	Kevin Hannel
Toby	Alex Thompson	Charles Davis	duynisveld.j@gmail.com	Jason E	Kevin Kurtenbach
Toby Cohen	Alexander Stengel	Charles Holzheimer	Dwayne Butcher	Jason Nino	Kevin Pagliarini
Todd A.		Charlie Wolfe	Dylan Demagny	Jason Osorio	Kevin Ray

**DRAKE
MASTER**

Kevin Saxton
Kevin Slama
Khrys Boschee
Kim George
Kim Leasak
Kist
Knight Errant
Kristofer Everett
Kurt Swartz
Kyle Harper
Lance Hurst
Landon Jamieson
Lara Rudolf
LaRon S. Readus
Larry Dixon
Lazaro Rodriguez
LB
Lee Jahncke
Lee Perry
Leokii
Levi Heath
Lewis Griffiths
Liam O'Sullivan
LichLordMeta
Logan Stecher
Longine
Lorelei
Luca Di Grazia
Luis Carlos Sandoval Jr.
Luke M
Luzern Tan
Lynden
Lytleton L Callender
M. Zachariah Fraser
MadFergy
Marc Ryan
Marc Vaughan
Marcus Johnson
Marcus Perry
Margaret Persico
Marguerite DeLong
Mark A. Worcester
Mark Miley
Mark Quinan
Martin J. Manco
Massimo Gandola
Mat King
Matt & Jess Brown
Matt Bakeberg
Matt Handfield
Matt Leitzen
Matt Oliver
Matt Ronan
Matt Upchurch
Matt Wilson
Matthew
Matthew Baltrukonis
Matthew Cann
Matthew Erickson
Matthew Feagins
Matthew Gaetano
Matthew Glas
Matthew Kordis
Matthew Picard
Matthew Scofield
Matthew Van Wie
Matthew West
Matthew Westover
Mattia
Matty
Max Kingdom
Max Semenick
Merman_Pops
Micah Corwin
Micah Levens
Micah Moore
Michael A Rininger
Michael Durkee
Michael Favre
Michael Hansen
Michael Hnatyshyn
Michael Kenzig
Michael Leavitt
Michael Putorti
Michael Schell
Michael Small

Michael Swords
Michael Wood
Micheal Green
Mike Mancini
Mike Ross
Mikey
Missy
Mitchacho
mitchell hageman
Morgan Grover
morrcahn
Morvan
Nate
Nate Diederich
Nate McFadden
Nathan Burritt
Nathan Greene
Nathan Majewski
Nathan phillips
Nathan Sherrets
Nathaniel Brinlee
Nathaniel Morrison
Nathinu
Neil Christiansen
neil peacock
Nicholas Harvey
Nicholas Penman
Nicholas Singer
Nick
Nick Rice
Nickweese
Nik
Oliver
Omar LK
Parker Cheshire
Pascal Charest
Patrick Hunter Gerken
Paul
Paul Cooper
Paul D. Russell
Paul Jackson
Paul Scadden
Paul Young
Pepus
Peter Smith
peter-albert haizelden
Petrice Long
Philip DeLage
Phong Nguyen
Poul Nielsen
Pru Sheaves
Rachael B. Randolph
Rachel
Randall Cleveland
Randall Dorn
Randy
Raven
Ray Long
Rebecca Arms
Rebecca Wingo
Rebekkah
Redmick
René Peder
Reyos Blackwood
Rhea Shelley
Ric Mohri
Richard Dill
Richard Line
Richard Walker
Rie Conley
Rob Lowry
Rob Medley
Robert
Robert
Robert McCartney
Robert Miklos
Robert Paine
RODNEY PASKO
Roger that
Roland Thomas
Ronnam
Rudy
Ruth Molenaar
Ryan
Ryan Anderson

Ryan Camero
Ryan Carr
Ryan Dye
Ryan Fairchild
Ryan G. Coleman
Ryan W. White
Sam
Sam Cook
Sam Regimbal
Samuel Johnson
Sarah
Schreuka
SchuleinP
Schupo Kuribo
Scott
Scott Boegemann
Scott Campbell
Scott Hutchinson
Scott Kongable
Sean Easty
Sean Wellsandt
Sean Williamson
Seann Robbins
Sergio Sampaoli
Seth Cross
sgetty
ShadoCadink
Shane
Shane Stewart
Shannon Marie Collins
shasow mortal
Shawn Hennessy
Shawn Walker
Shea Staszak
Sherman Manring
Sheroh
Sid
Sielle
silvercity
Simon Mawdsley
SJD
skoosh
Skylar Simmons
stefan
Stephen Hoffman
Stephen Moore
Stephen Murrish
Stephen
Radney-MacFarland
Stephen Rudd
Stephen Shulusky
Steve Grajeda
Steve Mollman
Steven Bauling
Steven Daly
Steven Hill
Steven Parry
Stitchthat
Storm Jason Cousins
Tammie Webb Ryan
Taylor
Taylor Randolph
Taylor Vik
Taysia Brinkley
Ted C.
Ted Houseman
Ted McElwee
Terrelle Shaw
Tfols
Thanske
The Dreamlands
TheRadDad
Thomas Milazzo
Thomas Sinclair Lambert
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